Essential Body Modification Supplement

v 1.11 (the 'redesigned for its own good' edition)
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- Everyone who has ever written a jumpchain or commented on this document!

HOW TO USE THIS SUPPLEMENT

- Since this document has grown *a lot*, I've rearranged things quite a bit and added a Quick Start guide to the next page. It will get you through the process of using this document in the most basic way.
- This Supplement is meant as a replacement for the various **Body Mod** supplements and should generally not be used with those. As fair warning, depending on the Modes you select, this is extensive enough to be considered an **Alt Chain** ruleset. Using this Supplement with "first jump only" jumps is also not generally recommended, but I'm not your supervisor. You do you.
- Perks purchased from the Supernatural section cannot be used in Gauntlets. Perks from the Basic, Physical, Mental, Spiritual, and Skill categories are considered to be part of your base form (aka "Body Mod") and work during Gauntlets unless specifically forbidden by the Gauntlet's rules. If you have a perk with tiers in both Supernatural and the base form sections, during a Gauntlet it is still usable at the highest base form tier.
- If you are replacing an existing body mod supplement, consider selecting Baseline Mode, below. The SB Body Mod should be roughly balanced against the non-Supernatural perks in this document after you've gained a few hundred EP.

GENERAL NOTES

- Leveled perks may be 'traded in' to purchase higher level versions of that same perk later. When doing so, you receive a credit equal to the points you paid for the lower level perk (actual points, not base points).
- Discounts are always a 50% reduction in the cost of an item. If an item has multiple discounts, the cost reduction is still only 50%. **Discounted 50 EP perks are free.**
- Drawbacks give EP when first taken and are always on. Circumventing these drawbacks should be avoided. Drawbacks can be changed or "paid off" at any time.

- Unless you are specifically enabled to do so by a Mode, you cannot increase any of the abilities in this document without spending EP.
- **Many perks are leveled.** You only need a single level of each perk and gain the benefits of that level as well as any lower levels. The same named perk does not stack with itself. Essences can discount only some levels of perks, which means undiscounted levels cost full price (less the trade-in value of lower level versions). In a Gauntlet, use the highest non-Supernatural level of such perks.
- Body Mod level abilities (those from the Basic, Physical, Mental, Spiritual, and Skill categories) stack with alt-forms and other perks as long as it makes sense. For instance, if you have Physical Prowess II, your alternate form of a horse has twice the physical capabilities of a “peak horse”. If you have a Spider Package perk that gives you the powers of Spider-Man, Physical Prowess II would give you twice the physical capabilities of Spider-Man as defined by that perk. You may choose for this to not apply to alt-forms and perks on an individual basis. If you prefer this to not happen, see the Unstackable drawback, which will give you some free EP for turning this off.
- A lot of specifics in this document are left intentionally vague. Is this attack magical? Is this skill martial? Use your best judgement based on the item in question. Would it make your chain better for it to be one way or the other? Then go with that.

QUICK START GUIDE

Do the following:

1. Page 3. I recommend Baseline Mode. You get one Essence and 100 EP.
2. Page 4-6. These are free perks and boil down to "look how you want, be healthy, be in reasonably good shape, be sane" and a few small but potent quality of life and ease of use boosts. You can opt out of any of them. (The Interface on Page 11-12 can be skipped).
3. Page 7. Pick an Essence.
4. Page 44. Copy down the list of free perks from your Essence.
5. Page 8-40. Look up your free perks and spend 100 EP on more stuff. See the notes section, above for how discounts work. (Physical Prowess, Physical Resistance, Regeneration, and Mental Resistance are all great uses for your starting 100 EP).

Once you have finished your initial selections, you can, once per jump, transfer 50 or 100 CP into EP via the EP-Granting Perks on page 3 (this is part of the Baseline Mode). This lets you pick more perks using the same rules.

Keep in mind that perks in the Supernatural section don't count as Body Mod abilities for the purposes of gauntlets, stacking, etc.

MODES

This supplement runs on Modes which are *very* customizable. Some pre-defined modes are presented and summarized here or you can build your own tailored mode from the Custom Modes section at the back of this document. Once a mode is selected, it cannot be changed.

- **Body Mod Mode (Standard Start, Single Essence, Standard Advancement, No Access, Training Allowance):** This mode allows this document to be used similarly to other Body Mod supplements. You start with 100 EP and a single Essence. You can't get more EP after your initial build, but you can train up any of your perks through sufficient effort.
- **Baseline Mode (Standard Start, Single Essence, Standard Advancement, Standard Access):** This mode starts you with 100 EP, a single Essence, and you can only gain EP through purchasing perks with CP per the EP-Granting Perks section, below. This is roughly balanced against other Body Mod supplements at the start and should increase at a manageable rate from there. *This is the recommended mode.*
- **Mundane Start Mode (Hardcore Start, Unlockable Single Essence, Questing Access, Cumulative Standard Access)** This mode starts you with no EP and no Essence. You can gain up to 100 EP per Jump by doing quests, or through purchasing perks with CP per the EP-Granting Perks section, below. Once you have purchased all of the 50 EP perks associated with one Essence, you may unlock that Essence, getting an immediate rebate of EP and receiving discounts on future purchases normally. This mode starts lower than the other modes but increases slightly faster if quests are completed regularly.

EP-GRANTING PERKS

These perks are gained by spending CP in jumps. You gain access to these through your Access Mode, above.

- **Lesser Essence Infusion (-50 CP):** You gain 50 EP.
- **Greater Essence Infusion (-100 CP):** You gain 100 EP.

BASIC PERKS

The following perks may be selected by anyone with access to this document. They may not be discounted since they are already free.

- **Basic Refinements (free for all):** This meta-perk includes all of the following sub-effects. You may instead select refinements individually, which is useful if you wish to only have part of something.
    - **Cosmetic Refinement (free for all):** You may freely reshape your body into any configuration that occurs naturally for your species or requires only minor cosmetics assistance (makeup, hair dye, contacts). Heights can range from half a meter to three meters with proportionate weight between twenty five kilos and five hundred kilos and sufficient strength to move normally. This change can make you as attractive as the most attractive model wearing the most skillfully applied makeup, but does not confer any supernatural benefits. You may make these alterations when you first receive this perk and may make the adjustments again between jumps.
    - **Cosmetic Reconfiguration (free for all):** If you wish, you may greatly alter the shape of your body, including adding new appendages, reconfiguring existing appendages, adding scales or fur, and even adding wings. If you want to look like a horse, an angel, a demon, or a tentacle monster, you may do so. Entirely physical advantages, such as sharp claws, gills, or echolocation can be added or removed, though they will usually necessitate adjustments to your biology to make them work properly. Your longest dimension should stay within the height range of Cosmetic Refinement as should your weight. Based on your new physiology, adjust your “peak” attributes appropriately, though “peak human” should still be the average. For instance, a horse might have a higher speed and strength but be less agile and flexible. A tentacle monster might be impossibly flexible and agile but much slower. Functional wings require a real-world weight-to-wing-area ratio. At your discretion, you may choose to officially change your species to something other than human as part of this adjustment. As with Cosmetic Refinement, you may make these changes when you first receive this perk and again between jumps.
    - **Physical Health Refinement (free for all):** You are cured of any physical and genetic issues and will not suffer from many common issues, such as cancer, as you age. At will, you may also choose to have your body’s digestive and other systems function more effectively, removing your need for sanitary facilities to dispose of waste. You may also start or stop the growth on any or all parts of your body.
    - **Physical Prowess Refinement (free for all):** If below that level, your health and fitness increases to that of an average active, healthy person in their prime. Your physical fitness level will not deteriorate over time or through disuse, as long as

your basic needs are met. You can perform at approximately half of peak performance as described in the Notes section. This level of fitness can be improved through training, but without perks cannot exceed peak capabilities for your base-form species.

- **Reproductive Refinement (free for all):** If below that level, you become as fertile as an average member of your species and gain the ability to render yourself infertile or fertile at will. You may also choose to stop or start any menstrual or breeding cycle at will. If you carry the child, the pregnancy and birth will be easy and risk-free. Finally, your offspring will benefit from the Physical Health, Physical Prowess, Reproductive, Mental Health, and Mental Awareness Refinements. The cosmetic appearance of their physical form will be determined by the genetics of their parents at the time of conception normally.
- **Mental Health Refinement (free for all):** If below that level, your mental health increases to that of an average person in sound mental health. You are resistant (but not immune) to developing issues such as PTSD, anxiety, and depression. You do not have issues with self-motivation or the ennui that living for centuries may cause.
- **Mental Awareness Refinement (free for all):** By spending a moment in quiet contemplation, you may become aware of any mental illnesses or other issues that you are suffering from. While this does not remove those issues, it does tell you how to best deal with them, making therapy dramatically more efficient and providing a degree of leverage in coping with them.
- **Spiritual Awareness Refinement (free for all):** By spending a moment in quiet contemplation, you may become aware of the state of your own soul, including any outside influences upon it or damage it has suffered. If all or part of your soul is no longer in your possession, you also gain a vague idea of where it is located and who is currently holding it. This does not allow for removal of those influences, but it does give you an idea of where to start.
- **Spiritual Resource Refinement (free for all):** You may use all forms of non-physical energy interchangeably, effectively removing your need to track resources for individual types of powers. Whether this means that you can cast spells using chakra, perform martial arts using psionic power points, or some other combination is up to you.
- **Secondary Powers Refinement (free for all):** You automatically gain any ‘secondary powers’ required for your other abilities to function. For instance, if you have an ability that lets you run at supersonic speeds, you automatically gain a secondary ability that keeps you from tearing yourself apart while using it. In short, this ability allows you to function by comic book physics as needed to make your other abilities make sense.
- **Morality Refinement (free for all):** You may, at the time you gain this trait, choose to shift your moral compass in whatever way you desire. Do you want to be able to make hard decisions without flinching? Do you want to feel compassion for everyone though you normally can’t? Now is your chance to

make that change. Once this perk has been used, your moral compass can only be altered in the normal ways (time and effort, perks, magic, divine intervention, etc.).

- **The Interface (benefactor choice):** You have a video-game like interface which provides information and possibly communication options. If you have another interface of this nature, they will merge together seamlessly. *Unlike other perks in this document, this perk is not chosen by the Jumper. Instead, the Benefactor selects whether this perk is used and which features are enabled. At the Benefactor's discretion, some or all of these options may be available to Companions as well as the Jumper.* Some common options include:
    - **The Character Sheet:** Pull up your current character sheet. It has helpful information on all of the mechanical information that you are aware of. This usually includes perks, but may also include items, drawbacks, and other information. This sheet never displays information hidden from the Jumper because of Drawbacks.
    - **The Status Window:** A small window that tells the Jumper their current physical status. How descriptive and useful this is can vary wildly. In the best case, it's a detailed accounting of injuries, status conditions, and other effects the character is under. In the worst case, it's a little outline of the Jumper that glows in a color from green to red to show where injuries are (or black if something has been severed).
    - **The Party Window:** A window that gives the Jumper a listing of their active and inactive companions. The exact amount of information on the window can vary, but usually includes a status indicator of some sort (see Status Window, above) and may include things like mood, location, and access to character sheets of the companions.
    - **The Quest Window:** Does your benefactor have a list of tasks for you on this Jump? Is there something you have to do to resolve the plot so you can move on? This will keep a handy list of those things. It may or may not display progress toward your goals.
    - **The Timer Window:** A simple timer window that tells the Jumper how long they have left until their next jump. May also display other helpful information like the time until quests complete or anything else where a countdown (or count up) is helpful.
    - **The Help Menu:** A help menu with information on all of the rules that Jumper is aware of. This can be especially helpful if Jumper is subjected to a complex subsystem of some sort. This menu never displays information hidden from the Jumper because of Drawbacks.
    - **Push Notifications:** Dragging you into an extradimensional space every time your Benefactor wants to give you a hint, slap some sense into you, or remind you that you're supposed to be entertaining is inefficient. Now your Benefactor can just have messages pop up and tell you that. Message boxes can be made tangible and may be used to smack Jumper on the head as needed.

- **Accessibility (limitation):** Instead of being available at all times, your Interface may only be accessible in certain circumstances. Common examples include while you are in your Warehouse, while you are alone, or while your body is asleep. Particularly creative Benefactors may set other requirements

ESSENCES

You gain access to Essences through your mode. Each Essence provides a 50% discount on perks that refer to it and gives you several 50 EP perks for free. Refer to the Free Stuff List near the end of this document for a handy collection of those items.

- **Essence of the Warlord (War):** Your calling is to lead armies, usually from the front.
- **Essence of the Scholar (Sch):** Your calling is to learn knowledge, both common and obscure.
- **Essence of the Mad Doctor (Mdr):** Your calling is to push the boundaries of medical knowledge, even to places it shouldn't go.
- **Essence of the Crafter (Cra):** Your calling is to build things, from the great to the small.
- **Essence of the Assassin (Ass):** Your calling is to end the lives of others with precision.
- **Essence of the Archmage (Arc):** Your calling is to learn magic in all of its forms.
- **Essence of the Brute (Bru):** Your calling is to become a one-person force capable of defeating armies.
- **Essence of the Superior (Sup):** Your calling is to go beyond human, stretching your limits with powers both internal and acquired.
- **Essence of the Lich (Lch):** Your calling is to transcend death in order to continue your magical studies.
- **Essence of the Vampire (Vam):** Your calling is to transcend death by draining the life of others.
- **Essence of the Shapeshifter (Sha):** Your calling is to transcend your mortal form by taking the forms of another creature or creatures.
- **Essence of the King (Kng):** Your calling is to rule a nation of sentient beings or, perhaps, more.
- **Essence of the Beast (Bea):** Your calling is to become an inhuman creature.
- **Essence of the Dragon (Dra):** Your calling is to become a dragon.
- **Essence of the Explorer (Exp):** Your calling is to discover new things.
- **Essence of the Healer (Hea):** Your calling is to mend the hurt of others.
- **Essence of the Elemental (Ele):** Your calling is to become one with an element.
- **Essence of the Druid (Dru):** Your calling is to harness the power of nature.

PHYSICAL PERKS

- **Physical Prowess I to III (-50/-100/-200 EP):** Your body performs better than normal. This affects all physical attributes, including strength, speed, endurance, agility, coordination, flexibility, and healing rate:
    - **I:** Peak human performance. **Dsc: War/Ass/Bru/Sup/Vam/Sha/Bea/Dra/Exp/Ele/Dru**
    - **II:** x2 peak human performance. **Dsc: War/Ass/Bru/Sup/Vam/Sha/Bea/Dra/Exp/Ele/Dru**
    - **III:** x5 peak human performance. You effectively no longer need to sleep. **Dsc: War/Ass/Bru/Sup/Vam/Sha/Bea/Dra/Exp/Ele/Dru**
- **Physical Resistance I to III (-50/-100/-200 EP):** Your body resists negative effects.
    - **I:** You are immune to normal diseases, parasites, bacteria, toxins, and the degenerative effects of radiation. **Dsc: War/Mdr/Ass/Bru/Sup/Lch/Vam/Sha/Bea/Dra/Exp/Hea/Ele/Dru**
    - **II:** You are immune to the items listed in tier I, regardless of origin. When you are injured, the injury is approximately 25% less than it would be otherwise. You also have a high pain tolerance. **Dsc: War/Mdr/Ass/Bru/Sup/Lch/Vam/Sha/Bea/Dra/Exp/Hea/Ele/Dru**
    - **III:** As tier II, but your resistance to damage increases to 50%. You are also, at your discretion, resistant to effects that would mutate or alter your form. **Dsc: War/Mdr/Ass/Bru/Sup/Lch/Vam/Sha/Bea/Dra/Exp/Hea/Ele/Dru**
- **Reduced Sustenance I to III (-50/-100/-200 EP):** Your basic needs are dramatically less than those of another being.
    - **I:** Your need for sustenance is reduced to half of normal. **Dsc: Mdr/Ass/Bru/Sup/Lch/Vam/Bea/Exp/Hea/Ele/Dru**
    - **II:** As tier I, plus you may now subsist on a much broader category of material than normal. For instance, a human might be able to live by grazing on rough plants or a vampire that normally requires the blood of humans may survive on animal blood or even wine (which is the “blood of the vine”). This ability also confers immunity to diseases, poisons, and other hazards coming from consumed items. **Dsc: Mdr/Ass/Bru/Sup/Lch/Vam/Bea/Exp/Hea/Ele/Dru**
    - **III:** As tier II, but you no longer need to consume food or drink at all, though you may do so if you wish to. **Dsc: Mdr/Ass/Bru/Sup/Lch/Exp/Hea/Ele/Dru**
- **Environmental Tolerance I and II (-50/-100 EP):** You are not damaged by hazardous environments, though this does not provide you a method of propulsion.
    - **I:** You no longer need to breathe and do not suffer from temperatures between -100C and +100C (-150F to +200F). You are immune to most radiation (up to about 1,000 mSv - the amount experienced during unshielded exposure to space). **Dsc: Cra/Bru/Sup/Lch/Vam/Sha/Exp/Ele**
    - **II:** As tier I, plus you do not suffer from temperatures below 1500C (+2700F) or the effects of pressure lower than 1000 atmospheres (including the effects of

vacuum). You are immune to the effects of radiation at all levels. **Dsc: Cra/Bru/Sup/Lch/Vam/Sha/Exp/Ele**

- **Regeneration I to II (-100/-200 EP):** Your body heals quickly. Injuries that do not kill you outright (typically by destroying your brain) can be recovered from with no scarring (unless scarring is desired). This healing is automatic and does not require your conscious activation. Approximate healing times are as follows:
    - **I:** Minor wounds (minutes), Major wounds (hours), Severed limbs (days). **Dsc: War/Mdr/Ass/Bru/Sup/Lch/Vam/Sha/Kng/Bea/Dra/Exp/Hea/Dru**
    - **II:** Minor (seconds), Major (minutes), Severed limbs (hours). **Dsc: War/Mdr/Ass/Bru/Sup/Lch/Vam/Sha/Kng/Bea/Dra/Exp/Hea/Dru**
- **Ageless I to II (-50/-100 EP):** You do not age or otherwise degenerate over time in the normal manner:
    - **I:** Double the lifespan for your race, with peak performance and health throughout. This benefit is applied retroactively in jumps where your starting age would put you past your physical prime. **Dsc: Mdr/Arc/Bru/Lch/Vam/Sha/Bea/Dra/Hea/Ele/Dru**
    - **II:** As I, but you will never die of old age and will maintain peak performance and health with no degeneration forever. You may choose to halt or resume your visible aging at any time. **Dsc: Mdr/Bru/Lch/Vam/Sha/Bea/Dra/Hea/Ele/Dru**
- **Undead Physiology I (-50/-100/-200/-400/-600 EP):** You are no longer among the living.
    - **I:** You choose how your undeath manifests cosmetically, from being a walking skeleton to a vampire that is almost human, though you must retain at least one vital organ whose destruction counts as an instantly fatal blow. You still need to consume sustenance, though the form of this will vary by the nature of your undeath. Vampires typically drink blood, zombies eat flesh, and liches consume magical energy. This sustenance is as appetizing to you as regular food to a human, though you may find that some examples taste better or worse than others (such as a vampire preferring the blood of certain people). You also age, though this deterioration is rarely the same as mundane mortal grey hairs. **Dsc: Lch/Vam**
    - **II to V:** In addition to the effects of tier I, you gain 400 EP (tier II); 600 EP (tier III); 800 EP (tier IV); or 1000 EP (tier V) to spend on abilities associated with your type of undead, below. *While these EP are part of your base form, the abilities purchased with these EP are treated as any other for purposes of determining access within Gauntlets.* **Dsc: Lch/Vam**
        - **All:** Physical Resistance, Environmental Tolerance
        - **Vampire:** Physical Prowess, Heightened Senses, Intangible Form I, Bodily Reinforcement Techniques, Kinesis (blood only), Energy Drain
        - **Lich:** Mental Prowess, Supernatural Resource Recovery, Cheat Death, Minion Creation, Energy Drain
- **Elemental Physiology I (-50/-100/-200/-400/-600 EP):** Choose an element that you are tied to closely.

    - **I:** Your body is no longer entirely mortal and now includes portions that are elemental in nature. You may choose what this looks like cosmetically, from having flaming hair to rocky skin. By default, you still need to consume sustenance, though the form may vary by your elemental type - or it can remain regular food and drink. The primary benefit of this perk is that you have a non-standard anatomy. Attacks which rely on damage to specific organs or to vulnerable bits in general fail unless the attack has been specifically adapted to unique composition. This doesn't make you otherwise harder to damage, it just moves the vulnerable bits around or changes their composition in strange ways. **Dsc: Ele**
    - **II to V:** Your body becomes even more elemental in nature. Choose an element. In addition to the effects of tier I, you gain 400 EP (tier II); 600 EP (tier III); 800 EP (tier IV); or 1000 EP (tier V) to spend on abilities associated with that element below. *While these EP are part of your base form, the abilities purchased with these EP are treated as any other for purposes of determining access within Gauntlets.* **Dsc: Ele**
        - **All:** Elemental Resistance (by type); Energy Projection (by type); Material Creation (by type); Kinesis (by type)
        - **Non-Solid Elements (Air, Fire):** Flight; Intangible Form I; Energy Drain (by type)
        - **Semi-Solid Elements (Water):** Morphic Form; Intangible Form I; Energy Drain (by type)
        - **Solid Elements (Earth/Metal):** Physical Prowess; Physical Resistance; Regeneration; Enlarged Form
- **Creature Soul I to V (-50/-100/-200/-400/-600 EP):** Choose a form for the creature that lives inside you. This can be a regular animal, a dragon, a fantastic beast, a tentacle monster, or a never-before-seen creature of your own imagination.
    - **I:** At will, you may manifest physical attributes associated with your chosen creature. These manifestations can range from fur or scales to fangs and claws. These changes can have the logical benefits of the new anatomy (being able to slip through restraints or small openings, sharp claws that work as natural weapons, or appropriately sized wings allowing you to fly. As part of these shifts, you may adjust your "peak" performance parameters, with any increases having offsetting decreases. For instance, a boost to speed might result in a lowered flexibility or agility. In general, you should not be able to gain supernatural advantages through these shifts. **Dsc: Bea/Dra**
    - **II:** As tier I, plus your changes may be more extensive. You may assume a second base form that exemplifies your chosen creature. This change takes a second of concentration and is available even in situations where you are normally restricted to your base form. Your form's characteristics follow the same guidelines as the Cosmetic Reconfiguration perk. **Dsc: Bea/Dra**
    - **III to V:** Your bond with your chosen creature grows. In addition to the effects of tier II, you gain 600 EP (tier III); 800 EP (tier IV); or 1000 EP (tier V) to spend on

abilities from those associated with your chosen form. Dragons should also choose an elemental association which will govern the types of abilities they may select. *While these EP are part of your base form, the abilities purchased with these EP are treated as any other for purposes of determining access within Gauntlets.* **Dsc: Bea/Dra**

- **All:** Physical Prowess, Physical Resistance, Tooth and Claw, Flight (only for creatures that fly), Form Mastery, Heightened Senses, Heightened Reactions
- **Beasts:** Regeneration, Enlarged Form, Corruption Resistance, Wild Empathy
- **Dragons:** Elemental Resistance (by type); Energy Projection (by type); Material Creation (by type); Kinesis (by type); Enlarged Form; Flight

MENTAL PERKS

- **Heightened Senses I and II (-50/-100 EP):** Your senses are stronger than normal.
    - **I:** Your senses operate at the peak of human efficiency, but more importantly, you are better than normal at understanding their input. You can listen to multiple conversations at one time, track multiple targets within your field of vision, or see in semi-darkness as well as broad daylight. This control also works in reverse - your senses will not be overwhelmed by normal levels of stimuli and even weapons specifically designed to damage or overwhelm senses (such as blinding lasers, flashbang grenades, or nauseating gasses) will be greatly reduced in effectiveness. **Dsc: War/Ass/Bru/Sup/Bea/Dra/Exp/Ele/Dru**
    - **II:** Your senses exceed the human norms to the things regularly possible by animals. You can track by scent as well as any bloodhound, navigate in the dark using echoes, and see into the infrared and ultraviolet ends of the light spectrum. **Dsc: War/Ass/Bru/Sup/Bea/Dra/Exp/Ele/Dru**
- **Heightened Reactions I and II (-50/-100 EP):** You are more aware of your surroundings and the dangers around you.
    - **I:** You are rarely surprised and may attempt to defend against or dodge any attack you are aware of. **Dsc: War/Ass/Bru/Sup/Bea/Dra/Ele/Dru**
    - **II:** You are never surprised and may attempt to defend against or dodge any attack, even ones you are not aware of. **Dsc: War/Ass/Bru/Sup/Bea/Dra/Ele/Dru**
- **Mental Prowess I to III (-50/-100/-200 EP):** Your mind is sharp and your memory strong.
    - **I:** You don't forget things, no matter how long ago you were last exposed to them and can generally think quickly and can arrive at the right answer given a bit of time. Note that this generally only works on memories you make after gaining this ability. This enhanced memory also means that your skills will not deteriorate from disuse. You are also better at compartmentalizing your memories, providing you a degree of protection against the erosion of identity that can occur when large amounts of new memories are added suddenly. **Dsc: War/Sch/Mdr/Cra/Arc/Sup/Lch/Kng/Dra/Exp/Hea**
    - **II:** As tier I, plus your mental calculations are now lightning-fast, you have perfect recall, infinite mental storage, and can absorb knowledge simply by glancing at a page of text for a few seconds. **Dsc: War/Sch/Mdr/Cra/Arc/Sup/Lch/Kng/Dra/Exp/Hea**
    - **III:** As tier II, plus your calculation ability is flawless and you can absorb a page of text simply by glancing at it. Your memory is so good that it manages to retroactively sharpen memories you made before gaining this ability, giving you crystal clarity on even ancient memories. **Dsc: Sch/Mdr/Cra/Arc/Lch**
- **Mental Resistance I to III (-50/-100/-200 EP):** Your mind and will are strong.

- **I:** You are very difficult to intimidate and have a high resistance to mental fatigue (such as from extended warfare or study) and can generally delay dealing with mental trauma until any immediate crisis is dealt with. Also, you do not get bored with tasks easily and can study or practice abilities for extended periods without penalty or need for a break. **Dsc: all Essences**
- **II:** Immunity to the items in tier I plus a high degree of resistance to memetic hazards, insanity, mind control, and other factors that would impact how your mind works. **Dsc: all Essences**
- **III:** Complete immunity to the items in tiers I and II. **Dsc: all Essences**

SPIRITUAL PERKS

- **Blank I and II (-100/-200 EP):** Abilities which gather information about your past, present, or future do not work on you. This includes scrying, divination, mind reading, and even cold reading and lie detection. This ability not only affects your immediate person but also provides a degree of protection to items and people around you, making it difficult to predict the past, present, or future of any group you move with or vessel you travel on. If you have the Essential Mutuality perk, your affected companions gain the full benefit of your Blank perk even if they are acting independently.
    - **I:** You are immune to all supernatural and technological abilities and devices which perform the functions described above. You simply do not register to such abilities, though your own abilities function normally. Purely mundane skills at cold reading or lie detection will be less effective, but still function to some degree. **Dsc: Sch/Ass/Arc/Sup/Lch/Bea/Dra/Exp/Hea**
    - **II:** Even mundane versions of the above items do not function against you. Furthermore, you are able to detect when someone is actively attempting to discern such information through supernatural or technological abilities or devices and feed them false information of the type they expect. Thus, you can feed an image of yourself asleep in bed to a scrying spell while you're secretly across town beating up thugs or you can have a truth detection spell return 'truth' when you are telling a lie. Note that this does not protect you from compulsions to tell the truth or share information directly. Additionally, any items which you create have a measure of this protection, making it difficult to predict actions directly relying on those items and making it impossible to detect the items themselves with most supernatural abilities.
      Dsc:Sch/Ass/Arc/Sup/Lch/Bea/Dra/Exp/Hea
- **Empathetic I and II (-50/-100 EP):** Your ability to read people goes beyond basic social skills.
    - **I:** If you are familiar with a person's culture, it is easy for you to pick up on their body language and subconscious movements. This provides a great deal of information about their emotional and mental state, as well as the truthfulness of their words. **Dsc: Sch/Vam/Kng/Hea**
    - **II:** You no longer need knowledge of a person's culture to divine their emotional and mental state, provided you are familiar with their race or take a little time to familiarize yourself with them first. You can get a good feel for what a faceless blob from the other side of the universe is thinking with just a few minutes of discussion. **Dsc: Sch/Vam/Kng/Hea**
- **Charismatic I and II (-50/-100 EP):** You are naturally more charming than most and instinctively know what would get others to do what you want.
    - **I:** You possess a control over your body language and presence that makes it easy for you to get your message across. You are never misunderstood and may

conceal your emotions and intent from mundane attempts to discern them. **Dsc: War/Arc/Vam/Kng/Hea**
    - **II:** As tier I, plus you are better at tailoring your message to your audience. When someone would have a positive impression of you from your words and actions, the strength of that positive impression is increased by half. When someone would have a negative impression of you from your words or actions,the strength of that negative impression is reduced by half. Also, you can conceal your intentions and emotions from even supernatural attempts to discern them. **Dsc: War/Vam/Kng/Hea**
- **Wild Empathy I and II (-50/-100 EP):** You have a natural rapport with sub-sapient creatures. This is most commonly used with naturally occuring animals, but can be used with any being that is not sufficiently developed to be targeted by the Empathetic and Charismatic abilities..
    - **I:** You find it easy to read the emotional state of sub-sapient creatures that you are familiar with and can communicate your intentions to them fairly well. This is not as robust as a spoken language, but any concept that can be conveyed in one or two words can be communicated. **Dsc: Sha/Bea/Hea/Dru**
    - **II:** As tier II, plus you may become familiar enough with a creature to communicate with it in only a few seconds of observation or interaction. Your interactions may also be slightly more complex, extending to concepts that require as many as three words. Your target's ability to comprehend and act on your communication will still be limited by its nature. **Dsc: Sha/Bea/Hea/Dru**
- **Unflappable (-50 EP):** You have a knack for keeping your appearance the way you want it, even in the middle of the wilderness. It takes a lot for you to get dirty, and even then, it tends to just accentuate your look instead of detract from it. **Dsc: Kng**
- **Corruption Resistance (-100 EP):** This perk confers protection against supernatural influences that target your soul or that fall outside the bounds of physical or mental influence. Unless you specifically wish for it to do so, no contract, curse, possession, or effect can take hold of, bind, or damage your soul or being. When you first gain this perk, your soul is restored to an uncorrupted, whole state and any supernatural influences are cast off. **Dsc: Sch/Cra/Arc/Sha/Kng/Bea/Exp/Hea/Dru**
- **Inertia of Self I and II (-100/-200 EP):** You are protected against effects that would affect your mind and existence.
    - **I:** You are immune to any effect that would affect your memories. If someone turns back time, alters reality, or attempts to directly alter your memories, you retain both the 'original' and 'new' memories, instinctively knowing which set is which. Other than your two sets of memories, this perk does nothing to tell you who changed things or even what they specifically changed if it isn't otherwise obvious. **Dsc: Sch/Mdr/Cra/Ass/Arc/Vam/Sha/Kng/Bea/Exp**
    - **II:** You are immune to any effect that would alter or outright destroy your body or existence. This protection extends to conceptual, temporal, and reality warping effects that work either directly or indirectly to destroy or alter you. This would prevent a time traveler from killing you as a baby or causing an accident that

would leave present-you paralyzed. It would not protect you from a fireball created through temporal manipulation or having a time traveler frame you for a crime that lands you in prison. **Dsc: Sch/Mdr/Cra/Ass/Arc/Vam/Sha/Kng/Bea/Exp**

- **Supernatural Resource Recovery I to IV (-50/-100/-200/-400 EP):** You are better at regenerating the energy needed to power your supernatural abilities, whether this is mana, ki, or something more exotic.
    - **I:** You do not suffer penalties to your recovery rate for any reason and always recover energy as though in the best possible situation, such as resting quietly or near a magical nexus, even if you aren't. If you have a power source that does not normally regenerate (such as a blood pool or the energy of captured souls), it now regenerates at a slow rate (enough to power a powerful ability once per month). **Dsc: Mdr/Arc**
    - **II:** As tier I, but your recovery rate is now doubled. If your power source does not naturally regenerate, you now regain enough to power a powerful ability once every two weeks. **Dsc: Mdr/Arc**
    - **III:** As tier II, but your recovery rate is now quadrupled. If your power source does not naturally regenerate, you now regain enough to power a powerful ability once per week. **Dsc: Mdr/Arc**
    - **IV**: As tier III, but your recovery rate is now increased by a factor of ten. If your power source does not naturally regenerate, you now regain enough to power a powerful ability once per day. **Dsc: Mdr/Arc**

SKILL PERKS

Note: Standard skill perks give a learning speed boost by tier of x2/x10/x100/x1000 and give immediate initial knowledge levels in skills you have been exposed to that fit the category by tier of Familiar/Competent/Expert/Master. So tier II gives x10 learning speed and Competent skill level. See the Notes section for more details on how this works.

- **Alchemical Mastery I to IV (-50/-100/-200/-400 EP):** Applies to the art of alchemy and potion creation. **Dsc: Mdr/Cra/Arc/Lch**
- **Magical Mastery I to IV (-50/-100/-200/-400 EP):** Applies to magical studies and spells. Does not allow casting of spells directly (you need other perks for that). **Dsc: Cra/Arc/Lch/Dra/Ele**
- **Strategic Mastery I to IV (-50/-100/-200/-400 EP):** Applies to tactics, strategy, logistics, and the technical side of leadership/morale. Can apply to government, military, or business. Learning modifiers apply to techniques, doctrines, and organizations/forces. **Dsc: War/Sch/Cra/Kng**
- **Leadership Mastery I to IV (-50/-100/-200/-400 EP):** You find it easy to inspire and bolster followers on a personal level, including instilling personal loyalty. **Dsc: War/Kng**
- **Martial Mastery I to IV (-50/-100/-200/-400 EP):** Applies to all weapons (including firearms) and martial arts styles. Also applies to the physical use of ki, qi, chi, and other non-magical supernatural energy-based attacks and techniques. **Dsc: War/Ass/Bru/Sup/Exp**
- **Scientific Mastery I to IV (-50/-100/-200/-400 EP):** Applies to scientific fields. **Dsc: Sch/Mdr/Cra**
- **Engineering Mastery I to IV (-50/-100/-200/-400 EP):** Applies to design and fabrication fields. **Dsc: Sch/Cra**
- **Reverse Engineering Mastery I to IV (-50/-100/-200/-400 EP):** Applies to deriving designs and techniques from artifacts and items. **Dsc: Sch/Cra**
- **Biomedical Mastery I to IV (-50/-100/-200/-400 EP):** Applies to medicine, herbal medicine, cybernetics, genetic engineering, and occult/magical medicine. **Dsc: Sch/Mdr/Cra/Sha/Hea/Dru**
- **Occult Mastery I to IV (-50/-100/-200/-400 EP):** Applies to studies of the supernatural in all of its forms, but not actual spellcasting. It does apply to the non-physical use of ki, qi, chi, and other non-magical supernatural energies. **Dsc: Sch/Mdr/Arc/Lch**
- **Subterfuge Mastery I to IV (-50/-100/-200/-400 EP):** Applies to all skills and technologies related to stealth, impersonation, surveillance, and deception. **Dsc: Ass/Vam/Kng**
- **Social Mastery I to IV (-50/-100/-200/-400 EP):** Applies to all social interaction skills, including interpretation of body language, etiquette, diplomacy, and deception. Also includes song, dance, painting, and other forms of artistic expression. **Dsc: Ass/Arc/Kng/Hea**

- **Wilderness Mastery I to IV (-50/-100/-200/-400 EP):** Applies to all skills related to wilderness survival, primitive construction, foraging, and animal handling. **Dsc: Bru/Sha/Bea/Exp/Dru**
- **Polyglot (-50 EP):** You are fluent in every language that you have encountered. You learn new languages 1,000x as fast as normal, achieving fluency in only about an hour of reading or listening. **Dsc: Sch/Ass/Arc/Sup/Kng/Dra/Exp**
- **Supernatural Engineer (-200 EP):** For a wielder of supernatural energies, you have an unusually scientific approach. You can grasp the underlying principles of non-physical energies and can improve upon abilities that use them as though they were technology and even integrate them with technology if you have the required knowledge. Supernatural abilities improved in this way may be more potent, more efficient, faster, require fewer verbal or somatic components, or require fewer or less expensive materials. Or all of the above, given enough refinement. This also gives you a talent for creating new abilities by combining active supernatural abilities into one, even if the individual spells or techniques use wildly different energies, though the effort and time required to craft and refine such a combined ability can be considerable. Unlike Power Combination, abilities combined this way have to be compatible on some level and cannot be purely passive effects like alternate forms (though transformation magic would be combinable). **Dsc: Sch/Cra/Arc/Lch**
- **Thanatologist (-200 EP):** While many means of raising undead are formulaic, you are a true student of death and the undead. You have a natural proficiency for undeath whether it is created by technology, magic, divine intervention, or nature. You can adapt all of these techniques to your prefered method of creating undead (usually scientific or magical) and can refine any such technique as though they were a technology or magical spell. Additionally, undead you create can be modified or upgraded after their creation. **Dsc: Sch/Mdr/Lch/Vam**
- **Geneticist (-200 EP):** You are particularly skilled at understanding and manipulating the building blocks of life. You find medical applications of this knowledge easier, but you can also refine creatures that you create or can shift into with this knowledge. Further, you count as “familiar” with a creature if you have had a chance to study data on its genetic structure. **Dsc: Sch/Mdr/Sha/Bea/Hea/Dru**
- **Vehicle Empathy (-100 EP):** You have a special rapport with the handling of anything that can be considered a vehicle, be that a horse, a cart, a sports car, or a spaceship. This ability provides the benefit of a tier III Skill Perk when it comes to all vehicle and riding skills, as well as all pilot-fired weapons. It grants no special skills with other vehicle-mounted weapons. **Dsc: Cra/Exp**
- **Tooth and Claw (-100 EP):** You have a natural aptitude with the natural weapons of any form which you inhabit. This ability provides the benefit of a tier III Skill Perk when it comes to all ‘unscientific’ fighting styles that rely on fists, claws, fangs, tails, and other natural weapons. **Dsc: War/Mdr/Ass/Bru/Vam/Sha/Bea/Dra/Exp/Ele/Dru**
- **Natural Athlete (-100 EP):** You have a natural aptitude for general athletics. This largely does not extend to combat, though some skills could provide a degree of evasion. This ability provides the benefit of a tier III Skill Perk when it comes to swimming, climbing,

running, throwing, and similar skills. **Dsc: War/Mdr/Ass/Bru/Vam/Sha/Kng/Bea/Dra/Exp/Ele/Dru**

- **Natural Teacher (-100 EP):** You have a natural aptitude for teaching others. This ability provides the benefit of a tier III Skill Perk when it comes to the skills of teaching, though it doesn't provide you any bonus to learn the things you intend to teach. As an added bonus, you grant your students half of your own learning rate bonus for the skills in question. For instance, if your own learning time is x0.5, your students would learn at x0.75 the normal time. **Dsc: War/Sch/Mdr/Cra/Kng/Exp/Hea**
- **Field Technician (-100 EP):** When you know how to use a piece of equipment, you are just as good at keeping it running in the field. This ability provides the benefit of a tier III Skill Perk when it comes to maintaining or repairing any item which you know how to use. This perk also gives a small amount of construction knowledge for ammunition, fuel, and other consumables used by such an item. In all cases, the benefits of this ability cannot exceed the approximate skill level you have to use the item in question. **Dsc: War/Cra/Ass/Bru/Kng/Exp**

SUPERNATURAL PERKS

Note: Abilities in this section are explicitly not allowed during Gauntlets.
Note2: When a perk requires you to be "familiar" with a creature, that usually equates to having seen and touched a living specimen or having done extensive examinations of dead specimens.

- **Physical Prowess IV and V (-400/-600 EP):** Your body performs beyond the bounds of mortals. This affects all physical attributes, including strength, speed, endurance, agility, coordination, flexibility, and healing rate:
    - **IV:** x25 peak human performance. **Dsc: War/Ass/Bru/Sup/Vam/Sha/Bea/Dra/Exp/Ele/Dru**
    - **V:** x100 peak human performance. **Dsc. War/Ass/Bru/Sup/Vam/Sha/Bea/Dra/Exp/Ele/Dru**
- **Physical Resistance IV and V (-400/-600 EP):** You are resistant to damage.
    - **IV:** As tier III, but your resistance to damage increases to 75%. You are also immune to the effects of pain, though you are aware of it. **Dsc: War/Mdr/Ass/Bru/Sup/Vam/Sha/Bea/Dra/Exp/Hea/Ele/Dru**
    - **V:** As tier IV, but your resistance to damage increases to 90%. You are also immune to any effects that would mutate or alter your form unless you choose otherwise. **Dsc: War/Mdr/Ass/Bru/Sup/Vam/Sha/Bea/Dra/Exp/Hea/Ele/Dru**
- **Environmental Tolerance III and IV (-200/400 EP):** You are not damaged by hazardous environments, though this does not provide you a method of propulsion.
    - **III:** As tier II, but the protection extends to any non-magical environmental source. **Dsc: Cra/Bru/Sup/Exp**
    - **IV:** As tier III, but the protection extends to magical environments such as energy planes. **Dsc: Cra/Bru/Sup/Exp**
- **Regeneration III (-600 EP):** As Regeneration II, but you heal even faster. Minor injuries heal in less than a second, major injuries heal in seconds, and severed limbs heal in minutes. As long as your brain survives, this level of healing makes it possible to recover from even decapitation, but the process of regrowing your body will take hours (reattachment of the head to the body within approximately a minute would also be possible, allowing recovery in only a matter of seconds - past that minute, the body has become separate and has to be replaced). **Dsc: Mdr/Ass/Bru/Sup/Sha/Exp/Hea/Dru**
- **Elemental Resistance I to IV (-100/-200/-400/-600):** Choose an element. You suffer less damage from exposure to that element. You may purchase this perk multiple times, but each time it applies to a different elemental damage type.
    - **I:** Immunity to small mundane sources of the element; injuries from large mundane sources are only half as severe. Injuries suffered from your own supernatural abilities that involve this element are only half as severe. **Dsc: Bru/Exp**

    - **II:** Immunity to all mundane sources of that element; injuries from supernatural sources are only half as severe. You are immune to the damaging effects of your own abilities that involve this element. **Dsc: Bru/Exp**
    - **III:** As tier II, but damage from supernatural sources is now only a tenth as severe. **Dsc: Bru/Exp**
    - **IV:** Immunity to all sources of damage from that element. **Dsc: Bru/Exp**
- **Heightened Senses III (-200 EP):** Your senses are stronger than normal.
    - **III:** Your senses are boosted beyond even the realm of animals. You can hear discrete sounds a mile away, pick out one voice screaming for help out against the background of a city, or guess the chemical composition of a mixture by smelling it. **Dsc: War/Ass/Bru/Sup/Bea/Dra/Exp/Dru**
- **Unusual Senses (-200 EP):** You have an exotic sense not found in nature. This includes things like x-ray vision, radar, or the ability to see emotions. You may purchase this more than once, gaining a new exotic sense each time. **Dsc: Ass/Bru/Sup/Dra/Exp/Ele/Dru**
- **Heightened Reactions III and IV (-200/-400 EP):** You are more aware of your surroundings and the dangers around you.
    - **III:** You are precognitatively aware of danger. If an attack or hazard is going to appear, you are aware of the general direction of the danger approximately one second before it actually appears. **Dsc: War/Ass/Bru/Sup/Bea/Dra/Ele/Dru**
    - **IV:** As tier III, but you begin to receive warnings hours or even days ahead of the danger, depending on how dire it is. These warnings generally start vague as a sense of unease or troubled dreams, but get more direct as the danger continues to approach. Approximately five seconds before the danger appears, you gain a clear warning akin to that from tier III. **Dsc: Ass/Bru/Sup/Bea/Dra/Ele/Dru**
- **Mental Prowess IV (-400 EP):** Your mind is sharp and your memory strong.
    - **IV:** All of the effects of tier III, plus your thought speed is on par with that of an ultra-tech computer. This includes a high degree of multitasking allowing you to follow dozens of complex thought chains simultaneously. You can read a book simply by fanning the pages before you, with complete comprehension and recall or the digital equivalent. **Dsc: Sch/Mdr/Cra**
- **Empathetic III (-200 EP):** Your ability to read people goes beyond basic social skills.
    - **III:** You can assess the emotional state and truthfulness of any sentient creature, even one completely alien to you. You can get a good feel for what a faceless blob from the other side of the universe is thinking from the first moment you meet. Additionally, with a willing patient, you may gain the same information provided by the Mental Awareness Refinement about the patient's mental state. Using this information, you may work with the patient for one hour per week for four weeks. At the end of the fourth week, the patient gains the Mental Health Refinement perk. **Dsc: Sch/Kng/Hea**
- **Charismatic III (-200 EP):** You are naturally more charming than most and instinctively know what would get others to do what you want.

    - **III:** As tier II, plus the strength of positive impressions is doubled and it is very difficult for you to leave a lasting negative impression on someone. You may choose to have attempts to read your emotions, truthfulness, or alignment return the result that you wish for it to return. Finally, if you are telling the full and complete truth as you know it, your listeners will know you are being truthful on an instinctive level. **Dsc: War/Kng/Hea**
- **Form Mastery I to III (-50/-100/-200 EP):** You are adept at changing between forms.
    - **I:** You may change forms over the course of about a second, even if you cannot concentrate properly. Being drunk, drugged, or half-unconscious can't stop you from changing shape to an alternate form. Alternate forms never result in dysmorphia for you. **Dsc: Sha/Bea/Dra**
    - **II:** As tier I, plus your shapechange is now instant, requires only a thought, and nothing short of a Drawback or Jump Fiat effect can stop you from doing so. Additionally, unless a Drawback of Jump Fiat effect says otherwise, you may have your clothing resize with you or merge into your body, as most appropriate to your new form. **Dsc: Sha/Bea/Dra**
    - **III:** As tier II, plus you may combine forms freely, choosing which aspects of each form to use for what purposes. This applies to any forms you may adopt through shapeshifting abilities, but it also includes alt-forms gained from other sources. **Dsc: Sha**
- **Morphic Form I to III (-50/-100/-200 EP):** You may adjust your form at-will.
    - **I:** You may shapeshift within the limits of your normal morphology (same number of limbs with the same general purpose). Changes are largely cosmetic and do not produce natural weapons more effective than those of your base form (generally normal human teeth and nails). Your height and weight cannot change by more than 25% of your base form. **Dsc: Ass/Sha**
    - **II:** As tier I, plus you may add or remove limbs, add useful claws and fangs, and similar changes. Your height and weight must still remain within 50% of your base form. **Dsc: Ass/Sha**
    - **III:** As tier II, plus you may assume forms with a height and mass between 10% and 1,000% of your own. **Dsc: Ass/Sha**
- **Reduced Form I to IV (-50/-100/-200/-400 EP):** At will, you can reduce your physical size. You may choose in-between steps with proportional reductions to attributes. Unlike most form perks, this perk can stack with other forms except Enlarged Form and similar size-increasing perks. This change applies to yourself and any carried equipment, but use your discretion as to the actual damage of any reduced-size weapons. When reversing this change, your growth will stop immediately upon encountering resistance (such as a too-small room or attempting to grow while inside a person). Should the change be forced, anyway, the results will most likely be fatal for you.
    - **I (Halfling Form):** Your height, strength, resistance, and land speed are reduced to half and your weight decreases by a factor of 8. **Dsc: Sha**
    - **II (Squirrel Form):** Your height, strength, resistance, and land speed are reduced by a factor of 5 and your weight decreases by a factor of 125. **Dsc: Sha**

    - **III (Doll Form):** Your height, strength, resistance, and land speed are reduced by a factor of 10 and your weight decreases by a factor of 1000. **Dsc: Sha**
    - **IV (Ant Form):** Your height, strength,resistance, and land speed are reduced by a factor of 100 and your weight decreases by a factor of 1,000,000. **Dsc: Sha**
- **Enlarged Form I to IV (-100/-200/-400/-600 EP):** At will, you can increase your physical size. You may choose an in-between step with proportional increases to attributes. Unlike most form perks, this perk can stack with other forms. This change applies to yourself and any carried equipment, but use your discretion as to the actual damage of any enlarged weapons. When making this change, your growth will stop immediately upon encountering resistance (such as a too-small room or attempting to grow while inside a person).
    - **I (Ogre Form):** Your height and land speed double and your weight increases by a factor of 8. Your strength and Resistance increase by a factor of 10. **Dsc: Bru/Sha/Bea/Dra/Dru**
    - **II (Giant Form):** Your height and land speed increase by a factor of 5 and your weight increases by a factor of 125. Your strength and Resistance increase by a factor of 50. **Dsc: Bru/Sha/Bea/Dra/Dru**
    - **III (Colossus Form):** Your height and land speed increase by a factor of 10 and your weight increases by a factor of 1000. Your strength and Resistance increase by a factor of 100. **Dsc: Bru/Sha/Bea/Dra/Dru**
    - **IV (Titan Form):** Your height and land speed increase by a factor of 100 and your weight increases by a factor of 1,000,000. Your strength and Resistance increase by a factor of 1,000,000. **Dsc: Bru/Sha/Bea/Dra/Dru**
- **Animal Form I and II (-100/-200 EP):** You can change your shape into naturally occurring creatures. If the multi-animal version of this perk is combined with a size-changing perk (such as Reduced Form or Enlarged Form, above), you may choose to apply the size-changing perk to the grouping's size or the size of individual animals in the grouping. For instance, with Enlarged Form I, you could make a swarm-of-bees form be eight times as large (due to the increased mass) or each individual bee could be twice as tall (and individually eight times as massive).
    - **I:** Choose three animals which you are familiar with and have a body mass within 25% of your own. You may choose to shift into those creatures at will. In the case of particularly small creatures, you may instead transform into a small swarm, flock, or other grouping of them in order to meet the mass requirement. **Dsc: Vam/Sha/Exp/Dru**
    - **II:** You may transform into any animal with which you are familiar with no regard for its mass. If you instead choose to transform into a swarm, flock, or other grouping of smaller creatures, their combined mass should be no more than twice your own. **Dsc: Sha/Dru**
- **Fantastic Beast Form I and II (-400/-600 EP):** You can transform into unnatural creatures.
    - **I:** You can assume the form of any magical or supernatural creature with which you are familiar, provided its body mass is within 50% of your own (or within the

bounds of Morphic Form or a similar shapeshifting ability, if you have one). You gain the benefits of the creature's anatomy and 'natural' features such as venom and claws. Further, you may select up to 200 EP (undiscounted) in additional abilities for this form to represent its innate abilities. It is suggested, but not required, that the physical abilities gained through this shift and those from other sources such as Physical Prowess be considered the same thing for purposes of diminishing returns. **Dsc: Sha/Dru**

    - **II:** As tier II, but you are no longer mass restricted. Your new form may be as small as an ant or as large as a kaiju. You may also select up to 400 EP (undiscounted) in additional abilities to represent this form's innate supernatural abilities. The suggestion about diminishing returns and ability boosts is even stronger at this level. **Dsc: Sha/Dru**

- **Intangible Form I and II (-400/-600 EP):** You can assume a form that is less solid than normal.
    - **I (Mist Form):** You can transform yourself into a diffuse but still physical form such as a cloud of mist or a living shadow. Whether or not this form still looks like you is up to you to decide. In this form, damage from physical injury is greatly reduced, but energy damage and certain special materials may affect you normally. **Dsc: Vam**
    - **II (Ghost Form):** You can transform yourself into a completely intangible form that can pass through solid matter. You decide how this form appears. While in this state, you are completely immune to physical damage and even energy damage is reduced. Magical damage and certain special materials may still affect you normally. **Dsc: none**
- **Energy Projection (-100 EP):** Choose a type of energy, such as kinetic energy, heat, or even raw magical energy, and a method of attack, such as a blast from the hand, a breathed cone, or beams from the eyes. You can project this energy type in this manner using your internal energies. This attack starts out relatively weak, but is still capable of causing serious injury to an unprotected human. Practice with this attack will often allow greater flexibility in how it manifests - a breath weapon could become a cone, blast, or beam, for instance. Practice may also increase the potency of the attack, as will other factors such as mana pool and efficiency (for a mana beam attack) or physical size (for a breath) as appropriate. If the energy is projected from your hands, you may also choose to channel the energy into a weapon to add to the weapon's attacks. This ability may be purchased multiple times, choosing a different type of attack each time. **Dsc: Sch/Mdr/Cra/Arc/Sup/Lch/Dra**
- **Material Creation (-100 EP):** Choose a type of mundane, inert physical substance such as ice, stone, salt, blood, or water. You can create a small amount of this substance, usually enough to fill your hand. You can increase the amount of substance produced by increasing the amount of energy you put into the effort. The efficiency of this effort increases with practice. In general, this substance is one plentiful in nature that has no inherently damaging properties and little inherent value, though it may become valuable

or dangerous in certain situations. This ability may be purchased multiple times, choosing a different type each time. **Dsc: Sch/Mdr/Cra/Arc/Sup/Lch/Dra**

- **Kinesis I to IV (-100/-200/-400/-600 EP):** Choose a specific substance or type of energy. You may control, but not create that substance or energy. If you also have the Energy Projection or Material Creation ability for that substance, you may combine the two effects into one, calling out material and controlling it at the same time for complex attacks, defenses, or binds. Control amount, range, precision of control, and energy efficiency can be improved through practice. This ability may be purchased multiple times, choosing a different type each time. **Dsc: Sch/Mdr/Cra/Arc/Sup/Lch/Dra/Dru**
    - **I:** Energy equivalent to a torch; Mass of about a kilogram.
    - **II:** Energy equivalent to a bonfire; Mass of about 100 kg
    - **III:** Energy equivalent to a house fire; Mass of about 1 ton
    - **IV:** Energy equivalent to a blast furnace; Mass of about 20 tons
- **Flight I to IV (-100/-200/-400/-600 EP):** You have learned to fly in a way beyond what your biology would strictly allow. This applies to all of your forms and works in an atmosphere, underwater, or even in space (though it provides no protection from space).
    - **I:** Your body defies gravity. This lets you walk on water, rice paper, or other fragile substances and leap much farther than you should be able. If you have wings due to your form, this will allow you to fly at up to 40 kph (25 mph). If this ability is tied to a magic spell or transformation, you may elect to have the transformation manifest wings. **Dsc: Arc/Sup/Lch/Bea/Dra/Exp/Dru**
    - **II:** As tier I, plus a limited form of propulsion. You may fly at 80 kph (approximately 50 mph) without wings or 120 kph (75 mph) with wings. This power (and all higher tiers) includes a secondary power to protect you from wind and striking objects up to about the size of a Canadian Goose. **Dsc: Arc/Sup/Lch/Bea/Dra/Exp/Dru**
    - **III:** As tier II, plus your top speed is now 400 kph (250 mph). If you have wings, your aerial agility is improved but your top speed is not. **Dsc: Sup**
    - **IV:** As tier III, plus your top speed is now 1,400 kph (870 mph), which exceeds the speed of sound. Your secondary power now includes protection from the effects of breaking the sound barrier. With considerable practice, you may even be able to achieve these speeds without generating a sonic boom. **Dsc: Sup**
- **Spaceflight I and II (-100/-200 EP):** You can propel yourself in a vacuum. This is often, but not necessarily, a power that occurs together with Flight. This ability only works while you are in vacuum.
    - **I:** You can move fast enough to matter in local space. This translates to a speed of about 1 AU per day. As a secondary power, you are protected from the basic hazards of space travel (you don't need to breathe, don't suffer from vacuum exposure, collisions with small debris, and are shielded from radiation). **Dsc: Sup/Exp**
    - **II:** As tier I, but you can move fast enough to matter on a system scale. This translates to about twice the speed of light and is fast enough to reach Neptune from the sun in about four hours. **Dsc: Sup/Exp**

- **Bodily Reinforcement Techniques I and II (-200/-400 EP):** You have learned to use magic, ki, chakra, blood, or some other supernatural resource to enhance yourself.
    - **I:** You can grant yourself enhanced durability, stamina, or prowess in personal skills, though the effects are strictly internal. You can also use this ability to heal yourself approximately as well as Regeneration I, though this can be improved with effort and energy expenditure. **Dsc: War/Ass/Vam/Kng/Bea/Ele**
    - **II:** In addition to the effects of tier I, you can also project effects outward to your body or carried items. You may, for instance, become invisible or channel magical energy into a weapon. **Dsc: War/Ass/Vam/Kng/Bea/Ele**
- **Inventory I to IV (-50/-100/-200/-400 EP):** You have access to a system which you can use to store goods. This power may be combined with any inventory powers you receive during Jumps with the best aspects of all involved systems being used.
    - **I (Dimensional Pouch):** You have the ability to link a small bag, pouch, or other opening to an extradimensional space with an opening no larger than 1,000 cm^2 (approximately 1 ft^2). The inside of this container can hold up to a cubic meter of material weighing no more than one ton. Items inside this space are held in stasis and are effectively weighless from the outside. Non-sentient creatures may be passed through the opening. Alternatively, if you have access to an extradimensional space (such as a Warehouse), you may instead have the pouch opening link to that space. Items stored in this way are subject to the normal rules for that extradimensional space (and thus may not be in stasis). **Dsc: War/Cra/Exp**
    - **II (Wardrobe):** As tier I, plus you have a wardrobe inventory that can hold up to three full outfits with accessories and half a dozen weapons. These inventory slots can only hold items that you can ‘wear’ or ‘wield’ as a weapon. You also have access to an ‘equipment’ screen where you can drag items from your inventory onto a representation of your body. When you do so, the item will appear on your body and will fit perfectly. If your body shape or size later changes, you may need to ‘unequip’ and ‘reequip’ items to get a proper fit. **Dsc: War/Cra/Exp**
    - **III (Basic Inventory):** As tier II, plus you have a twenty slot inventory into which you can store goods. Each slot can hold only a single “type” of item, but multiples of the same item can be stacked into a single slot. The maximum capacity of each slot is one cubic meter of material weighing no more than one ton. While items are in the inventory, they are effectively in stasis, weightless, and inaccessible to anyone but yourself. Living but non-sentient creatures may be stored in these slots. **Dsc: Cra/Exp**
    - **IV (Advanced Inventory):** As tier III, but your wardrobe inventory and regular inventory now each have hundreds of slots and each slot can hold up to 999 of any item with no regard for weight or volume. Further, you gain the ability to physically lift any item that would fit into your inventory for the purposes of placing it into your inventory or returning it to the real world, no matter how impossible this would seem. **Dsc: Cra/Exp**

- **Power Toggle (-50 EP):** You have a great deal of control over your abilities. You may choose to reduce or even turn off any powers, perks, or other abilities that you control, on an individual basis. This choice must be made completely voluntarily, and no outside influence may cause you to turn off or weaken your powers with this ability. **Dsc: Bru/Sup**
- **Personal Immunity (-400 EP):** You have immunity to the effects generated by your own abilities. For instance, your own fireball will never harm you. You also have immunity to the corrupting or damaging effects of your own abilities when you are not in a universe which specifically causes those effects. For instance, if you have the abilities of a 40k Psyker, you risk corruption while in a universe that includes a wild, corrupting Warp, but not in any other universe. If you also have the Essential Mutuality perk, any companions you have are granted the full protection of this perk when it comes to your abilities. If you have Essential Mutuality and a companion has Personal Immunity, you and all of your other companions are similarly granted complete protection against their powers. Only companions benefiting from Essential Mutuality gain these benefits. **Dsc: Arc/Sup/Kng/Bea/Dra**
- **Power Drain Protection (-400 EP):** Your abilities cannot be drained, suppressed, stolen, copied, or altered without your completely willing participation. As always, drawbacks trump this perk. **Dsc: War/Ass/Bru/Sup/Sha/Kng/Bea/Dra/Hea**
- **Power Combination I to III (-200/-400/-600 EP):** You have learned the tricks necessary to use more than one ability at one time, often increasing the effects through synergistic effects. Supernatural abilities can be combined on-the-fly with this ability, but doing so tends to be inefficient. Commonly used combinations are better if researched and refined using Supernatural Engineer or a similar ability, though such an effort obviously takes considerable time and effort.
    - **I:** Inherently conflicting abilities now work together without a chance for backlash. You can use the light side of the force with the dark side. You can channel electricity from one hand and blast water from the other without electrocuting yourself. You can combine two perks or powers, and the cost of using the powers is increased slightly. Abilities which cost no energy may be combined freely. **Dsc: War/Sch/Ass/Arc/Sup/Bea/Kng/Hea/Ele**
    - **II:** As tier I, but your ability extends to up to three abilities at one time and you may combine alternate forms as well as perks and powers. Doing so typically costs about twice as much in terms of energy as using the individual abilities separately. Abilities which cost no energy may be combined freely. **Dsc: War/Ass/Arc/Sup/Kng/Bea/Hea/Ele**
    - **III:** As tier II, but you are no longer limited in the number of abilities you can combine at one time and you may combine any abilities which can reasonably be combined. Items and companions typically can't be combined, but just about anything else can be. The energy cost of combining powers increases sharply as more are added, and after ten abilities, the cost is likely to exceed any reasonable resource pool. Abilities which cost no energy may be combined freely

and are not considered in the rate of cost increase. **Dsc: War/Ass/Arc/Sup/Kng/Bea/Hea/Ele**

- **Private Reality (-600 EP):** You have access to an extradimensional space which contains a section of land approximately a square kilometer in area. **Dsc: Cra/Kng**
    - By default, this takes the form of rich, temperate farmland with a small cottage surrounded by dense woodland. At your discretion, the land may instead be a tropical island, desert oasis, or another mundane environment.
    - Entering the forest causes one to wander briefly before finding themselves once more at the edge of the property. At your discretion, the border may instead be endless ocean, trackless desert, thick mists, or even simply a wall of shadows.
    - Once it has been set, you may change the configuration of the Private Reality, though it takes approximately the duration of a jump to complete the transition.
    - If you have a Warehouse or similar space, you may connect it to this reality through a door, cave, or other opening.
    - If you do not have a Warehouse, you may instead access this reality through any mundane doorway, opening, or archway with a few short words of power.
    - When you obtain further properties, those properties may join the Private Reality, which will expand to accommodate them.
    - You control how properties integrate. This integration could be as simple as adding the new property along the borders of the old or as complex as fully hybridizing with the existing properties within the Private Reality, keeping the characteristics of each that you desire. For instance, if you own a magical school and a cyberpunk-tech city, you could create a school that taught both magic and cyber technology, populate the city with cybernetic wizards, or any other combination you can imagine.
    - Changes and improvements to the properties within the Private Reality persist between jumps.
    - You may choose to have the Private Reality insert itself somewhere in the reality of your current jump. This decision must be made before the jump starts and the way the Reality inserts itself will make sense in the context of the jump. A Reality the size of a country might transform into a rival high school, a corporation, a small country, a continent, a neighboring planet, or even a stellar empire, depending on the setting of the Jump. If you choose this option, you may not access the Reality through the Warehouse or other openings.
- **Cheat Death I and II (-400/-600 EP):** You have a technique that allows you to cheat death (and thus avoid a chain failure). This ability can only function once per jump or if ten years have passed since it was last used (whichever is sooner). You should choose the form that this ability takes when you first take it, but you may revise the conditions between jumps.
    - **I:** Your ability to cheat death is restricted in some way and leaves you vulnerable in some way. Examples include a vampire that turns to mist and returns to its coffin where it is paralyzed until the next sunset, a lich that reforms near its phylactery and is helpless for several hours, or a respawn effect that puts you

only a few feet from where you just died. In general, the farther from immediate danger this ability takes you, the longer you will be incapacitated. You may only resurrect in an area which could reasonably be accessed by a determined enemy, so choosing to have your respawn point inside your Warehouse is likely to severely undermine your security. **Dsc: War/Ass/Lch/Vam/Sha/Exp/Hea**
    - **II:** As tier I, but your vulnerability period is significantly less. Hours become minutes and if you choose to reappear where you were killed, you are completely invulnerable to harm for approximately one minute. All warnings about not respawning inside your Warehouse remain in effect. **Dsc: Ass/Lch/Vam/Sha/Exp/Hea**
- **Reflexive Reinforcement I and II (-400/-600 EP):** Your durability is more than just your physical body. For someone to defeat you, they must deplete both your physical and metaphysical reserves.
    - **I:** You may take damage to your energy reserves instead of to your physical body, though it remains proportional. For instance, if an attack would remove 5% of your physical integrity, it will remove 5% of your mana pool. If you have more than one type of energy, all such pools are affected equally. A fatal blow will usually completely drain your energy reserves and leave you wounded, but alive. Once this ability averts a fatal blow, it cannot be used again until your energy reserves have completely refilled at least once or a minute has passed, whichever takes longer. **Dsc: War/Arc/Bru/Lch/Ele**
    - **II:** As tier I, but your loss of spiritual energy is no longer strictly proportional and will always be sufficient to stop a single source of damage. An otherwise fatal blow thus leaves you physically unharmed but completely drains your energy reserves. Once this ability averts a fatal blow, it cannot be used again until your energy reserves have completely refilled at least once or a minute has passed, whichever takes longer. **Dsc: War/Arc/Bru/Lch/Ele**
- **Master of Many Arts I to III (-100/-200/-400 EP):** You are adept at learning sometimes conflicting supernatural abilities.
    - **I:** When a perk, power, or style requires you to focus on a specific aspect of something, any penalties for using non-focused aspects are reduced. For instance, if you have a Force Sensitive perk and choose an affinity to the Light side, any penalties for also using the Dark Side are reduced (if they were impossible, they now become difficult; if they were difficult, they are now less difficult, etc). **Dsc: Sch/Arc/Bru/Kng**
    - **II:** As tier I, plus penalties are removed entirely and you are shielded from the inherent issues with simultaneously using two opposing elements. At its most basic level, this perk allows you to ignore inherent restrictions, but with effort can lead you to actually combining normally conflicting arts into something greater than the parts. Unlike Power Combinations, this does not inherently increase the cost of the individual abilities. **Dsc: Sch/Arc/Bru/Kng**
    - **III:** As tier II, plus if a perk gives you access to a style of magic, energy system, or similar set of abilities but also prohibits the purchasing of other perks or

multiple versions of itself, you may ignore that restriction. For instance, if a Star Wars jump had a Force User: Light Side and a Force User: Dark Side perk and each prevented buying the other, you could purchase both. **Dsc: Sch/Arc/Bru/Kng**

- **Defense Piercing Techniques I and II (-400/-600 EP):** You understand your powers on a fundamental level and can use that understanding to pierce defenses. *Note: In this case, a 'defense' includes things like armor, defensive spells, or innate resistance to damage. It does not include things like sheer size, natural toughness, or the like. While this may overcome immortality methods that rely on invulnerability, it is ineffective against immortality methods that rely on other methods of protection.*
    - **I:** Any defenses below the level of Drawbacks and Jump Fiat that would normally apply against your supernatural abilities, such as the fire resistance of a fire elemental, are no longer completely effective, allowing approximately 20% of the attack through. This also works against general magic immunity. **Dsc: Sch/Arc/Dra/Ele**
    - **II:** As tier II, but now half of your attack penetrates any defenses below the level of Drawbacks and Jump Fiat. **Dsc: Sch/Arc/Dra/Ele**
- **Trivial Applications (-50 EP):** Once you have an ability to do things on a large scale, you can produce trivial versions of that effect on a small scale at-will and for no energy cost. Mastering fire magic would let you light a fire with a fingertip. Mastering force magic would let you generate an Unseen Servant effect. The power level of these lesser effects is generally on the order of cantrips and 1st level spells from Dungeons and Dragons or a similar system. **Dsc: Sch/Mdr/Arc/Lch/Kng/Ele/Dru**
- **Over-Caster (-400 EP):** You have learned to get more effect out of your spells through the brute-force method of spending more time or energy on them. The longer you spend building up a spell and the more energy you dump into it, the greater its effect will be. This isn't a pure 1:1 ratio and the gain will eventually taper off, though the more powerful the base effect, the higher it can be boosted. **Dsc: Sch/Arc/Dru**
- **Healing Touch I to IV (-100/-200/-400/-600 EP):** You can improve the recovery of others using your internal energy. Initially, this ability can affect only one target, but with practice and time, its effects can be applied to any number of patients at once. You do not have to remain in physical contact with the patients, but must remain within approximately 10 meters. This distance can be slightly increased with practice, as well. You may target yourself with this ability provided you are conscious and able to use abilities that draw on your internal energy reserves.
    - **I:** Patients under your care recover ten times as quickly as they normally would. They are never at risk of infection or other complications to the healing process and may ignore any penalties to their recovery for poor nutrition, poor conditions, or similar issues. This does not noticeably deplete your energy reserves. **Dsc: Sch/Hea/Dru**
    - **II:** As tier I, but the rate of healing is faster. Patients under your care recover twenty times as quickly as they normally would. Additionally, you can focus a significant amount of your energy into a single patient to cause them to heal

much faster. By doing so, you can cause minor wounds to close in minutes or major wounds to close in hours. All mundane diseases and disorders will also fade within a matter of hours. Furthermore, while you are actively healing a patient in this manner, they will not die, no matter how dire their condition may be. **Dsc: Sch/Hea**

- **III:** As tier II, but your rate of passive healing increases to fifty times normal and you may force a single patient to heal even faster. By spending a significant amount of energy, you can cause a patient's minor wounds to close in seconds and major wounds to close in minutes. Even magical diseases will be wiped away over the course of an hour. Furthermore, you can restore crippled or even severed body parts by focusing your energy over the course of a few hours. **Dsc: Hea**
- **IV:** As tier III, but your powers are even stronger in two ways. **Dsc: Hea**
  - You may bring back the recently dead as long as their brain (or brain equivalent) has not started to decay. This requires an intact (or mostly intact) brain and treatment must be started within about three minutes of clinical death (for a human). This takes approximately as long as healing with tier III of this power (at the top end, growing a new body for a severed head takes a few hours).
  - Constant exposure to your power strengthens others. Using small treatments that individually take a few minutes at a time, you may grant anyone the Physical Prowess I, Physical Resistance I, and Ageless I perks after about a month of daily treatments (Note that Ageless I applied this way only doubles extends remaining lifespan, but it does restore the target to peak performance). Companions may only benefit from this ability if they are not also benefiting from a companion perk that ties their EP to yours.

- **Energy Drain I to V (-50/-100/-200/-400/-600 EP):** Choose a type of energy or a substance. This can be a mundane energy such as fire or electricity, a substance such as blood, or an abstract energy like magic, life force, or souls. You may use this energy/substance to restore your own energy, or you may simply capture and hold the energy with this ability for use by other powers (such as capturing souls for a soul-based attack later). What is considered a "unit" of substance will vary with the relative rarity of that substance. Common examples include a bonfire of flame, two pints of fresh blood, a quarter of a soul, half of the life force of an average human, or the magic needed to power your highest level spell. Living targets can resist this drain in many ways, but most non-living targets require Supernatural abilities of some sort to do so. This ability may be taken multiple times, choosing a different thing to drain each time. **Dsc: Vam/Hea**
  - **At the most basic level:** This ability functions at a range of touch and drains one unit to restore 25% of your energy reserves over the course of ten seconds; the use of this ability is obvious to observers.
  - **For each tier of this ability, choose one bonus from the following list (note that some bonuses cost more than one pick):**

        - **Range:** Increase the range of the attack to 10m/100m/1km/10km/ unlimited; No matter the range, line-of-sight is still required.
        - **Efficiency (limit 3):** Each unit restores 50%/75%/100% of your energy
        - **Volume (limit 2):** Each use drains up to 2/4 units from each target; Note that the target has to have enough units to drain
        - **Speed (limit 2):** Each draining attempt now takes only 5/2 seconds.
        - **Targets:** Each use now affects 2/4/6/8/10 targets.
        - **Burst (costs 3):** On activation, all targets in 10m are hit with the drain effect. Cannot be combined with Range.
        - **Aura (costs 4):** Once activated, the drain occurs every 10 seconds on all targets in range. This period can be reduced by Speed.
        - **Invisible (limit 2):** Either the ability itself is invisible (though you still have to touch or gesture at the target) or there is no visible effect on the target (though a living target will certainly know something is wrong). If taken twice, both effects are invisible.
- **Minion Creation I to III (-200/-400/-600 EP):** You can create minions of a general type such as vampire spawn, undead, elemental servants, or animals. Minions tend to be no stronger than a regular human, fairly dumb, and short-lived or, at least, their loyalty is. Minions created from thin air vanish within an hour or two, while those created from appropriate reagents may last days or weeks depending on the quality of the reagents. Undead created from the living beings or corpses of formerly living beings remain undead until destroyed. This ability can be re-applied before the last application fades to extend its benefits. Initially, a minion creator may only command the loyalty of two minions at a time, but with practice and effort, this amount can be increased. At your discretion, you may choose to ‘re-summon’ the same creature when using this ability and allow it to have continuous memories with the last time it was ‘summoned’.
    - **I:** Creating minions is generally a slow process, taking about an hour. **Dsc: Mdr/Lch/Vam/Kng/Ele**
    - **II:** Creating minions is faster, taking only minutes. **Dsc: Mdr/Lch/Vam/Kng/Ele**
    - **III:** Creating minions is even faster, taking only a moment per minion. **Dsc: Mdr/Lch/Vam/Kng/Ele**
- **Minion Empowerment I to IV (-100/-200/-400/-600 EP):** If you have minions, such as those created with the Minion Creation ability, loyal troops, devoted worshipers, or companions, you may give them a temporary boost in strength. For each tier of this ability, choose one of the effects below (you may choose the second effect multiple times). Using this ability takes only a touch and a moment. This effect lasts approximately one day. A minion may benefit from only one use of this ability at a time, though a second use may refresh the one day duration or completely override the first use. **Dsc: War/Mdr/Cra/Lch/Vam/Kng/Hea/Ele**
    - One minion without an Essence gains an Essence from this document (and all the free perks that entails if they do not already have them).
    - One minion which has an Essence gains 200 EP to spend on perks, discounted by their own Essence as appropriate. These perks do not stack with existing

perks and minions receive no additional discounts if they already have a perk at a lower tier. For instance, a minion with Physical Prowess I still requires 200 EP worth of their Empowered budget to take Physical Prowess III (assuming no discount from Essence). Perks may be selected from the Physical, Mental, Spiritual, and Skill categories. Supernatural Perks may be purchased from the following list:
    - Higher tier versions of base form perks (such as Physical Prowess IV).
    - Form perks such as Form Mastery or Enlarged Form.
    - Flight, Space Flight, Energy Projection, Matter Creation, Kinesis, or Defense Piercing Techniques.
- **Divinity (-600 EP; Requires at least one Essence and 1000 in accumulated EP):** Your Essence has become a tiny spark of divinity. **Dsc: None**
    - You may choose a divine portfolio related to one of your Essences. You gain a very small but noticeable boost to actions and skills related to that portfolio. A war god would be a slightly better fighter while a god of invention would find scientific pursuits slightly easier, for example.
    - You may draw a trickle of energy from the worship of others. The amount of energy gained even from legions of devout worshipers is very small, but provides you a metaphysical link to your worshipers. While this does not provide a detailed channel of communication, you receive vague impressions of what your followers desire when enough of them share the same desire. You find the effects of your portfolio increased significantly while acting to address the needs of your worshipers.
    - You may have any abilities you possess that explicitly draw power from a divine source draw power from your own divine nature. This does not automatically improve any success chances or results, but does generally remove the need to appease another divine entity in order to use your abilities.
    - After your chain has concluded, even if you fail to gain the typical rewards for a successful end jump, you may choose to ascend to true godhood. Doing so binds you to that universe (or local multiverse) but greatly increases your divine abilities and your ability to draw energy from worship.
    - You may determine where the souls of your followers go upon their death. If you have an appropriate reality (such as the one provided by the Private Reality perk in this document), you may set that up as an afterlife or you may negotiate with the owners of local afterlife planes for permission to have your followers retire there upon death. If you lack access to an appropriate afterlife, you may store the souls within yourself until you do.

ITEM PERKS

Note: Item Perks may be considered part of the user's base form, in general, but their function in Gauntlets (if any) is defined within the perks themselves.

- **Essence Infusion (-100 EP):** Choose any one item not purchased with CP. That item now has the same degree of fiat protection as anything purchased with CP. This includes having the item reappear in your warehouse, inventory, or possession at the end of every jump. You may change which item this perk applies to between jumps. You may select this perk once plus one more time for every full ten jumps or Gauntlets you have completed.
- **Essence Integration (-100 EP):** This perk allows cybernetics, internal magitech, and similar devices implanted in your base form to be considered part of your base form. You may choose to have these items benefit your alternate forms (provided the benefit would make sense). While these devices function during Gauntlets, their performance is limited to the top end of abilities in the Physical and Mental categories outlined in this document. Devices that provide other functions, such as implanted radios and radar units only function if the prevalent technology or magic level of the Gauntlet would include those things.
- **Essential Annexation I to IV (-100/-200/-400/-600 EP; requires cosmic warehouse or similar):** After choosing this perk, you may choose a piece of property in a later jump to bring with you after you leave that jump. You must 'own' this property by local laws in order to claim it for this perk. This property will connect to your cosmic warehouse or equivalent reality after it leaves the jump. While it cannot inherently insert itself into future realities, it can be subject to any Import options or the import options of the Private Reality perk in this supplement. The size of the property is limited by the level of this perk. This perk may be bought multiple times, but each perk can only be used on a single property (and the targeted property *may not* be changed later).
    - **I (Personal):** The property can be a single building or stretch of land, with the limits varying a little bit with how much 'stuff' is included. A Megablock from DREDD would qualify as the top end for developed land while an 80 acre farm with few structures would qualify as the top end for raw land.
    - **II (City-Sized):** The property can now be any expanse of land and structures that would fill 1000 km^2 or less (about 386 mi^2).
    - **III (Planetary):** The property can now be the size of a planet.
    - **IV (System):** The property can now be as large as an entire star system, including all planets, stars, and other items.
- **Essential Item (-100 EP):** Choose a single item purchased with CP, protected by the Essence Infusion perk, or otherwise granted fiat protection.
    - This item now appears within arm's reach at the start of every jump, including any gauntlets where this would be logically possible.
    - During Gauntlets, the item is forced to conform to local standards of technology, magic, and similar. A plasma rifle might import as a hunting rifle (modern earth),

a bow (typical fantasy), or even a sling (primitive earth). A magic sword might import as a nice but mundane blade, a laser sword, or even a sharp stick. A supercomputer might import as a regular computer, a calculator, or an abacus.
    - You may only purchase this perk once, but you may change the item it affects between jumps.

COMPANION PERKS

Note: Your ability to direct how your companions spend EP is the same as your default ability to direct how they spend CP, whatever that may be. Typically, this allows you to freely direct how they spend their EP, but chain rules may change this.
Note2: As with Item Perks, the Companion Perks themselves are part of your base form, but their effects in Gauntlets (if any) are defined within the perks themselves.
Note3: In case it needs to be said, Companions cannot purchase Companion perks.

- **Essence Transfer (Variable):** Choose one or more of your companions that are not benefitting from any sort of Body Mod supplement other than this one. You may transfer any amount of EP to those companions. This is a one-way transfer and is on top of any Essence the companion may gain from Essence Link. You may purchase this perk as many times as you wish, selecting the same or different companions each time.
- **Essence Link I and II (-100/-200 EP):** Choose one of your companions that is not benefitting from any sort of Body Mod supplement other than this one. You may purchase this perk once per companion and may reassign which companion is affected by each copy of this perk between jumps.
    - **I:** The chosen companion gains EP equal to one half of the total EP that you have accumulated so far. If you gain additional EP, the companion gains one half of that amount, even if they are inactive during the jump where you gained said EP. The companion also gains the free perks in the Basic Perks section of this document.
    - **II:** In addition to the effects of Tier I, the chosen companion now has the potential to obtain their own Essence. Doing so follows the normal rules for Essence Unlock Mode (the companion must buy all -50 EP perks for their targeted Essence to unlock it and then receives a rebate once the Essence unlocks and discounts are applied).
- **Essence Network I and II (-400/-600 EP):** You have learned to apply Essence Link to many companions at one time. When you purchase this perk, you may ‘refund’ any number of Essence Link perks and apply those EP to this one. You may purchase this perk more than once. Each purchase allows for the benefits to extend to 8 active companions. Active companions in excess of your Essence Network capacity have any EP-based perks suppressed, though the Basic Perks remain in effect.
    - **I:** As Essence Link I for each companion.
    - **II:** As Essence Link II for each companion.

- **Essential Mutuality (-200 EP):** Your Essence sharing with your companions is more potent than normal. Any companions targeted by Essence Link or Essence Network also gain some protection from your non-physical defensive perks. This protection is approximately half of what the full perk offers. Blank and Personal Immunity offer their full benefit to affected companions, as noted in their descriptions.
- **Essence Investment (-200 EP):** Between jumps, you may invest any of your perks into your companions. When you do so, you lose access to the perk for the duration of the jump and your companion may use it as though they had purchased it normally. If a perk has prerequisites, your companion must still meet those either on their own or through the investment of other perks. At the end of the jump, invested perks return to their normal owner, no matter what may have happened to them or the companions using them during the jump.
- **Essential Legacy (-200 EP):** Your child grows into the powers that you possessed at the time of their birth.
    - Determine the list of perks that you possessed at the time of their birth.
    - For every two years of time experienced by the child, they gain +100 CP which may be spent on perks that you possessed at the time of their birth. Once all eligible perks have been purchased, this CP gain ends and any unused CP disappear.
    - Treat the cost of all perks as the amount that you paid for them, to a minimum of 100 CP per perk. This means that a 600 CP perk that was discounted to 300 CP costs the child 300 CP, but it also means that a free perk costs them 100 CP.
    - When this perk no longer affects the child, they retain all purchased perks, normally.
    - The child to be targeted by this ability must currently benefit from Essence Link or Essence Network. If the child stops benefiting from that perk, they also stop benefiting from this perk
    - You may purchase this perk more than once and may reassign which child is affected by each copy of this perk between jumps.
    - This perk does not stop a child from benefiting from CP gained from Import options for jumps after their birth.
- **Essential Companion I to IV (-100/-200/-400/-600 EP):** For each tier of this perk, choose one of your companions. Those companions gain the following benefits:
    - If a jump does not include a companion import option, this companion may still be imported. Doing so costs no points, and they gain the same background as the Jumper along with any free perks granted to everyone or to that background. They gain no further CP for that jump.
    - During Gauntlets, the companion is forced to conform to local standards of technology, magic, and similar and cannot have capabilities that exceed the highest levels of the Physical, Mental, and Spiritual perks shown in this document. The companion will also adapt to the local setting in the most logical manner possible. A dragon companion might import into a modern-day earth setting as a pet iguana, for instance. Most humanoid companions will simply

become the default race for the setting. This does *not* automatically provide the companion with an alternate form that can be used later.
- Any Gauntlet protections and restrictions that apply to the Jumper also apply to the companion. These protections *do* trump Drawbacks (especially chain drawbacks that penalize dead companions in some way).
- You may only purchase this perk once, but you may change the companion(s) it affects between jumps.

DRAWBACKS

Note: These drawbacks apply to all jumps which don't directly contradict them. Because they are chain-long drawbacks, if a drawback is reliably circumvented, the points should be "paid back" or a new drawback of equivalent points should be selected. You may also use UDS drawbacks with some limitations (see Notes section for details).

- **Dependency (+100 EP):** You require a specific substance for your comfortable survival. Failing to do so on a regular basis results in considerable discomfort and the symptoms typically associated with withdrawal. The time interval between consumption should vary according to the relative rarity of the substance. Something generally trivial to obtain, such as alcohol, needs to be consumed weekly. Something very exotic, such as the soul of an infant born under a blood red moon, needs to be consumed once per jump. If you need to consume sustenance in some form, this dependency can instead be a considerable narrowing of the categories of sustenance you can consume or greatly increasing the amount of normal sustenance. For instance, a vampire may need to consume only the blood of virgins or a human might need to eat huge meals three times a day. This drawback is strangely friendly and will adapt and change with your current abilities and environment, making you need a substance that you can obtain in reasonable amounts. For instance, if you find yourself in a world with no alcohol and your Dependency normally requires alcohol, you might crave something entirely different for the jump and then go back to needing alcohol on the next jump..
- **Standout (+100/+200/+300 EP):** You stand out to sentient beings.
    - **I (Noticed):** You simply stand out. Others take notice of you no matter where you go, though their interest is usually benign. This drawback makes it difficult to move unnoticed through crowds.
    - **II (Unnerving):** Your presence generates a vague unease in those that notice you. It is difficult to move through crowds and you are always remembered in a negative way. This drawback means that if something goes wrong, the local authorities are usually on the lookout for someone matching your description shortly thereafter and you will have a hard time talking your way into places.
    - **III (Provocative):** Your presence does more than simply unnerve viewers, but causes a visceral reaction. What form this reaction tends to take is up to you, though the "4 Fs" are usually a good place to start. Fight, flight, food, or mating.
- **Unnatural Presence (+100 EP):** You exude a subtle, unnatural vibe that goes unnoticed by most sentient creatures, but disturbs beasts and other natural beings. Dogs bark and growl, deer flee, and crows flock to your presence.
- **Elemental Vulnerability (+50 EP):** Choose an element. You are more vulnerable to that element than other beings, making it approximately twice as difficult for you to defend against and all injuries from that element are twice as great as they otherwise would be. You may not reduce these injuries through any means, though armor and other means of prevention will work normally. You may choose this Drawback more than once, choosing a different element each time.

- **Vulnerability (+100/+200 EP):** You are weakened in some situations.
    - **I:** You have a specific vulnerability to a substance that either ignores your defenses or causes you damage or irritation. The more common the substance, the less pronounced the effect. This substance can be very specific, but taking this drawback will ensure that your enemies can either obtain or create an equivalent given enough time and effort. An example might be Superman's vulnerability to Kryptonite (and synthetic equivalents) or an undead that is uncomfortable in sunlight..
    - **II:** As I, but the effects are more pronounced for a given rarity of substance. Examples include a vampire that has its flesh melt in sunlight or a werewolf that suffers damage from simply touching silver. Exotic materials would be fatal within seconds.
- **Achilles Heel (+100 EP):** You have a vulnerable spot that no amount of power or planning can completely protect. This might be a literal vulnerability on your body or it might be an item you carry that holds your soul. If it is an item, the item appears at hand at the start of every jump. No matter what precautions you take, a dedicated enemy has at least a small chance of being able to access the item or determine the vulnerable spot.
- **Lovable Goof (+100 EP):** You just don't get "the social skills". You may not buy perks which increase your charisma, empathy, or similar abilities. On the other hand, at your discretion, your social interactions may come off as awkwardly adorable or piteously pathetic, which will reduce the social consequences of your bumbling ways. Note that this only applies to social interactions. You may still lead a military unit, manage a business, or negotiate for a used car without penalty.
- **Dread (+100 EP):** Choose three conditions that you are supernaturally compelled to react to in certain ways. These conditions include things like being repelled by objects of faith, not being able to lie to a holy man, not being able to enter a home uninvited, or similar items that are quirky and annoying, but not automatically life-threatening.
- **Compelled (+100 EP):** Choose three activities that you are supernaturally compelled to engage in. As with Dread, these items should be annoying and quirky, but not automatically life-threatening. Examples include only being able to use aliases that are anagrams of your real name, compulsively hoarding gold or maidens, or being unable to refuse request for aid made in good faith.
- **Softhearted (+100 EP):** You are a sucker for a sob story. Not only do you have a hard time passing up genuine pleas for help, but you find yourself unable to leave any such charity work half-done. You not only have to help save the orphanage, but have to find homes for the orphans that touched your heart while doing so.
- **Unstackable I and II (+50/+100 EP):** Your Body Mod abilities (those from the Basic, Physical, Mental, Spiritual, and Skill categories) do not stack with some of your other abilities. Abilities which do not overlap still function normally. See the Notes section for details on how this normally works.
    - **I:** Your Body Mod abilities only stack with the base capabilities of your alternate forms..

    - **II:** Your Body Mod abilities don't stack at all.
- **Wardrobe Malfunction I and II (+50/+100 EP):** You have a bad habit of ending up exposed when you utilize any form of shapeshifting. If you grow larger, your clothing tends to split and burst off your body. If you grow smaller, your clothing tends to fall off your body. If your clothing should automatically resize, the mechanisms that make that happen tend to lag a second or two behind your shapeshifting, giving you a few moments of embarrassment. Effects that cause your clothing to merge with your body also have a bit of a lag. Expect to end up naked for a second or two every time you shift.
    - **I:** The above is just inconvenient. Expect a little embarrassment or needing to find a secluded place to shapeshift.
    - **II:** The above is beyond inconvenient and becomes outright destructive. Clothing you wear when you shift tends to get ripped and damaged, no matter how resilient it should be.

CUSTOM MODES

You set your mode when you begin using the Supplement and, baring the use of Limiters (below), this cannot later be changed. Your full mode is composed of a Starting Mode (which gives you your base points), your Essence Mode (which determines how you interact with Essences), your Advancement Mode (which influences how you gain EP), and your EP Access Mode (which determines your access to EP Granting Perks). You may optionally add Limiters and Variant Modes to your selections.

STARTING MODES

Select a starting points value from the below.

- **Heroic Start:** 500 EP
- ➢ **Standard Start:** 100 EP *This is the recommended mode.*
- **Hardcore Start:** 0 EP

ESSENCE MODES

Choose one of the following modes. This determines how you interact with Essence.

- ➢ **Single Essence:** You may choose a single essence. *This is the recommended mode.*
- **Dual Essence:** You may choose two essences. You must also take +100 EP in Drawbacks. You do not receive the +100 EP from the Drawback (but if a drawback is worth more than 100 EP, you would receive anything in excess of the 100 normally). These drawbacks cannot be bought off and should **not** be cheesed, but may be replaced with other drawbacks if they are outgrown or it otherwise makes sense.
- **Multi-Essence:** You may choose three or more Essences. This functions as Dual Essence Mode except that the Drawback requirement increases by +200 EP for every essence after your second. For instance, the third Essence requires +300 EP in drawbacks, the fourth +500 EP, and so on.
- **No Essence:** You start with no Essence and cannot gain one later. You gain a one-time bonus to EP as follows: Heroic Start +500 EP; Standard Start +400 EP; Hardcore Start +250 EP.
- **Unlockable (Single Essence / Dual Essence / Multi-Essence):** Choose Single, Dual, or Multi-Essence, above. Instead of starting with the Essence, you may unlock a number of Essences indicated by your mode by purchasing all of the 50 EP perks for that Essence. When you do so, discounts apply retroactively, refunding EP as appropriate, You are not required to unlock the first Essence whose requirements you meet and any Drawback requirements for multiple Essences only kick in once you have that number of Essences.

ADVANCEMENT MODES

Select an advancement mode. This determines how you accrue EP during jumps.

- ➢ **Standard Advancement:** You gain no bonus points. *This is the recommended mode.*
- **Meteoric Advancement:** You gain +100 EP per jump or gauntlet completed.
- **Heroic Advancement:** You gain +50 EP per jump or gauntlet completed.
- **Questing Advancement:** By completing challenges for your benefactor, you may gain additional EP during jumps and gauntlets. These bonuses will usually be +50 EP, but may be +100 EP for particularly large challenges. The nature of the challenges will vary based on the nature of your benefactor, but will commonly include completing a jump's plot or beating some of its inherent adversaries.

EP ACCESS MODES

Select one of the following modes. This determines how you interact with EP Granting Perks.

- ➢ **Standard Access:** You may choose either Lesser or Greater Essence Infusion perk as part of a Jump. You may only take one perk per jump and if you do not take one, the opportunity is lost.*This is the recommended mode.*
- **Lesser Access:** As Standard Access, but you may only choose the Lesser Essence Infusion perk.
- **No Access:** You may not purchase EP through perks.
- **Cumulative (Standard Access / Lesser Access):** As Standard Access or Lesser Access, but instead of being required to purchase the perks as part of each jump, you may purchase them at any time so long as your total number of such perks is not greater than the number of qualifying jumps. For instance, you may purchase no such perk on your next jump and then purchase two on the jump after.
- **Retroactive Cumulative (Standard Access / Lesser Access):** As Cumulative, but the limit is now based on all jumps, not just jumps since you started using this Supplement. Thus, if you began using this supplement on the third jump, you could end your tenth jump with ten EP granting perks, purchased at any time along the way.

VARIANT MODES

You may select any number of variant modes as long as they don't conflict with other modes.

- **Training Allowance (requires Standard Advancement Mode and No Access Mode):** You can train to increase your ranks in the various physical, mental, and spiritual perks available in this document. Because even the low-tier abilities in those sections represent a level of super-human performance, the training requirements are also likely to be super-human. *Note that this option should only be used if you cannot purchase further abilities from this document with EP. You gain no refunds for this training.*
- **Tempered by Suffering (not compatible with Retroactive Cumulative access):** If you have completed Gauntlets before the first time you visit this document, you gain +100

EP per *successfully* completed Gauntlet to spend here. *Note that the Retroactive Cumulative access modifier does something similar in a slightly different way.*

UNBALANCED VARIANT MODES

*You may optionally choose from the following modes. These are **not** balanced.*

- **Harmonized Essence Mode (requires Dual Essence Mode):** You are no longer required to take any drawbacks.
- **Very Harmonized Essence Mode (requires Multi-Essence Mode):** You may reduce the required drawback amount by 300 EP.
- **Perfectly Harmonized Essence Mode (requires Multi-Essence Mode):** You are no longer required to take any drawbacks.

LIMITERS

You may optionally select one limiter from the below options. Scaling and vanishing limiters don't work with Body Mod Modes, though that should be obvious.

- **Everyday Hero Limiter:** You may not select any option which costs more than 100 EP before discounts.
- **Street Level Limiter:** You may not select any option which costs more than 100 EP after discounts.
- **Mid Level Limiter:** You may not select any option which costs more than 200 EP after discounts.
- **Base Form Limiter:** You may not select any Supernatural perks. If your Essence would grant you a free Supernatural perk, you instead get +50 EP per Supernatural perk. If you are using Essence Unlock Mode, you may ignore Supernatural perks for purposes of unlock requirements.
- **Scaling Limiter I:** Choose any regular limiter. Once your total EP (starting + earned) reaches 1000, raise the limiter by one grade.
- **Scaling Limiter II:** Choose any regular limiter. Once your total EP (starting + earned) reaches 500, raise the limiter by one grade. Once EP reaches 1000, raise the limiter by one more grade.
- **Vanishing Limiter:** Choose any regular limiter. Once your total EP (starting + earned) reaches 1000, remove all limiters.

FREE STUFF LIST

Here's a list of all of the stuff each essence starts with for free (or has to buy in Unlock mode):

- Essence of the Warlord (War)
    - Physical Prowess I
    - Physical Resistance I
    - Heightened Senses I
    - Heightened Reactions I
    - Mental Prowess I
    - Mental Resistance I
    - Charismatic I
    - Strategic Mastery I
    - Leadership Mastery I
    - Martial Mastery I
    - Inventory I
- Essence of the Scholar (Sch)
    - Mental Prowess I
    - Mental Resistance I
    - Empathetic I
    - Strategic Mastery I
    - Scientific Mastery I
    - Engineering Mastery I
    - Reverse Engineering Mastery I
    - Biomedical Mastery I
    - Occult Mastery I
    - Polyglot
    - Trivial Applications
- Essence of the Mad Doctor (Mdr)
    - Physical Resistance I
    - Reduced Sustenance I
    - Ageless I
    - Mental Prowess I
    - Mental Resistance I
    - Supernatural Resource Recovery I
    - Alchemical Mastery I
    - Scientific Mastery I
    - Biomedical Mastery I
    - Occult Mastery I
    - Trivial Applications

- Essence of the Crafter (Cra)
    - Environmental Tolerance I
    - Mental Prowess I
    - Mental Resistance I
    - Alchemical Mastery I
    - Magical Mastery I
    - Strategic Mastery I
    - Scientific Mastery I
    - Engineering Mastery I
    - Reverse Engineering Mastery I
    - Biomedical Mastery I
    - Inventory I
- Essence of the Assassin (Ass)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Heightened Senses I
    - Heightened Reactions I
    - Mental Resistance I
    - Martial Mastery I
    - Subterfuge Mastery I
    - Social Mastery I
    - Polyglot
    - Morphic Form I
- Essence of the Archmage (Arc)
    - Ageless I
    - Mental Prowess I
    - Mental Resistance I
    - Charismatic I
    - Supernatural Resource Recovery I
    - Alchemical Mastery I
    - Magical Mastery I
    - Occult Mastery I
    - Social Mastery I
    - Polyglot
    - Trivial Applications
- Essence of the Brute (Bru)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Environmental Tolerance I
    - Ageless I

    - Heightened Senses I
    - Heightened Reactions I
    - Mental Resistance I
    - Martial Mastery I
    - Wilderness Mastery I
    - Power Toggle
- Essence of the Superior (Sup)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Environmental Tolerance I
    - Heightened Senses I
    - Heightened Reactions I
    - Mental Prowess I
    - Mental Resistance I
    - Martial Mastery I
    - Polyglot
    - Power Toggle
- Essence of the Lich (Lch)
    - Physical Resistance I
    - Reduced Sustenance I
    - Environmental Tolerance I
    - Ageless I
    - Undead Physiology I
    - Mental Prowess I
    - Mental Resistance I
    - Alchemical Mastery I
    - Magical Mastery I
    - Occult Mastery I
    - Trivial Applications
- Essence of the Vampire (Vam)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Environmental Tolerance I
    - Ageless I
    - Undead Physiology I
    - Mental Resistance I
    - Empathetic I
    - Charismatic I
    - Subterfuge Mastery I
    - Energy Drain I

- Essence of the Shapeshifter (Sha)
    - Physical Prowess I
    - Physical Resistance I
    - Environmental Tolerance I
    - Ageless I
    - Mental Resistance I
    - Wild Empathy I
    - Biomedical Mastery I
    - Wilderness Mastery I
    - Form Mastery I
    - Morphic Form I
    - Reduced Form I
- Essence of the King (Kng)
    - Mental Prowess I
    - Mental Resistance I
    - Empathetic I
    - Charismatic I
    - Unflappable
    - Strategic Mastery I
    - Leadership Mastery I
    - Subterfuge Mastery I
    - Social Mastery I
    - Polyglot
    - Trivial Applications
- Essence of the Beast (Bea)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Ageless I
    - Creature Soul I
    - Heightened Senses I
    - Heightened Reactions I
    - Mental Resistance I
    - Wild Empathy I
    - Wilderness Mastery I
    - Form Mastery I
- Essence of the Dragon (Dra)
    - Physical Prowess I

    - Physical Resistance I
    - Ageless I
    - Creature Soul I
    - Heightened Senses I
    - Heightened Reactions I
    - Mental Prowess I
    - Mental Resistance I
    - Magical Mastery I
    - Polyglot
    - Form Mastery I
- Essence of the Explorer (Exp)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Environmental Tolerance I
    - Heightened Senses I
    - Mental Prowess I
    - Mental Resistance I
    - Martial Mastery I
    - Wilderness Mastery I
    - Polyglot
    - Inventory I
- Essence of the Healer (Hea)
    - Physical Resistance I
    - Reduced Sustenance I
    - Ageless I
    - Mental Prowess I
    - Mental Resistance I
    - Empathetic I
    - Charismatic I
    - Wild Empathy I
    - Biomedical Mastery I
    - Social Mastery I
    - Energy Drain I
- Essence of the Elemental (Ele)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Environmental Tolerance I
    - Ageless I
    - Elemental Physiology I
    - Heightened Senses I

    - Heightened Reactions I
    - Mental Resistance I
    - Magical Mastery I
    - Trivial Applications
- Essence of the Druid (Dru)
    - Physical Prowess I
    - Physical Resistance I
    - Reduced Sustenance I
    - Ageless I
    - Heightened Senses I
    - Heightened Reactions I
    - Mental Resistance I
    - Wild Empathy I
    - Biomedical Mastery I
    - Wilderness Mastery I
    - Trivial Applications

NOTES

- The “live” version of this document can be found here: https://docs.google.com/document/d/1VXLk2EIwoej5wr4EMICQWkdCKjDqdos3-CPaccKZN4w/edit?usp=sharing
- I don’t actively update it that much, but there is a spreadsheet that you may find useful for analyzing different Essences. Feel free to make a copy and play with the filters: https://docs.google.com/spreadsheets/d/1N-vMo70WGEpeVYFIxr4mMgIZGuMrs3f3o618fci-3BA/edit?usp=sharing
- Gauntlets count as a jump for the purposes of anything that has an effect “per jump”.
- Combined jumps and Supplement Modes may count as one jump per jump document involved, at your discretion. If a combination / supplement can be repeated for no additional points, it should only be counted as a jump the first time it is used.
- At your discretion, you may apply the points gained from Chain Drawbacks in the Universal Drawbacks Supplement to this as EP in this document. If you do so, you may not put the drawbacks on hiatus and only gain the points once. The UDS Drawbacks may also be used to satisfy the requirements of certain modes.
- Some reasonable numbers to use for peak human performance are defined as follows (these are slightly lower than true maximum, but they give round numbers that work well with the math). Agility, coordination, and other hard-to-define attributes are not listed, but are included. *Note: these strength numbers are derived from Olympic clean and jerk (lift from the ground to over your head) numbers. Deadlift (lift from the ground to waist height) numbers are approximately twice this for unassisted lifting or triple this for assisted lifting (using straps, etc.).*
    - **Strength:** overhead lift 250kg (approximately 550 lbs)
    - **Sprint:** 40 kph (approximately 25 mph)
    - **Run:** 20 kph (approximately 12 mph)
    - **Endurance:** 3 days without sleep
- The basic skill tiers and the amount of training or practice necessary to achieve them are described as follows (but feel free to rework this list to taste):
    - **Familiar (10 hours):** Basic familiarity in a skill is easy to obtain and allows you the most basic uses of a skill, such as pushing an “on” button and setting basic options or answering the broadest questions about what a subject includes.
    - **Competent (100 hours):** Once you achieve the competent level in a skill, you move beyond the very basics and start to understand why things work. At this level, you can perform most routine uses of the skill with few mistakes.
    - **Expert (1,000 hours):** Most career professionals function at this level. You know the ins and outs of the skill, though there are probably areas where you are weaker than others.
    - **Master (10,000 hours):** At true mastery, you can push the boundaries of your field. There are generally only a few practitioners of a skill that reach this level.

- Skill perks give benefits based on level to your knowledge of applicable skills which you have encountered in the past as of the time you take the perk and an increased learning rate for new and old versions of that skill. At its peak, you can become an Expert (equivalent of a college degree and a few years of experience) in an hour and a world-class master in ten hours. If you gain a skill perk at a later time or improve one to a higher level, the instant learning benefits apply retroactively. Assume that all skill learning perks stack (a x2 boost from somewhere else and a x10 boost from a tier II perk in this document would result in a x20 overall learning boost).
    - I: Instant Familiarity level. Learn at x2 speed.
    - II: Instant Competence level. Learn at x10 speed.
    - III: Instant Expert level. Learn at x100 speed.
    - IV: Instant Mastery level. Learn at x1,000 speed.
- Skill learning speed can be further adjusted by a number of factors. Some examples include the following, which are each applied individually (ex, time to reach Expert level with self study and excellent training materials would take 1,000 x 1/2 x 2 = 1,000 hours):
    - On-the-job learning (reduce learning speed to 20% of normal or x1/5)
    - Focused self study (reduce learning speed to 50% of normal or x1/2)
    - Poor quality or no training materials (reduce to 20%-50% or x1/5 to x1/2)
    - Skill is beyond your frame of reference either magically or technologically (50% or x1/2 if you have some idea or as much as 10% or x1/10 if you are flying blind)
    - Competent teacher (100% normal rate or x1)
    - Exceptional teacher (up to 200% normal rate or x2)
    - Excellent quality training materials (up to 200% normal rate, or x2)
    - Lower level skills for which you already understand more advanced concepts (up to 200% normal rate, or x2)
    - Skill Mastery perks (varies, see above)
- Spell learning times are per setting. If a default is needed, then assume something like this, using a D&D tier system: cantrips (10 hours), level 1-4 (100 hours), level 5-8 (1,000 hours), level 9+ (10,000 hours).
- As described in the How To Use This Supplement section, perks may have tiers in both the base form and Supernatural sections. If the cost of the non-base perks becomes an issue, reduce the cost of the final perk by the highest base form perk's cost before applying discounts to get the value of the non-base cost. This is specifically useful with things like Slot-o-Matic from the UDS where perks that are not part of the base-form must be contained in slots sized to them. For example, a Jumper with Physical Prowess V would count it as a 400 CP perk that was not part of their base form (as it is a 600 EP perk and the highest base form version is 200 EP). If the Jumper had Essence of the Brute (which provides a discount on that perk), it would count as 200 CP (the 400 CP with a 50% discount). *This is only important in certain very specific cases.*

CHANGELOG

- 1.11 Changes:
    - General
        - General touchups and typo corrections
    - General Notes
        - Cleaned up the Drawbacks section a little to clarify when you get points.
    - Essences
        - Explicit reference at the start to the Free Stuff List at the end of the document and the free perks.
    - Physical Perks
        - Cleaned up Environmental Tolerance temperature ranges to be a bit more neat at both tiers.
    - Spiritual Perks
        - Blank was modified a fair bit, mostly closing obvious loopholes. Items got included and made stronger.
    - Skill Perks
        - Supernatural Engineer got a tuneup and some explicit differences from Power Combination.
    - Supernatural Perks
        - Heightened Reactions IV got a little stronger.
        - Charismatic III had an incomplete thought. It was finished (it's the "if you're telling the truth, people know you are" idea).
        - Reduced Form got a buff - or, rather, it got less of a drawback. Strength and resistance now track with height and don't have their own special scale (that was worse).
        - Fantastic Beast Form got an upgrade on mass if you also have another shapeshifting ability.
    - Notes
        - Added a link to the comparison spreadsheet
- 1.10 Changes:
    - General
        - Advanced to 1.10 since this is a substantial amount of reworking for the document and I want it to be clear that it isn't just an incremental revision.
        - General touchups
        - Crosslinked some things
    - How to Use…
        - Added a mention of the rearrangement and Quick Start guide.
    - General Notes
        - A great deal of the notes in this section were moved to a new Notes section toward the end of the document.
        - Some of the notes here were condensed a little

        - Body Mod abilities now stack with everything. More or less.
    - Quick Start Guide
        - This section was added.
    - Modes
        - Intro text was tweaked and a reference to the new Custom Modes section was added.
        - Some clarifications were made to the pre-defined modes.
        - Training Allowance was explicitly added to Body Mod Mode.
        - The bulk of this section was moved to Custom Modes near the back of the document.
    - Skill Perks
        - The section starts out with better notes and a reference to the Notes section later in the document.
    - Drawbacks
        - Added a mention of UDS drawbacks to the opening note.
        - Form Locked renamed Unstackable and rewritten to be some free points for folks that don't want their Body Mod perks stacking with other stuff.
    - Custom Modes
        - Aside from a little cleanup at the very top, this section is just the most of the old Modes section moved back to the end.
    - Free Stuff List
        - The rear-ward Notes section used to be just this section and one other line. Made it into its own section so it's a little easier to find (and there should be document bookmarks to quickly jump to essences, too).
    - Notes
        - All but the first item on in this section used to be in the front of the document.
        - Did a little clarifying and rewording of the more bloated text.
        - Skill perks explanation reworded to work the way most skill perks in other jumps work - it's now a x2 or whatever multiplier to learning speed instead of a x0.5 modifier to learning time. It should be more intuitive this way.
        - Skill learning modifiers similarly flipped to reference learning speed and not learning time.
- 1.06 Changes:
    - General
        - Added a footer with page numbers.
        - Small corrections and clarifications throughout.
    - Physical Perks
        - Ageless II was completely rewritten. It has two components, the first of which is that you never die of old age and don’t suffer degeneration. The second is that you can freeze your visible aging at any time (or start it up again).
    - Spiritual Perks

        - Blank applies fully to all companions benefiting from Essential Mutuality (see below).
    - Skill Perks
        - Martial Mastery now applies to physical ki/qi/chi/whatever techniques (but not magical ones).
        - Occult Mastery now applies to non-physical ki/qi/chi/whatever techniques (but not magical ones).
        - Magical Engineer was renamed to Supernatural Engineer. It now encompasses ki/qi/chi/whatever along with magic. Merge them, refine them like science, all that fun stuff.
    - Supernatural Perks
        - Personal Immunity now works with Essential Mutuality to give protection among affected companions. Basically, if you have Personal Immunity and Essential Mutuality, all of your companions benefiting from Essential Mutuality are immune to your powers. You get the same kind of benefit if one of those companions has their own Personal Immunity.
        - Power Combination received a bit of clarification on its niche in relation to Supernatural Engineer. In essence, Power Combination lets you mash stuff together on-the-fly while Supernatural Engineer is better for combinations you use frequently. Each one certainly has a use.
        - Energy Drain was nerfed a little. It takes a little more blood and a lot more magic to make up a 'unit'. It also takes 10 seconds to use (which is reducible with the added Speed bonus, but only to 2 seconds). Aura also ticks on this timer.
        - Minion Empowerment explicitly works on worshipers now.
        - Divinity got a couple of boosts. One is that you can feel the strong desires of your worshipers and get a boost when addressing their needs. The other is that you can divert the souls of your worshipers to an afterlife of your choice (afterlife not included).
    - Companion Perks
        - Essential Mutuality was added. This gives any companion targeted by Essence Link/Network the benefit of your non-physical defensive perks at half power. There are a couple of perks in this document (Blank, Personal Immunity) that interact even better with this ability.
- 1.05 Changes:
    - General
        - Minor typo fixes, etc.
        - I removed about a million double spaces. I blame my high school for that one.
    - Essence Modes
        - Dual Essence got clarified a little. You can't buy off the required drawbacks, though you can trade them out.
    - Basic Perks

        - Physical Health Refinement gained a “stop or start growing hair” bit. It also lost the reproduction stuff.
        - Physical Prowess Refinement got generalized a little to remove the reliance on “human” stats.
        - Reproductive Refinement was added. You’re now, by default, normally fertile and can make yourself infertile at will. Your offspring also get some of the Basic Refinements by default.
    - Spiritual Perks
        - Inertia of Self got generalized a little and the first tier became outright immunity instead of resistance. The second tier should be a little more broadly useful, though the wording could still use some work.
    - Skill Perks
        - Social Mastery now explicitly includes music, art, dance, etc.
    - Companion Perks
        - Essential Legacy added. This should let your children grow to have the powers you had when they were born. It’s pretty tightly defined to prevent insanity like spitting out hundreds of Jumper-clones.
    - Notes
        - Added the Google Doc link to the notes section (which is mainly for the benefit of those using the PDF).
- 1.04 Changes
    - Since it's a popular point of contention for some reason, I've added a bit more clarifying text to the 'peak human' benchmarks.
    - Regeneration gets a note that it works without a need for conscious activation. This is to differentiate it from Healing Touch which does require activation.
    - Heightened Senses gets a 'protection from overwhelming' aspect to it. It's total for 'natural' situations and a strong resistance against weapons designed to damage/overwhelm senses.
    - Regeneration III gets a specific note about decapitation recovery.
    - Empathic III now gets a 'super therapist' aspect, including the ability to grant the Mental Health Refinement perk to someone with enough treatments.
    - Defense Piercing Techniques got a note about how it interacts with immortality techniques. Mostly, it doesn't, but if someone is immortal only through invulnerability, it would overcome that. Tier II also got some cleanup.
    - Healing Touch got a fairly significant set of revisions. It explicitly requires you to spend 'energy' to use it for the active uses (tier II and III). You can explicitly target yourself with it. Tier II and III got 'patients heal faster' passive uses like tier I. The active uses now contain a 'the patient won't die while you're using this' ability. Healing speed for tier III was also slightly slowed to match Regeneration II.
- 1.03 Changes
    - Baselines for 'peak human' were tweaked slightly. The language was weakened because the numbers are on the low end (but they're nice round numbers that work well with the math which ends up being more important, I think).

    - 'Physical Perfection' changed to 'Physical Prowess'. This is to make the perk names more consistent between physical/mental.
    - Physical Prowess II lost an explicit mention of pain tolerance. It moved to Physical Resistance II.
    - Physical Prowess III gained 'don't need to sleep'
    - 'Physical Resilience' changed to 'Physical Resistance'. I'm writing a chain right now and keeping the two straight is nearly impossible. This also included fixing some erroneous references to 'mental resilience' where I'd gotten mixed up in the document, thus proving how bad it was having names like that.
    - Physical Resistance II gained a pain tolerance note.
    - Environmental Tolerance I and II gain some radiation protection text. Tier I protects up to 1000 mSv, which is a bit more than you'll get from most unshielded spaceflight.
    - Ageless I got some additional text. It applies retroactively in jumps where you have a high starting age making it of some (though still limited) benefit.
    - Mental Prowess I gained a 'your skills don't deteriorate' clause.
    - Mental Resistance I gained a 'delay dealing with mental trauma during a crisis' clause.
    - Regeneration III got another small nerf/clarification. Minor injuries now heal 'in less than a second', which is up to you to interpret. The intention is that massed minor damage can still put you out.
    - Morphic Form I got a small clarification on what kind of natural weapons it can produce (nothing better than your base form, which is a very minor upgrade).
    - Healing Touch IV got a minor nerf. Companions only get the free perks if they aren't benefiting from one of the 'have half as much EP as the jumper' perks. As compensation, it now also adds Ageless I. Need to make money? Sell actually effective life extension treatments to rich people.
    - Minion Creation had some revisions to add a longer-lasting non-undead option. You can also 'resummon' the same critter multiple times to let it keep the same memories.
    - Divinity gained a clause that lets you effectively worship yourself if you have divine-sourced powers.
    - Essence Link can now be switched between companions between jumps.
    - Essence Network was added as a new perk. It's expensive, but cheaper than buying Essence Link a whole bunch of times. It is basically a version of Essence Link that works on 8 companions at once.
    - Essential Companion was revised to have tiers. You can now make up to four companions as 'essential' companions into any jump, etc.
    - The drawback 'Compulsions' is replaced with 'Dread' and 'Compelled'. Dread is things that you're forced to do by an outside trigger. Compelled is things you have to do on your own.
- 1.02 Changes

    - Small changes to the Basic Perk wordings, but the most significant change there is that you can now re-adjust your base form between jumps.
    - Power Combinations got some language in tier I and III that was already in tier II about no-energy powers.
    - Minion Empowerment got overhauled and mostly nerfed. It was originally written before the Companion Perks, so what it's actually good for changed a little.
    - Added language to Essence Link to give the companion the free Basic Perks.
    - Added Essence Investment for lending perks to your companions.
- 1.01 Changes
    - Cleaned up some language throughout the document.
    - Added a "don't poop" effect to Physical Health Refinement. It's one of those silly things that's really, really useful but seems weird to charge points for.
    - Fixed a few errors in my discount-counting function in the spreadsheet, which leads to...
    - Added discounts to a bunch of things to even all of the discount totals out at 3500 - 3550. The only things lost were some high level Senses perks by the Shapeshifter (who no longer had the lower level ones, making that an error) and Master of Many Forms lost by Beast (who got Power Combination to compensate).
    - Added an effect to Physical Resistance III and V that will resist/stop mutation/alteration of your form.
    - Removed all "get it for free" perks. Notably, Ageless from Regeneration and Heightened Senses/Reflexes from Mental Prowess. Also Form Mastery from Intangible Form II. It was an artifact of the earliest drafts of the document and the points balance doesn't really need it anymore.
    - Undead Physiology and Creature Soul got reworks of what you can buy with them.
    - Added some language to Mental Prowess I such that it helps you deal with large amounts of new memories.
    - All three tiers of Mental Resistance are discounted for all essences. The "anti mind control" stuff is a big deal, so I figured everyone should get cheap access.
    - Corruption Resistance gets a bit of clean up. It helps against possession and basically anything that the Physical and Mental resistance/Resistance perks don't.
    - Inertia of Self cleaned up a great deal. Tier I protects your memories from pretty much everything. Tier II no-sells reality and temporal manipulation attacks along with conceptual attacks.
    - Thanatologist got some cleaned up language.
    - Vehicle Empathy gives you skill with pilot-fired weapons.
    - Tooth and Claw also applies to 'unscientific' fighting styles that involve fists, etc., which would extend to basic brawling.
    - Private Reality got very minor cleanup to the language.

- Cheat Death got some cleanup and tier II became distinctly better. Several Essences now get discounts on both tiers.
- Minion Empowerment doesn't stack.