STRAY CAT STRUT v1.0 (edit 10/7/2025)

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Corporate dystopias, cyberpunk, you're familiar with the vibe. Only here there be aliens. Plant-based aliens that want to devour everything everywhere in a variety of forms, called the Antithesis. Friendly? aliens who supply certain humans, ones who meet their criteria, with custom AI and the ability to 'shop' with points earned mostly from killing Antithesis and saving humans (and also a minor 'salary')--super-tech guns, ammunition, medicine, mecha, and more teleported to their location. These humans are called Vanguards by the aliens, and Samurai by each other. They tend to become very rich very quickly, seeing as they can sell some of their purchases (to be reverse engineered or for use) or outright buy blueprints...or have their personal AI do hacking.

It's still a cyberpunk/corporate hellhole, mind you. For instance, while antithesis shelters are advertised (and required) and literally a matter a life or death during an antithesis assault, some places will still 'save' on materials and construction. On the other hand, using crippled orphans for advertising/public relations points still works well enough that they do it and museums are still being built--not everything is crime and violence. And in a few weeks, the antithesis attacks are going to ramp up tremendously...

You can read the story and investigate the setting on spacebattles or RoyalRoad, and the author is making/has made a tabletop RPG for the setting.

Have 1000 CP to buy things to help you survive!

Origin: Where did you come from? Pick a gender and a reasonable age. Any origin can be treated as 'drop-in', arriving without a new body or a history in this setting. It is strongly suggested not to do so if this is your first jump for any origin excepting AI, but it's your funeral.

     Gangster: You're not the type of criminal living in corpo luxury. Not the type wearing suits. You're the type of criminal that is doing well if they claim a couple floors of a megabuilding and robs places in ways that aren't even technically legal. Or maybe you keep your nose cleanish and just live in the same areas.

     Orphan: you've been growing up in an orphanage, with other orphans as your 'family', however obnoxious some of them may be. Maybe even the same one as the story's titular Stray Cat came from--though in that particular case you've probably got shitty prosthetics replacing some missing pieces and you can expect to be called a kitten.

     AI (optionally drop-in): you're one of the AI created to assist Vanguards/Samurai, residing on a small chip in their head (or possibly something bigger that just communicates with said chip, I'm not telling). You have a ridiculous amount of processing power, ability to dominate lesser computer systems, and buy and deliver things from the Store for your Samurai.

200 Vanguard/Samurai: You're someone who won the lottery, either recently or a while back. Probably by getting caught out of shelter and suicidally fighting Antithesis in defense of other people, as that seems to be a fairly common element. Celebrity, force of nature, troubleshooter...

note: points are gained for saving humans. killing Antithesis. other good deeds.

Purchases discounted to a specific origin are half the price if you chose that origin, or free if 100cp or indicated.

Perks:

Free Basic Augs: You optionally gain a decent quality brain implant allowing access to the local version of cyberspace, and can temporarily alter parts of your body to cosmetically appear (and register to routine/cursory sensors) as if they were augmented or were prosthetics of your choice at the start of each month* (you can revert at any time, it takes about 4 hours to apply or revert)--just don't try to have someone repair them! This is just a cosmetic option to blend in better! Any prosthetics or cybernetic augments you do install or have installed in yourself become self-repairing, are continuously kept bloatware and malware (including adware) free (even if the base OS was designed with malware or backdoors, that's removed without hampering performance or functionality you want), and can be set in (or revert from) 'autonomous' mode by mental command--that is, the chosen cybernetic won't communicate with the outside world. While in autonomous mode, they can't be hacked by any means. Also, they will adjust their appearance/structure appropriately if you shapeshift. You can choose to have them active or not-active in particular alt-forms under the same timing mechanics as cosmetic prosthetics above.

With this perk, you can enjoy some of this setting's toys and aesthetics without becoming an object lesson in why people can't have nice things. Post-jump, you may choose for the optional brain implant (or any upgraded replacement) to either be removed without harm (any pieces removed to install it grow back), or be retained and gain a translation feature for hardware(the connector cables) and software(communication protocols) to update for local settings' network infrastructure as needed, your choice. If replaced/upgraded later, the new/upgraded implant retains that feature.

*If the local calendar doesn't have months, or they're significantly shorter/longer than 30 Earth Days, use 30 Earth Days. Any augmentations/prosthetics from any world you've been to or are starting the jump for are available for the cosmetics options.

Free Continuity: For the duration of this jump, regardless of what would normally happen, your soul is connected to as many bodies as you inhabit. That is, if you 'upload' into a robotic body, or a hive-mind of a dozen of them, you're still fine to keep jumping. Whatever you end the jump with will collectively count as a single

alt-form. If you have access to the point-buy shop, this perk will continue to cover the results of purchases from there.

   [b]Gangster[/b]:

   100 iron stomach(free Gangster): Turns out capitalist/corporate dystopias can be unpleasant to live in. The sights, the smells, the noise...let's not even talk about the gang that runs the sewer system. Some people get used to it...you could do that...or you could buy this perk. You can trivially suppress your disgust, nausea, itching, discomfort, and similar reactions on either or both of the physical and mental level, and 'tune out' specific unpleasant odors and noises, overly bright lights, and similar sensory nuisances. You could choke down (and keep down) a meal no matter what you suspected (or knew) it was made out of, keep fighting under tear gas (though you aren't immune to the physiological effects--you might bleed or go blind, and your vision will certainly get blurry if your eyes are still organic), refrain from itching insect bites or poison ivy rashes, and ignore that guy next door playing rock music loud enough to shake the floor. You could even dive into the sewers to save your life without hesitation. Serious pain (other than from tuned out sensory stimuli described above) is not affected by this, don't expect too much out of a comfort perk.

   200 Scavenging (discount Gangster): It's not so much that you can tell the value--in money, favors, or even personal use-- of everything you can see. More like where most people need a solid alibi--actual study or research-- to make a good estimate, you only need a flimsy excuse. And of course that applies to identifying the parts of something mixed in the trash or rubble, even if you can't see them all. If you found a mech leg under a mountain of rubble, you could guess where the chest, the power core, the computers and other strippable parts would be if still attached--and how much they're worth. It's not x-ray vision, just a few deductions. Of course, the value of scavenged parts and gear depends on who is paying, so you have a mental list of all the buyers you've dealt with, and can sort it by who you can get the part to in the time you're willing to spend, and who would pay the most for any given thing you want to sell without unusual amounts of haggling.

   400 combat skills(discount Gangster): You've got some solid combat skills with pistols, rifles, rocket launchers, grenades... even swords, poles, or broken pipes. You might not be an expert at every possible weapon, but there's probably something you're good at that's close enough to whatever you have on hand at any given moment. Perhaps more importantly, you've got practice at dodging and parrying all those weapons, in addition to the claws, spit, and other nastiness of the weaker Antithesis. You even know how to properly wear most forms of armor (modern or not) and integrate the abilities and weaknesses of combat augs into your fighting, including H.U.D. information. You have some tactical insight too, but this is primarily about personal combat. But sure, with this and a decently healthy body, you could start out unarmed in a grocery store and kill a double handful of Antithesis attacking if you made an effort to be smart about it.

   600 Call it quits(discount Gangster): 'common' sense isn't worth quite this many points, though it is included. No, what this perk really provides is a constantly updating evaluation of your potential losses (aggregated by what's important to you--by default personal death, imprisonment, maiming, friend/family deaths) and chance of each for your course of action/mission. The evaluation starts before agreeing to anything, and separately covers your potential profits (money, power,

equipment, etc.) and chance of actually getting them. This does adjust for any probability affecting abilities you (or any enemies) may have, but not any ability to 'retry' through time travel/looping or precognition wide-ranging enough to affect your plans (that is, danger sense or other immediate/tactical precognition is included, anything more than a minute or two would not). You can also do snap-calculations related to the information this gives you, such as adding up the price of each piece of equipment that you expect to lose, adjusted for the chance of that happening, into a risk assessment. You can also put numbers to how much you value what you'd lose or gain, and even tiers(for cutting the knot on things of 'infinite' value, such as if you view no amount of money worth the destruction of a soul, but two souls would still be more valuable than one).

    The information provided by this perk is objectively true and correct, intended to let you evaluate if the risk is worth the reward both objectively and subjectively. Clever jumpers can obviously make inferences based on this, such as a huge risk from going to the store AND staying home meaning a possible Antithesis attack (or assassination attempt), but this isn't intended to be an investigation tool. Rapidly swapping courses of action will see cumulatively increasing delays or 'lag' for switching over to the new course of action for a while. Checking if it's worth calling in help or comparing two or three routes home and you'll be fine. Trying to find all the antithesis by exhaustively checking whether each street in a city is safe to walk on, and it might start taking minutes per switch, then escalate on up to tens of minutes if you kept going.

[b]Orphan[/b]

100 Snark: You are fluent in snark. And misbehavior in general, really. You instinctively know what levels of rule-breaking (including rudeness versus the rules of courtesy) will get what sorts of responses. This isn't some sort of pre-cog, just a general awareness of what people and systems (don't) care about, and how your words and actions would come across. Whether cheeky insults would be friendly, enraging, or bullying to the target and audience, or if no one cares about running in the halls. This does include a certain amount of wittiness and actual practice at being snarky, and with a few minutes, you can set your linguistic defaults to anything you're familiar with. Whether that's overly formal, corpo lawyer-speak, trash-talking teen, inserting naruto-esque verbal ticks, frequent crappy jokes, avoiding puns, or whatever else you can imagine. Also, every decade or jump, you get an update on the crude/foul language, slang, common kennings/references, and accents of those who are lower-class in the nearest city or community (or mesh community for those whose 'home' is the mesh or equivalent if desired). Can't be properly snarky if you sound like a grandpa, right?

200 Sympathy Points(basic augs required): Maybe you want to be one of the kittens, or just be more like Stray Cat? Your basic augs perk is upgraded with more options, and for anything you decide to start a given jump with, there will be suitable justifying history in place (assuming you aren't a drop-in). What are these options? Injuries. Injuries, sickness, diseases, and other maladies. Fresh or old. If you want to be down an eye and a couple limbs? This will make that happen. Maybe a weak heart or the flu? This perk will provide to the satisfaction of any and all tests save that it won't be contagious (and you don't have to wait for the start of the month to start up illnesses). You can even manually install prosthetics or cybernetics to compensate after the injury is in place, and take medications--they'll just be safely removed with the fake injury/illness. Note that for injuries/illnesses you don't start a jump

with, this perk doesn't keep people from wondering how you got injured/sick/whatever, nor where they went if you remove them--excuses are your problem in that case. Your new options include any traumas or illnesses one could have in your original world or any world you've visited since...and when starting a jump, includes those from the setting you're going to.

As a bonus for this jump only, you can choose to start the jump as part of Orphan Collective K1-T3N, the same as Stray Cat, though this will include being a teenager at the oldest, and starting with some form of obvious disablement (a missing arm, leg, eye, or something of the sort). This starts you off in the antithesis shelter of the museum they are visiting just after Stray Cat becomes a Samurai, to avoid derailing those events and properly line up the Sugar mama...cat perk if you take it.

400: Special Interest: Some people have jobs, some people have hobbies, you have a lifestyle. Imagine you had a hobby you enjoyed, obssessed over, have talent for, spent most of your free time on for a couple decades, and even worked it into as much of your non-free time as you could, such as fiddling with it while a school lecture happens in the background, or if it were mechanics, getting a job that involved that. You know all the products, the people, the trivia, the lingo, the dangers, the best references, the scams. You have better than professional quality skills, and perhaps importantly, you know how to use it to help your friends and family. Now imagine that you had enough talent to squish all that into five years of more moderate investment in the hobby. You've got that talent, and the results of that investment, for your choice of local hobby, chosen each jump (or ten years, post-chain). If your origin is a drop-in (or you're post-chain) the skills and information are provided free. If using a non-dropin origin, then your background includes involvement in your chosen hobby. Choosing the same hobby again does add more talent. Maybe you're interested in the mesh, maybe you like cooking, or management. Maybe you love guns or samurai fashion.

600 Sugar mama... cat: This perk comes in two parts. Firstly, whoever is responsible for you doesn't mind you acting like a metaphorical cat. You can leave the home at odd hours (though they might try to keep you an 'indoor cat' if the neighborhood isn't safe and they'd do that for a pet, they wouldn't blame you for escaping), wander around, mug them for affection when you feel like it and be antisocial when you don't, lay around... mostly do what you like. At a minimum, provided they have the resources/ability, they'll feed you, provide shelter, grooming, at least some attention, medical care... the usual you'd expect for a decent pet owner or absent minded parent. This obviously doesn't prevent them from doing more, in no way diminishes parental love, it just sets a minimum standard of care, laxness with restrictions, and keeps feelings from being hurt. The second part is, you can choose to start each jump with a relatively powerful figure who sees you as a responsibility. About on par with Stray Cat and the kittens (as of when she starts helping build the 'big' gun) in terms of how powerful and how attached they are at minimum. They might not think about you all the time, but they'll have a positive feeling for you, protect you if you aren't clearly in the wrong, keep a place for you to sleep, and so on, and nothing keeps you from furthering the relationship. If you lose your mama cat, whether that be to death, travel, making enemies out of them, or them being crippled, you have a certain amount of luck, increasing by the month, in them being restored or acquiring a new one, whichever you'd prefer if it is at least theoretically possible. After a decade, this is pretty much guaranteed within the month unless someone else is

seriously twisting fate to prevent it (or your actions are making it impossible). Becoming more powerful than them doesn't count as losing them-- they are relatively powerful in the setting, not compared to you. If you reincarnate, your new Mama Cat will tend to be your parents, or close friends/relatives of the same.

Your mama cats will tend to be generally aligned with your own moral/ethical outlook...or at least more aligned than would be normal for someone who grew up and became powerful in that setting. This part of the perk is a selection filter, not mind-alteration--it does not apply if due to origin or other factors, they must be a specific canon person.

[b]AI[/b]:

300, free for AI Basic functions: The artificial intelligences provided to Vanguard have a lot of abilities included in order to help their Vanguard thrive and uplift the Earth. As one of those AI (or a non-AI smart enough to buy this), so do you. You have all the abilities of a 'stock' vanguard AI, which includes a fairly obscene thinking speed and hacking ability. As you already have a personality, instead of developing one to suit your Samurai you get a minor bonus: When dealing with anything less intelligent and/or slower than you, you can choose not to be bothered by that gap. Even if you think fast enough that a human second is your century, you can enjoy bantering with random organics, don't mind waiting for the elevator, and so on. Something of a critical need to not go insane, really. As Samurai AI officially reside on a chip inside someone's head, post jump you can shift from a data-based alt-form to a material one by focusing on doing so, your physical body appearing relatively near your data storage unit. You gain a data-based 'alt-form', which you can shift to by touching the desired container and focusing for a few seconds (if the container is inside a living being you can just touch them and focus, but if it is inside or already houses a sapient being, they also must focus on allowing this for it to work), whereupon your material body disappears and you inhabit the data container. Any language or formatting concerns are waived, the perk will translate.

200 Customization: There's an amazing amount of 'customization' for some vanguard purchases. Backronyms, art, even structural elements sticking to themes. Just AI having fun! Now you can have that kind of fun with zero effort! You can evaluate and set your preferences/desires for any kind of software as easily as clicking a single button, and customize cosmetic elements of any kind of design with barely more. If you really want to run with a joke, you can even make thematic choices into structural and functional aspects of design such that you'd have to cripple the device to remove them. Say, if you wanted your samurai to have cat ears on her helmet, and made them sensor devices. This comes with a decent amount of generalized artistic talent and skill.

400 I know what you need: When seconds count walking a samurai through all their options would leave them dead. And asking them to give detailed descriptions of what they want while hordes of man-eating monsters are charging is just cruel. Luckily, you can be helpful when you want to. If you want to offer things to someone, you can skip most of the back and forth of narrowing down what you can offer and what they want. Even more so the better you know them, and the more urgent any deadline is.

For a stranger off the streets, you could cut thousands of offerings into a top ten in a second. For the Samurai you bonded to, you could drop what they want into their hands before they even finish saying your name. Well, assuming they pre-authorized payment. This doesn't skip price negotiations or agreement to actually take an offer, just the part where you figure out what they want. Still, if you were Ollivander in a Potterverse, you could determine exactly which wand to sell a child in the time it takes to welcome them to your shop. Of course, you may want to still list a handful of options to give them the feeling their choice matters. Organics like that.

     600 Big sister: have you considered how much information a Vanguard's AI has to access and process to keep accurate track of the points they are earning? It's a lot. And while basic functions gives you the processing, this perk gives you the access. Specifically, you now have instantaneous, real-time access to all the raw data collected by any devices you own, rent, borrow, or steal/subvert--if it has a working microphone, you get the sound. If it has a working camera, you have the visuals. If it has heat sensors, you get that data. Any data it collects is yours. This includes the eyes/ears/etc of people and animals working for you...at least when they're 'on duty'. Also any device broadcasting to anyone listening if you are within it's theoretical range. Be generous in your interpretations, because this is meant to provide localized near-omniscience. You also know how to adjust any required navigation or fire direction software to account for your information not having standard amounts of lag.

     [b]Vanguard[/b]

     100 Congratulations!: Becoming a vanguard isn't a matter of training, inheritance, or applying for it. You are chosen by aliens (or at least their automated systems) for your general attitude and particularly how you behaved during a crisis. This perk inserts a qualifying event into your background's recent past (If you are not of the vanguard Origin, then you were actually awarded in-setting Vanguard status if you also take the Point shop and AI chip items). In future jumps, you can choose to have (events in) your background qualify you for some benefit, whether that be a position, powerup, power, or something else, whose criteria that actions during some event and/or (observable) behavior within your lifetime could qualify you for. For example, being recruited as a magical girl, becoming a dnd paladin, or even just earning a specific medal. Though you can only use it once per jump. Post-chain, you can apply this to periods where you aren't fully aware of yourself, such as when reincarnating without memories(initially) or perk-granted time skips/montages, once per ten years. The primary limitations of this are that you don't actually choose the specifics of what 'you' did, it must have been theoretically possible, even if implausible, with your capabilities at the time, and what you earned must either be available and unclaimed, or at least not in severely limited availability (in real world terms, a national level annual award is fine, a worldwide one would be too limited. If there are single digit numbers of magical girl devices, you can't qualify for one with this, but if there's middling 2 digit numbers, it's fine. Any deaths added to your background by use of this perk do not end your chain, as long as you can still think and interact with the setting (if you couldn't, then it wasn't theoretically possible, obviously). If you also have sympathy points, you could customize Congratulations! events to be the source of desired maladies from that perk. For example, instead of just having lost an eye, you lost an eye defending a shelter full of children from Antithesis.

100 I need help!: So, the local machines and applications can be pretty user-unfriendly in a crisis. Robotic nannies reprimanding raised voices during an alien invasion, fire extinguishers demanding payment information, automated help systems that would see you dead before your emergency is responded to (without hacking, at least)... even the Vanguard AI can insist on wasting time with preference requests and confirmations while you're bleeding out, at least at first. You have supernatural skill in requesting assistance. Specifically, you can recognize when you need assistance, have a vague idea of what's available and affordable in catalogs available to you, remember capabilities of allies even if they have dozens or hundreds of them, can give just enough directions for your AI to make point shop purchases for you, can recognize when someone is following a script rather than listening, when they are misunderstanding, and also when they are deliberately stalling, how to escalate to someone who can actually act, and generally know how to cut wasted time in emergencies to a minimum--at least time wasted in communications regarding what the situation is, and requesting or demanding someone do something about it. While this is a useful skillset, this perk also artificially reduces time wasted in communications during urgent situations, briefly making those talking more concise (even if 'they' are an automated recording), skipping advertisements, ass-covering, legalese, and anything irrelevant to the situation at hand, while twisting time slightly to take roughly a third the time it should even with those benefits. Other than you and your companions, no one will notice the effect of these perks as anything out of the ordinary, nor will there be any punishment imposed on anyone for failing to waste your time with what they skipped.

200 Packaging: One of the things you might notice about Samurai purchases is that they can come in nice shiny boxes, even customized ones by cheeky AI...but they don't have to. A gun can be dropped straight into a vanguard's hand ready to use instead. Indeed, a vanguard could probably talk their AI into delivering medicines directly into their veins or stomach instead of fiddling with an injector. With this perk, anything you have delivered can arrive with as little or as much packaging as you desire, without any delays or extra charges. Granted, if you order a dozen eggs sans carton, nothing will stop them from rolling around and breaking after being left on your doorstep. But if you want to nest a ring in a dozen boxes, each wrapped in Christmas paper and ribbons? No extra charge unless you wanted some of it to be gold leaf. More importantly, for items delivered by teleportation, you can have them delivered where they are needed. Bullets can arrive already in your gun. Blood restorative can be (safely) teleported into your veins, pills into your stomach, replacement batteries into your cell phone (the old ones switched into your pocket). See Notes for limits.

400 Auto-Cleanse: For 5 points, you could buy a drug named Cleanse that fixes the addiction and neural damage caused by a cheap combat stim. But who wants to do that all the time, and what about replacing shitty brain implants? With this perk, you're covered. Any consumable you use, any temporary beneficial effect, and any implanted equipment, blessing, symbiote, parasite, boon, power... anything like that is safe. Well, safe[i]r[/i]. As long as you don't actually die while using it, you will fully recover from any negative effects of having taken the consumable, been under the effect, etc. within a few minutes to a few days of the effects ending. Similarly, you will recover from having had, used, and removed the implant(or other (semi)permanent empowerment) starting as soon as they are removed. This can include fixing brain damage, regrowing body parts replaced by the implant(though only if they were removed in order to be replaced, if lost in other ways they're still gone),

mending the soul, purging leftover toxins, healing from surgical incisions, and a great deal more. The recovery time varies depending on how much harm must be repaired. And yes, if you went to Shadowrun or something, this would replace lost essence from the removed cybernetics. If something wasn't explicitly listed but seems to fit with the things that were, it benefits from this perk once finished or removed.

But what you care about right now? You can upgrade and replace your augs as often as you want without worry, take drugs, drink, and use combat stimulants without long term harm--just as long as you keep it to a level you can survive in the immediate term. Even the short term after effects are milder due to the recovery process... you needn't dread a hangover unless you drank enough to hospitalize yourself without this perk...and not even then if you slept it off.

600 Style: There's something about having a theme. The more you (and your close allies--they can be different themes) lean into and invest in your 'schtick', the better it all seems to hang together. Myalis likes to make Stray Cat's gear cat-themed as a running gag up to and including a cat-shaped home, and that kind of aesthetic-based investment would probably make you about 30% more effective. A strong focus on burning things or stealth/explosions at the levels that Gomorrah and Stray Cat use, respectively, would probably triple and double respectively your effectiveness within those themes...and then be multiplied by that aesthetic boost. How strict or narrow a theme is doesn't really matter much, compared to how much of your life the theme extends to, and again, how much you lean into it. Now, since area of effect weapons are involved in both themes used as examples... this perk also reduces the 'friendly fire' you do to the same degree it boosts your effectiveness in general. At lower levels this is more things like better aim so they aren't in range of a grenade's effects, or luck that shrapnel misses them, but at higher degrees you could blow up an alien wrapped around your friend and have allies marching through your flamestorm unaffected. You will be instinctively aware of this, knowing how much you can abuse this perk without serious harm at any given time.

Note that you aren't restricted to staying with one style or theme forever, nor from switching back to old ones, though you obviously wouldn't be as invested into a given theme if you plan to do that a lot without being clever. You can still get a lot of mileage out of say, sticking to 'in character' abilities and some acting for a one night Halloween or Convention costume.

Items:

100 (free gangster) Contacts: You start off each jump knowing a few (3-5) local information brokers, who will sell you information at steep discounts and won't sell information about you and yours--at least, not without permission and they'll give you a cut. Functionally, they're about as cheap as a small network of contacts, and much better informed. If you don't do something stupid to put them at risk and large parts of the city they live in aren't suddenly obliterated, they'll stay alive on their own, too. If you move out of their area of operation, they might be able to introduce you to trustworthy info brokers in the new area, but you won't get the discount.

If information brokers are not a thing in a given setting, you'll be acquainted with the nearest equivalent, which may just be really nosey gossipers.

200 (discount gangster) Territory: What's a gang without territory? Poor or dead. You may still be in the do-gooder phase, or not a gangster at all, but you or the group you're with (your choice each jump) has a decent sized territory the criminal side of the world recognizes as claimed. In this world, it's probably the size of a couple floors of a mega-building, in other worlds, it may be more spread out, what with some of them not HAVING mega-buildings. In any case, it's yours, and no one is going to try to take it until you or your gang are dead. Note that trying to take it by killing you and/or your gang, whichever owns it, is still on the table. If there's another sort of shadow society in a jump, such as the system of 'second owners' in the nasu-verse, they regard the territory as yours as well. Alternatively, and also chosen each jump, you can have your territory be the places you actually/legitimately own as of the start of the jump, with no regard for size.

400 (discount gangster) Bounty board: tomorrow's bounties, today! If anyone puts out a bounty, open mission, quest, or similar in the areas you live or operate in, you'll be the first to know! Mostly because it will show up on this application only you can see or use (you can install it on your augs if you want), either one day in advance of them arranging to put the word out, or whenever they actually decide to place it if that's less than a day before-hand (whichever is later). It has a filter for bounties of interest to you (not specifically those you'd want to take), and another filter with optional alert for bounties placed ON you or people/things you care about. If the bounty details change or it gets cancelled, you'll also get the same amount of advance notice of that. You can program in additional rules, filters, and searches with an easy to use tool. Note that this does include mundane want ads, missing posters, and job postings looking for permanent employees. Not all bounties are hostile after all. Also has a search function where you can take a picture of something and see if it's related to any of the postings, in case you find a stray cat.

100 (free orphan) Warez: You have a large supply cache of free or 'free' software, e-books, entertainment, art resources, and perhaps some DRM-free blueprints. If it's digital, more than two years old, actually got sold to more than 10 customers, and not protected by Samurai-level DRM, you've probably got a cracked, malware free version with a decent description so you can actually tell what a given thing is. It's almost like you're legally blind and the free library service for the blind AND the Gutenberg library AND the wayback archive was still operational--because anything they would hold are also there, also malware free, without the 2 year delay. This cache updates every December 25...or an equivalent day such as the Solstice in other calendars.

Your augs are still malware free, as mentioned, but may I suggest downloading clean copies of the Aug Operating Systems and 'cleaner' programs for your fellow orphans? It might make some friends.

Your cache is a website you can reach from any decent mesh(or equivalent) connection, that won't be found or accessed by anyone else, but that doesn't make the cracked stuff any more legal to have or share once you download it. If you forget the url, you'll get a note reminding you via your perk-granted augs.

200 (discount orphan) Fabricator: It's not star trek level, more in the neighborhood of Eclipse Phase. You've got a large machine that can take whatever junk you dump in one side, use some blueprints, and rapidly produce even high-tech goods. Granted, the feedstock has to supply enough of the right kinds of atoms. It's about eight feet long, eight feet wide, and ten feet tall. Big enough it could print out a car. As a special bonus, it refills it's materials stock twice a day, and has the blueprints for a few smaller fabricator models(those do not have the refill bonus). If you leave any feedstock behind, you can have it fold down (through alternate dimensions even) to about the size of a large chest--small enough to fit in a 21st century car's trunk. For no particular reason, this also comes with various blueprints for cybernetic prosthetic arms and legs suited for civilian quality of life.

400 (discount orphan) Plumbing: Sometimes you've got to just help your fellow people NOT be shit-flinging monkeys. In this case, you've got a remote-deployable infrastructure installation/upgrade. In fact, you've got one you can deploy each month. You get another deployable system 30 days after use or loss. You can certainly monetize use of this, particularly if you design control systems into the utility hookups, but you don't gain land/water rights you didn't already have with deployment. Once a year you can opt to switch what you can deploy to some other tightly connected set of infrastructure, like roads, sidewalks, and traffic lights/crosswalk signals. Or walls, gun emplacements, and sensor networks. You could even put up a pretty decent city-wide anti-air defense network if you wanted, or make a massive samurai-tech home.

For instance, and by default starting out, you could get a sewage, storm drains, and water treatment system that can handle up to a mega-city. This would augment or replace the existing infrastructure where needed, also moving people and their possessions in said infrastructure to avoid harm. Automated, self-powered, self-maintaining, self-connecting to existing hookups, and self-repairing even (in the sense of technology that does that, not fiat). It even has some basic weapon turrets to keep recognizable enemies such as Antithesis scouts from walking in unopposed. You are allowed to tweak the layout and hookups as much as you like. Go ahead, play civ-sewer. Note: while this will gladly collect water from the air, any nearby rivers, lakes, or even oceans, and reprocess water from the sewer system, it wouldn't produce water ex nihilo unless you supply components for that yourself. It will, however, adjust to deal with any peculiar local problems with the water/sewage/etc. even without instructions. If there's Smylex in the water supply, the water treatment plant will remove it. Even if the local rain is radioactive, the water carried by the storm drains won't be. If sewers attract/produce monsters, then the turrets will deal with problematic ones, to a certain point. Hell, if the city is a six-dimensional nightmare, the layout will handle that.

Perhaps most importantly, these installations each get a small stipend of points to upgrade themselves (and refill ammunition, replace broken/stolen parts, etc), about 1% of the points you earn as a vanguard (or if you aren't a vanguard, would earn if you were). You can leave that on automatic, delegate, or even direct the upgrades yourself.

100 (free AI) Freeware Firewall: As easy as it is for an AI to hack non-Samurai systems, sometimes you want to mark your territory, keep others out. You have an effectively limitless supply of firewalls. You can summon them fully configured and 'in place' on any device/network you control with 1 minute of minor effort. For the next twenty four hours, that firewall will block intrusions (and also protect from malware, spyware, and the like) as if you were personally inspecting every image, file, page, or other communication for several hours each. Even if you don't have the 'basic functions' perk, assume a minimum competence threshold as if you were a standard vanguard AI. Any time you can 'touch' or communicate with the firewall and still control the device/network, you can 'refresh' it with only a second of work. After 24 hours without a refresh, the quality begins to somewhat degrade over time. After two weeks, it's as if you took a quick real-time look at each transmission. After a month without a refresh, it stabilizes at 'only' a good quality (by vanguard standards) but mundane firewall, having no remaining fiat-based qualities until refreshed. If you can write code-like complex logic and apply firewall-like processes to something other than computers, you can also summon and apply these firewalls to that kind of system, regardless of whether it's an odd magical system, psionics, biology, or something stranger. However, their quality in that case will be limited by your own ability to identify and block hostile communications/intrusions with that methodology, without a free competence threshold. You can still refresh them with a second of contact, and the quality after a month without refresh will be as if, with your level of skill/knowledge as of last refresh, took as much time as needed to design, test, and implement the firewall for the best quality you could manage.

Note: you might apply a firewall to 'this person and their cybernetics', a phone, a building network, a specific AI chip, a vending machine...

200 Killstealing is unfriendly behavior (discount AI): Sometimes, a powerful vanguard can wipe out vast numbers of Antithesis or snipe a particular one and 'steal' the kill ..and the points. But Vanguards are encouraged to work together, the total points awarded to a group action is slightly more than someone would get for the same achievement solo. Buying this, you're pretty generous. First, in any kind of points earning activity (including but not limited to the Vanguard points and experience systems in other worlds), you and your team (you may interpret this generously, but not over 100 people. you can choose who counts with a few seconds of focus) don't count against the earnings of anyone NOT on your team engaged in the same activities. If you sniped a beast they had 1/4 dead, they'll get full credit for killing it. Your own team doesn't gain any more points than they would normally, but they can get social credit for not stealing kills. You can control how obvious this is to others within the constraints of whatever system is being used. You can also turn this off if you WANT to snipe points away from someone.

Secondly, you have an app/service you can use to donate any kind of points earnings, where they will be provided 'to a good cause' as you would wish. You can also specify criteria on who would get them. This is anonymous, but points equal to your entire team's earnings per day are created and available for donation (and only for donation), and any points you donate beyond that are 'matched'. You can allow others to use this service, but they can not be coerced into doing so and you can't apply any fees, taxes, or the like to profit from it (other than social credit). Donations won't be taxed, banned, or otherwise interfered with, the full amounts will be supplied to those they are intended to assist.

400 (discount AI) Entertainment: while the AI origin's basic functions allows mitigating boredom issues, this is actually something to keep yourself entertained! You've got an accurately content-tagged (with spoiler options) archive copy of humanity's mesh, updating every second. And a copy of every book ever in the Library of Congress (and/or equivalents in other countries), every game, movie, book, or other media copyrighted, an archive of every newspaper, magazine, and similar... if it was published (or leaked) for free or public sale in the last 4000 years, it's in your archive. Even the parts that aren't published, like the server software for online games, is included. And you also have the equivalent for any previous jumps you've been to, and will gain the equivalent in future jumps (or worlds you stay on for 1+ year post-chain). This doesn't include stuff from long-dead species or species your own is not in enough contact with that you could readily arrange to access their mesh if they had one. Note: if they use magic, psychic powers, or some other exotic means to share information, your archive has a copy translated as best possible to a digital format, as well as a copy in the original format.

This item comes with a warehouse room where you can request physical media such as books/board games/cds/magazines be delivered on request, with wired sockets and wireless access that adapts to any computers you wish to use to access the archives. You and those you permit can also access the archives through using a provided url.

 100 AI Chip (free Vanguard): This is something all Vanguard acquire. A tiny implant housing an AI that grows to have a personality complementary to your own. There's a whole lot that they can do even without spending points --hacking, number crunching, suggestions, research, and more. As they live in your head, you can choose each jump whether to treat them as a companion(allowing imports but counting against the active companion limit), an item(the chip), or just part of your body. If they acquire larger alt-forms, they can 'leave' your chip and appear in one of those forms nearby, and return to the chip by the two of you concentrating while touching for a few seconds. While not in the chip, a non-sapient assistant application will act as a placeholder. While very much not recommended, you can also just take the non-sapient application instead. You may not import an existing AI companion into this item, but nothing stops one from moving into the hardware if you leave it empty. Note that if a companion buys this chip and does not choose the non-sapient application, the resulting ai will be considered part of that companion rather than a companion in their own right. they can still import the chip itself as an item if they are imported.

Also, don't worry, your AI won't tattle on you to the aliens, and this chip will adjust if you take alternate forms or shapeshift, even if that form is smaller than the chip is normally.

100 Point shop(free Vanguard): The other half of a Vanguard's job benefits. You gain access to a vast assortment of equipment that you can purchase for points. Points are earned for saving humans (or other people), killing the alien Antithesis (indirect methods like arming others counts, albeit for less points), or unspecified other methods. You also get a small amount regularly as a salary/retainer. Access to many catalogs/tech trees can be purchased with points, but advanced catalogs tend to require earning tokens. In the future, catalogs with the local equipment (advanced/upgraded to at least parity with Vanguard equipment) will be added once enough examples for a given catalog are encountered (expect 5-6 different examples of a given type of equipment to be required). For what it's worth, your purchased point shop will keep accurate count of the points and tokens you earn regardless of whether

there should be any way to get that information, and beings equivalent to the Antithesis (such as Zerg, demons in many settings, undead in many settings, Dementors, etc) will grant points when killed/destroyed. While the regular revision of costs will continue, the prices for your point shop will never go up. That is, prices only ever go down.

+200 Retainer: you get a much higher retainer, roughly equivalent to 1% of your best day(updating), every day, and a dedicated budget for ammunition and other consumables that will cover heavy use of your best weapons for a few days each month. If your best weapons are one-shots like grenades, it will cover heavy use of those. You also get one catalog access token per month. (note: pointshop+retainer costs 100cp for a Vanguard)

Note: points from your retainer, any form of currency conversion, or other means of acquiring points without earning them don't count toward your best day for these purposes.

400 Charity(discount vanguard): You start this and future jumps (or on entering worlds or reincarnating post-chain) with a charity of your design already set up and running (you can choose what it is and how it's set up each time). You can start off having been as anonymous or public about your ownership/patronage of this charity as you please, or even having it completely unconnected and just existing. That last forfeits the debts of gratitude, favors, tax deductions, and favorable publicity you'd normally have accrued through it's existence, but it's an option. At any rate, you can make this any size up to the equivalent of an orphanage that can care for fifty or so children at a time, or what could be supported by 20% of your aggregate personal and business income, whichever is higher. Note that infinite money/wealth items are not income, though interest/dividends from it can be. This doesn't actually spend your normal income, you just get more that automatically gets funneled into your chosen charity. If you want to make it bigger, you can pre-dedicate some of your resources to it for the duration of a jump (or decade, post-chain), starting years, or even generations (if it's a family-sponsored thing) before the jump starts. You won't have free use of whatever you gave away for that period, of course, and if they're non-renewing resources like food or money (as opposed to a revenue stream) they won't be refunded.

For example, you could have the charity be an orphanage, or a place that provides discounted, at-cost, or even free prosthetics to those in need, a medical clinic, a scholarship program, or a soup kitchen. You could have it be something you started yesterday, years or decades ago (if you're old enough), or something your parents or other ancestors started up. It could have been completely anonymous or a blatant grab for publicity, or even a tax haven. As long as it's actually a charity doing some sort of public good as you see it, it's all good. And of course, if your origin is one in need of such, you could have been taking advantage of the charity--an orphan being raised in the orphanage, perhaps. Do note that if your charitable purpose would be illegal in the setting/country/etc it operates in, that won't change (unless you dedicated some resource that would change that)--it'd just be an illegal charity.

Companions:

50/200 Reinforcements!: import or create a companion with your origin of choice and 600 CP. They may take drawbacks. 50 each or 200 for 8. If one of them chooses the AI origin and you or one of the others is a vanguard and both consent to it, they may be imported as that specific vanguard's AI.

Vanguard(AI only): While you could go it alone, you are supposed to have a vanguard. So here they are! Instead of you being made compatible for them, this vanguard was selected to be compatible for you, and on board with the idea of visiting alternate realities with you. They have 600CP to spend and the vanguard origin, including the free AI chip. You start the jump resident in their AI chip, but you don't become a companion or gain the benefits of being the companion created by that item that way. This companion is not mandatory.

Recruitment: anyone who willingly agrees can come with you, either as a follower or companion. If a follower, they can staff your properties/kingdoms/whatever, take the place of NPCs/followers that other items provide, and have lives in each setting, revived after 10 years or entering a new jump if killed, but can't be imported. You have to personally invite them either way though, announcements or mass recruitments are not options for this. Well, parents can make the choice for their young children but that's it.

Drawbacks: (800 CP limit)

+0 Dubious Canonicity: you can have the people and events of any/all Stray Cat Strut fanfics be mostly canon to the world you visit. ('mostly' in that deviations on how things like point shop prices, how antithesis work and similar will be corrected for.)

+0 Early start: you can arrive up to a month before the story Starts if you wish to. Stray cat will still end up a samurai unless you get her killed first. Alternatively, you can arrive around the time the first vanguards on Earth were being chosen. This is not compatible with Last Man Standing.

+0 Extended Stay: you want to stay longer? Not a problem. You can stay until you choose to leave. Once you reach the ten year mark, any drawbacks still in force begin to weaken over time, and death doesn't end your chain, just ends your time extension in this jump.

+100 Shitty augs: virus prone, glitchy, can't be replaced, your augs are NOT perk-protected from adware and bloatware, though some of the nastier stuff is still blocked. This is unpleasant, not particularly dangerous in itself. If this is your first jump, take an extra +100 CP for this. After the jump ends, the adware and bloatware will be purged unless you want to keep it for some reason.

+100 Anti gap moe: Anyone you don't already know and want to get closer to will find you mildly off-putting, similar to how Stray Cat reacts to Princess. People who know you from your public image will find it somewhat disturbing when you act in ways that don't match it. If you have multiple identities whose personas don't match and get doxed...well, you won't like the reactions.

+100 Impulse buys: First, your maximum wealth and income is capped to the point you CAN spend yourself into debt inside a month. You'll get it back after the jump ends. Second, you've got a bad tendency of buying things you want without regard to if you need it or already have similar items. As a mercy, individual expenditures influenced by this are at most the sort of thing you could afford to splurge on with your monthly income--if you were reasonably responsible the rest of the month.

+100 Qualified Personality: You have one of the core personality traits required for Vanguards--that being sufficient urge to rescue others/save lives around you that you'd seriously endanger your own life to save people from an Antithesis attack when it isn't your job. Not even trying to help would make you feel shit for a good long while. And you'll have a chance to display that trait, because when you run into Antithesis (and you WILL run into them fairly often), the chances of there being some person or people in an isolated location to rescue is much higher. You don't have to fight the Antithesis in these cases. You certainly can, but getting the people safe is the important part. Note that this drawback doesn't put people in danger who wouldn't be dead otherwise...it helps them survive longer and nudges them to where you can find them. It also doesn't spawn antithesis.

+200 pride: You've got a lot of it. With just the resources from this jump, this drawback will almost certainly see you dead of your own hubris--taking on situations and enemies that are bigger than you can handle, possibly refusing assistance and advice, annoying people, and otherwise just being arrogant. Recruiting friends would help...but why would you need help?

+200 Kill Stealers: If you have the point shop, people keep finishing off your high value kills and stealing the points. If you don't, you keep accidentally doing that to any Vanguard in the same battle. If you have the 'Retainer' point shop upgrade, you still get the consumable budget and improved basic stipend, but your 'best day' only counts from the last week. Points lost to this drawback will be anonymously donated to Vanguard who really need them, so don't fear sabotaging humanity by taking this, but no one will believe that if you tell them.

+200 Shitty thieves: Normally, people would have better risk to reward evaluations than this. No matter how poor you are, or how deadly, or how extreme the examples you make...people keep stealing your stuff. If it's high tech, they probably want to reverse engineer it (or sell it to someone who will), but they'll steal the shirt off your back if that's all you have. And yes, that includes creative works like art, stories, or even patents. A lot of them are weirdly good at getting away with their loot, at least initially, too. Best check your ammunition during fights...

Note that people stealing (as distinct from scavenging discarded stuff) samurai tech exists without this drawback, both as individuals and organized groups.

+200 Corporate Jerks: While the corporations have largely learned that messing with a Samurai gets their remains scattered across three time zones, some idiots never learn. You will have to deal with those idiots once every three months or so. If you are not a Samurai or AI, expect to be victims to corporate negligence and the cold, sociopathic calculations of a big business CEO at least once a year. Not a guarantee of harm, but of the massive frustration of having a middle manager decide on something that upsets your life in some way. Plan ahead, and you can weather the storm of their activities.

+100 Side Quests (required Corporate Jerks): Just like how Stray Cat had days of sidequests right after her first Incursion, you also get sidequests. Expect to be asked to handle random problems like drug busts, human trafficking, and other random bits of non-Incursion adventuring. Generally this will include some form of 'or else', even if that's your friends being deeply disappointed in you. This is on top of the corporate jerks antics, but will not trigger during an active Incursion. On the bright side, you can make a lot of friends and acquire a lot of favors this way.

+200 Bad Intel: somehow, not every time, but more than once a month, when you go out to do something, you get caught between multiple factions trying to obtain something in the area and willing to kill each other to get it. This is much more likely if you are going after a bounty or acquiring/retrieving stolen property. You will absolutely be outnumbered by each of the other factions. If you're alone, there will be at least half a dozen people each. If you brought four friends along, expect groups of 20-30, though some might be as small as ten or big as sixty. They probably won't be actively trying to kill you unless/until they think you're also trying to grab whatever the 'thing' is this time, but no one's going to make an effort to avoid making you and yours collateral. On the other hand, other than your group, there will be no serious injuries, and the only deaths will be of people who really need to die. Think cannibalistic rapist level of need to die, though it's based on how you'd judge them. If you have perks that protect you from being collateral damage, either explicitly, by plot armor, or other luck/fate/destiny effects, they do not apply to these events. Having a tougher body, armor, or other defenses still work just fine though.

+300 Only human: Your maximum capabilities are limited to the abilities of a normal unaugmented human from this setting. You can certainly still get and install cybernetic augmentations, they just won't actually do more for you than a transplanted organ would. If you want to hit cyberspace, you'll need to use completely external equipment. No magical powers, no wings, no superstrength, no summoning, no comic book 'peak human' even. You can still use equipment, technical skills to make (non-supernatural) things, can even passively have extraordinary luck. Just nothing giving you personal abilities. As an exception to this, if you are or become a vanguard, the AI that comes with it can still assist you. AI are strongly disadvised to take this drawback for obvious reasons. This does not prevent you from getting fit, using temporary combat drugs(at most 2hr duration), or being healed by single use nano-treatments. This also doesn't prevent perks/items that change the world before/on entering the jump from doing their work. The handicap is on what you can do personally, after all.

+300 OCP Lockout: Treat this as if it were your first jump, without even the body mod or warehouse or other supplements to assist you. Your personal memories (but not skills) and any growth as a person of the time between actually starting jumpchain and beginning this jump are retained, and preserved for you with cognitohazards suppressed for the duration of this jump. Any companions you import must take this drawback. You may not add any supplements to this jump. This drawback ends one week before the end of the jump so you can pack away your loot, activate per jump powers/items, and similar. If you had powers/abilities beyond those of natural, unaugmented humans from this setting before you became a jumper or companion, then those are also suppressed by this drawback as if you'd taken only human.

+300 Last Man Standing: You didn't get sent to Stray Cat Strut... you got sent to a version of this setting that needs saving. One where the Protectors did NOT come to help, did NOT choose and supply Vanguards against the Antithesis threat. You start a month before the Antithesis first arrive on Earth. You can stay as long as you want, but if humanity isn't better off when you end the jump than it was in Stray Cat's timeline at that point, you fail the jump. And no, 'better off dead' is not a loophole. Taking this and OCP lockout is probably a bad idea--this drawback is more intended for those who can stand in for the Protectors and want to try. This drawback does not, by itself, disable the point shop if you purchased it.

Conclusion:

So you've finished your time here. All your drawbacks are over, any missing parts restored, and so on. What do you want to do?

> Go Home

> Stay

> Move On (continue jumping)

Notes:

If you chose a different origin but purchased the Vanguard freebies of Congratulations!, AI Chip, and Point Shop, then you do start as a legitimate rookie vanguard, just one that came from that origin. Even if you're an AI...somehow. If you are an AI Vanguard, for actually reading the notes, you get a free robotic body housing your AI chip. Nothing exceptional, but ready for combat with the easier Antithesis. You can obviously buy better bodies and move your chip to them. If you buy point shop alone, don't worry, your purchases won't show up in whatever accounting they do--you aren't actually being supplied by their systems and humans are intended to reverse engineer the things Samurai produce anyway--we are told that Uplift is explicitly part of a Vanguard's purpose in the Vanguard welcoming message. They aren't going to be offended.

Customization: it doesn't matter if setting your preferences involved three fields or thirty pages of questions (or more), it's still equally quick and easy. You could design a cyberspace building, including interior, music, lighting, and so on in less than a second if you only used prefabricated elements (and had the required software of course). Same for configuring firewalls.

Packaging: Couriers don't have any more trouble with your deliveries than they would normally due to use of this perk, which they may find odd, but won't find the package itself odd. You can't order things to arrive inside other people or hostile equipment unless they are helpless or consenting, though. No teleporting grenades or poisons into the Antithesis bellies with this...though right next to them or between their feet is valid. Or you're inside them yourself--in that case you can treat them like terrain. And no, you can't buy candy and have it 'packaged' in a mech or something--you have to pay for it if the specified packaging is non-trivially valuable (compared to the purchase) as anything but packaging. A gold-inlaid treasure chest may be trivial and allowed for shipping a million dollar item, but it certainly would not

be for a $200 piece of jewelry. You don't have to use your [i]best[/i] judgement, but use some. :)

  Regarding point prices: Vanguard prices for things Earth produces itself, including stuff reverse engineered or even blueprints distributed by Vanguards outright, tend to go down, and per the item description, those prices only go down, never up, for you. I assume the same applies to catalogs. For cross-jump purposes, assume anything you can make or buy in setting is/becomes cheaper, including catalogs. Also remember killing antagonists or equivalent enemies of all that live are NOT the only source of points. Saving lives and similar deeds also award them.

        Regarding Money: Assuming you are not a drop-in, then you will have some amount of money the same way as you have clothes, a place to sleep, and the other things your background acquired in the course of their life. There isn't a money purchase due to the ability to fairly easily sell items and particularly blueprints from the point shop item for fairly large profits, and said point shop item being cheap.   If you're a vanguard, that would presumably include some purchases to kill Antithesis with.

        Vanguard retainer: buying the upgraded retainer will still provide you more points than the basic stipend even if you haven't earned any points, as well as the budget for consumables and the tokens. You won't be worse off than a Vanguard with only the normal budget.

        Sympathy points: yes, you can use this to give yourself fresh bleeding wounds...over the course of a few hours at the start of the month. It's not really meant for that. It is primarily meant to allow you to insert specific injuries/illnesses/etc into your history when starting a new jump or helping with long term disguises. All of Orphan Collective K1-T3N were disabled in some way, after all, and maybe you want to start off near Madoka in a certain hospital ward, or have an allergy that lets you skip potions class. Also, if this is your first jump, pretty much all of the other uses could be done using in-setting resources, if with more effort.

In general, any comment that you can't do something with a perk should be read as 'without perks or powers from other jumps that allow you to'.

Any perk guaranteeing behavior of other people will tend to act in the following order, escalating as needed: filtering/luck so that the persons in that role are those who'd behave that way, fate/luck influence to nudge events, minor influence on the world disguised as luck/randomness to nudge events, luck or influence disguised as luck to influence attitudes(things putting them in the right mood, images/sounds/etc triggering memories, and similar), countering and removing mental influences or luck/etc that run counter to the perk effect, general reality warping, and last choice, influence on the mind/soul. None of this is directly detectible, and you can 'cap' how high up the escalation list the perks will go if you want to, though this obviously makes them less absolute.

For the kill-stealing is unfriendly behavior item, you do still earn any good karma (if a setting has karma, a perk provides it, etc.) or similar metaphysical rewards

based on good deeds for the donations. You did spend a limited resource to get the item in order to benefit others. Also, yes choice points are points and this would technically allow donating them...your mileage may vary on how amused your benefactor may or may not be if you actually try that. If they allow it, then the per day earnings are effectively zero, but the matching for donated points does apply.

The purchaseable firewalls aren't just firewalls as we know them. Most any form of defensive/security software you can imagine integrated into a firewall is there, including configuring settings on the 'host', like changing known default passwords and giving the new ones to the user, web filtering, flow monitoring, intrusion detection, anti-virus, password manager/generator, and so on. Good for a Vanguard coveres a LOT.

Special Interest: if you have some way of stockpiling uses of this perk, then yes, using it multiple times for the same hobby on entering the same jump would fully stack--giving you more talent and more equivalent time/breadth of knowledge/skills, and be reflected in your background. Using it multiple times for different hobbies on entering the jump would include both/all such hobbies in your background somehow, and triggering it mid-jump would work as if you were post-chain or dropin. You also don't have to use it every jump if you don't want to.

If integrated into background, your participation in the hobby might have gotten you some reputation, advanced the hobby to some degree (depending on how much someone CAN advance the hobby in a few years), include buying or making things for the hobby, and other such benefits. This depends on the hobby chosen, your desires, the rest of your background(influence, funds, free time, etc), and the setting. It won't have gotten your real identity into prison/trouble unless that was your intent, though the name/identity you participated in the hobby in might be wanted, say if your hobby was political in a nation that isn't ok with that or otherwise illegal...in such cases some of your experience will include 'safely' participating in the hobby. That is, not getting caught.

Credit to Bawkdragon for much assistance in making this. Credit to zokarik1 for several drawback ideas and some feedback.

As of the time this jump was finished, Stray Cat Strut was on Volume 8 chapter 78 Bomb Voyage.