

The Prestige Tree

A joke gauntlet by Pionoplayer

Alright, let's cut to the chase. We both know that if you're genuinely taking this jump and not just looking it over out of morbid curiosity you're here for just one thing. You don't care about the lore (there isn't any) or the challenge (you will be playing an idle game) or your benefactor's entertainment (lol, lmao).

You're here for a sampler of the biggest crime against Jumpchain that Piobnoyonobonobob Industries Inc has ever made the mistake of developing. So far anyways, I'm sure we'll come up with something worse eventually.

But we still have to pretend there's some level of decorum in the holey halls of upper management so you gotta suffer through a gauntlet first.

You have **0 Prestige Coins**, and are reduced down to just your body mod. Or maybe you aren't, the stats nerds are expecting something like ninety percent of the people who come through here to have some illegal meta perk that bypasses gauntlet mechanics but that's not my problem, it's yours.

Actually hold on the instruction sheet says I need to explain how this one's going to work, it's not your typical gauntlet.

First off. You'll notice that a bunch of the "Rewards" also cost PCs. How this works is that anything marked with both Reward and a PC cost has to be paid for before you start the gauntlet, but you only get it upon finishing the gauntlet. Anything that only costs PCs without being marked as a Reward is a perk that'll be active during the gauntlet, and anything marked as just a Reward without PC cost will be automatically acquired on victory as long as you meet the requirements.

Second off, this gauntlet is ALL OR NOTHING. This is standard for gauntlets technically, but most don't offer so many rewards so we're restating it for clarity. If you fail to beat the gauntlet, with all the problems and conditions you chose, you don't chainfail but DO get sent on to your next jump without anything you acquired here. Don't overestimate yourself.

Note two point five. Dying does count as failing the gauntlet, but because most body mods don't come with agelessness and you may well need it depending on how overconfident you are, for this one gauntlet you do not age.

Third off, a quirk of how these things work means that all rewards are immune to power draining, metaphysical resource theft, or anything else of the kind. Nothing short of drawback grade fiat will be able to disable anything marked as a Reward. On the flipside, while all Rewards do stack with one another and generally play nice where their effects overlap they do not *directly affect* one another. In fact, none of the Rewards can be directly modified, improved,

or interacted with by typical fiat-backed methods at all, barring a handful of specific interactions listed in the rewards themselves.

I know it sounds a little unfair to a munchkin like you that we're not letting you do stuff like capstone boost these things and loop them in on each other to a degree that makes Jumpchan weep, but trust me. You don't wanna know what it looks like when a Benefactor grade development lab turns into our equivalent of a radioactive hole in the ground. You *really* don't want to turn yourself into a copy of what happened to the original lab that found out the hard way what happens when we let these puppies directly plug into each other with no safeguards in place. You're better off just accepting that these suckers need to be blackboxed until after you've been climbing the Post-Spark Peerage for a while. Non-rewards aren't subject to any of these oddities or caveats though, they can be upgraded and capstone boosted or stolen and dampened just like any of your normal perks might be.

And finally. A lot of these rewards are going to mention 'prestiging' so I'm going to go ahead and get that explanation out of the way. Once for every jump that you've completed including ones completed after this gauntlet (by number of different jumps, not total, you'll see why that's important in a second) you have the ability to 'prestige' your chain, which will send you all the way back to the start of your chain to run through from the beginning again. You will be reset to how you were right when your chain started except for the stuff you acquire in this gauntlet, and will go through all jumpdocs again in the order you originally did (except for this gauntlet, which will be skipped over with all per-jump based effects triggering an extra time as if you hadn't skipped it)-but may choose your builds differently, and might do things like succeed on gauntlets or scenarios you failed previously. Companions will not (by default) remember the old chains like you do, but if you want to pick them back up they'll feel an attraction to you when you reach their world, and you'll find it easier to reestablish your old friendships.

As mentioned before, your number of prestiges is determined by your max jumps completed-but there's a twist here. Prestiging will usually gain you an associated resource based on various criteria, and those resources are *not* reset with their own prestiges or by prestiges of the same or lower 'tier'. Beyond that, every prestige type you unlock here has its own set of prestige charges equal to your max jump completion and when you use a higher tier prestige, while it does reset all lower prestige tiers' resources, it ALSO resets their charges to full. This means that if you've beaten five jumps, have one tier one prestige type, two tier twos, and one tier three, you can actually prestige your chain 305 times before running out: 5 times for your tier one which gets reset every tier two prestige, then 10 times at tier two (5 tier 1 prestiges on each tier two prestige for 60 total prestiges), and then 5 times at tier three (each one of those getting an extra 60 from the tier one and twos). If you chainfail while you've got a prestige charge available, you will auto-prestige using a charge from one of the types in the lowest tier that's still charged (prestiging a resource that you don't have enough lower resources to gain more of it still works fine, you just won't gain any resources from the prestige). There are also a few rewards you can purchase that make prestiging more favorable too.

Also worth noting, there are two kinds of prestige resource gain methods: Points based and Static. Both have gain based on how many of their requirement resources you have, but Points based resources always increase by the threshold you've reached (ie if you have enough of the requirement to get 10 of the next resource you will get 10 of that resource) while static increase up to the number allowed by the threshold but not further (if you have enough of the requirement to get 10 you will reach 10 of that resource but will not gain more if you already have 10 or higher). Static resources also have their price scale much, much faster-you will always have far fewer static resources of a tier than you will have point resources of the same tier.

Now then. Let's get you out of my hair and into somebody else's. Go make your choices and boot up the gauntlet.

Choices. Yes, all of them.

(Mandatory) Begin: This is your primary objective for the gauntlet. All other challenge modifiers will piggyback off of this. You must play through and finish the incremental game The Prestige Tree Rewritten. You will be provided a cozy and modern but mostly generic one bedroom apartment with a desktop computer that has the program on it, so that you have an actual location to play it in. There's a restocking minifridge containing basic prepackaged food and drinks in case you need it, but you don't get to keep the apartment or the things in it afterwards.

(+50 PC, requires Begin) A Little Help: Prestige Tree Rewritten normally comes with a little help section that tells you the developer's personal strategies for beating different parts of the game. The game really isn't all that complicated if you're paying attention and are willing to experiment a bit though, so for a sprinkling of CP you can disable it.

(+50 PC, requires Begin) Setting Up: There's a settings menu, as most good games have. One of the settings in it is going to be turned off permanently if you take this though: offline production. That's right, you're going to have to *leave the game running* on your temporary gauntlet desktop if you want to make progress while doing something else. The horror!

(Reward, requires Begin) Points: You gain your first resource! This one **does not allow prestiging your chain**. Every jump you complete you will gain 10 Points, stocking up indefinitely over time. Points give you a final multiplier to your durability equal to the square root of your points (plus one). At 10 points you'll have x3.31 the durability, at 100 you'll have about x10, at 400 you'll have x20. This is a *final multiplier* though, so despite the slow scaling it multiplies your durability no matter what other durability boosts you have.

(Reward, -50 PC, requires Points) Health Points: There's more to someone being hard to kill than just raw durability. There's stuff like worn armor, mobility, even a degree of personal luck and how skill factors into a person's ability to take a hit and keep going. Your ability to maintain your health is more than just how hard it is to physically dismember you, and that now reflects in the effect of your points. Your Points now apply to how hard to kill you are *in total*, not just your

raw durability. Think of this as a nebulous HP value derived from all of the things that make you harder to kill: armor, resistances, defensive skill... Take whatever that abstract number it is, and multiply it by the Point multiplier that would originally have only worked on your durability. This HP acts as a buffer against anything that would harm you that any of your contributing attributes could reasonably mitigate or oppose, ordered before/after your various defense attributes as is most advantageous (a hit you dodge doesn't reduce your Health Points, a hit that would meaningfully injure you in a fight has to burn through all your HP before you take real harm). HP will likewise restore any time you are subject to something that restores or improves any of your defensive attributes, down to and including just getting time to rest or having something to eat. It *also* multiplies your durability still, *before* the abstract HP calculation-meaning the HP calculation uses your post-Points durability not your base.

(Reward, -50 PC, requires Points) What's The Point?: There are some things that no amount of durability can save you from. Baleful polymorphs that turn people into frogs no matter their might, timeline erasure, and more beyond. Me? I call that bad sportsmanship. You are now immune to any and all "instant kill" abilities. Any attack that bypasses the capability to withstand or defend against it, regardless its nature or method, totally fails against you now. If they're not willing to chip down your health like a real fighter they're not willing to win. Doesn't stop them from deleting your timeline or ripping your soul out once you're already dead and out of oneups though, if you're out of durability you're out of durability.

(-50 PC, requires Begin) High Point: Normally the apartment you do this all in is pretty barebones. It's got the basics, but it doesn't have *amenities*. This improves the minifridge to a high quality food synthesizer that can make high quality hot meals, adds a gaming console to the front room plus other games and programs to the computer, a radio with an extensive song collection, and a handful of other things of that type. You get to keep all the amenity items post gauntlet if you win, but not the apartment itself.

(-50 PC, requires Begin) Selling Point: A one bedroom apartment is nice and all, but if you're used to working with a bit more it might feel cramped. This expands the apartment to a full penthouse suite, with high end furnishings. The bathroom has a jacuzzi tub, the furniture is all plush and comfortable, the bed is soft as a cloud... Everything you could hope for a good hotel room to be. And as a bonus, you get to keep the apartment as a warehouse extension after you beat the gauntlet-you paid for it after all.

(+100 PC, requires Begin) All That Progress, Gone!: This is a game about restarting your progress over and over to get bigger gains in exchange. So in order to get a bigger reward you're going to have to start over again multiple times. If you take this you now have to beat The Prestige Tree not just once, but three times. There is only one save slot, you have to do it sequentially. Any runs of the game you start before the previous run is completed do not count towards fulfilling this objective.

(+100 PC, requires All That Progress, Gone!) Over And Over Again: Three times not enough for you? For another 100 PC you can increase the requirement to fifteen sequential victories of the Prestige Tree. You will probably be here for a while.

(+100 PC, requires Over And Over Again) Come Again Soon: Wow you either really like The Prestige Tree or are really patient. Or hate yourself, I guess that's possible too. Now in order to win the gauntlet you must complete 100 sequential runs of the Prestige Tree. You're going to be here for at least a few months like this.

(Reward, requires All That Progress, Gone!) Prestige Points: This grants you a new resource, and your first one that allows prestiging! Upon performing a Prestige Points prestige, you will gain Prestige Points based on the total Points lost to prestiging, starting at 1 Prestige Point at 10 Points and scaling sublinearly-Points style gain as listed earlier. Prestige Points do two things: first, your Prestige Points increase how quickly you gain Points. Second, you gain a training and learning final multiplier equal to your Prestige Points plus 1, so if you have 5 Prestige Points you will improve through training and learn stuff 6 times as fast as you would have without any Prestige Points, *factoring in* all other learning and training multipliers you possess.

(Reward, 100 PC, requires Prestige Points) Prestigious Academy: With a big enough training multiplier you could easily become an unrivaled master at anything and everything. But there's still only one you, and having to be the one that does everything you're good at would eat up way too much of your time. With this reward perk you can now apply your training/learning multiplier to anyone you teach that you want to benefit from it. Any method of teaching is relevant here: even something like prerecorded and mass distributed courses will cause every student you want to benefit from the boost to learn far, far faster than they would be able to otherwise in the subject you are teaching. It can also (if you want) persist past the level of your own expertise, you know what they say about the shoulders of giants after all.

(Reward, 100 PC, requires Prestige Points) All The Way: The thing about skills, and most trainable powers, is that they only go so far. I'm not just talking about their hard limits; skills and abilities naturally have diminishing returns, after a certain point the better at something you get the harder you need to train to make the same amount of progress again. Most uncappers only remove the hard skill ceilings, this perk removes your hardcaps *and* your softcaps. Every skill you possess can be trained forever, and will never reach a point where you have to train for decades just to eke out a new technique or extra inch of throwing distance. Oh yeah, and this gives you perfect unlimited memory with perfect recall based on what would be most helpful to recall at a given time (meaning you can selectively forget about things if you need/want), plus fiat backs the stuff you learn and train to never decay or get rusty. You can't very well pump all your skills to infinity if you lose them when you try out something new, can you?

(100 PC, requires All That Progress, Gone!) Well Trodden Ground: You're going to be playing the same game a bunch of times, might as well get good at it. This perk makes you more observant and skilled at refining your methods for doing the same thing over and over again. You'll note opportunities for experimentation, you'll remember small details better, you'll get a

better grasp on obscure mechanics. This is good for speedrunning games, refining your actions in timeloops, and factory assembly line jobs.

(100 PC, requires All That Progress, Gone!) Boredom Begone: This does not make you immune to boredom. Instead, it gives you the skills to keep yourself entertained even when stuck doing something monotonous or tedious for long periods of time. Mental exercises and games, finding stuff to do while waiting, and other such techniques for not going out of your mind when left to your own devices for long periods of time.

(+200 PC, requires All That Progress, Gone!) Need A Boost?: In order to make sure that you savor every moment of prestiging, we are giving you more moments to savor. Your copy of The Prestige Tree now runs at one tenth the speed it normally should, ensuring that all runs have ten times as much game time as they would before!

(+200 PC, requires Need A Boost?) Boost The Boost: Is ten times as much fun not enough for you? Let's multiply it by fifteen again! One one-hundred-and-fiftieth the tickspeed, one hundred and fifty times the ~~suffering~~ fun!

(+200 PC, requires Boost The Boost) I Need More!: You really like being around here that much? Your funeral I guess. We divide the gamespeed by twenty four this time. Tickspeed has now been reduced to the point that every hour of time the game runs for, one second of in game time passes. Have fun(?).

(Reward, requires Need A Boost?) Boosters: This grants a tier 2 prestiging resource: Boosters. Upon doing a Booster prestige (in addition to resetting Prestige Points and everything a Prestige Point prestige resets) you gain Boosters based on your Points, however instead of Point based pricing, Boosters use Static pricing. Booster pricing scales multiplicatively but also multiplies Points by significant amounts for each one you have-stacking multiplicatively without diminishing returns. Boosters likewise double everything (as a final modifier) you've got that could be considered a "base stat": strength, speed, intelligence, max mana, and so on: every stat will be doubled if you have one Booster, quadrupled if you have two, octupled if you have three, and so on. This is a final modifier, and yes it stacks with the durability multiplier from your Points, though whether it stacks with the multiplier from Prestige Points depends on if you count "exp gain" as a base stat or not-it's more likely that the benefits will be second order such as from the intelligence multiplier improving your normal learning speed which then gets multiplied by the Prestige Points and similar effects.

(200 PC, Reward, requires Boosters) Gen Z^2: Over time as a jumper you are likely to acquire a large pile of statistical upgrades. Depending on what stat stacking resolution method your chain uses, redundant stat perks will either be useless immediately upon getting a better one or only *mostly* useless immediately upon getting a better one. Well now all base stat increases from perks and powers and such stack multiplicatively instead of fractionally/additively. A perk that

would've doubled your strength from baseline will now *always* double it. A perk that would've multiplied your mana by ten at baseline will now *always* multiply it by ten. For example if you have a perk that would've doubled your speed from normal and another that gives you x100 your normal amount (even if one is phrased as 'double your normal speed' and one is 'gain as much speed as this superhero who's a hundred times faster than a normal person') you will end up with x200 speed instead of the normal, lower amount. This unfortunately only applies to base stats, getting three different fireball perks will not result in an uberhuge fireball ability.

(200 PC. Reward, requires Boosters) To The Fifth Floor: High stats are great, but can run into problems at their extreme high ends, so this is a grab bag of benefits for counterbalancing. First: operating at max stats all the time can cause control problems, so now you can freely scale the level of power your stats operate at from their maximum to nothing, and they will auto-scale to the degree you want to use them in cases where not doing so would cause you problems: for example your strength will automatically modulate itself in a fight to hit as hard as you want to for each individual blow, or maybe your durability selectively tones down to allow you to get vaccines that normally couldn't pierce your skin. Second: Especially high stats often struggle to function properly in real situations, so you now get to operate under a degree of "comic book logic" where needed to allow straightforward applications of your stats: the ground won't crumble when you pick up a building, air resistance won't turn you into a fireball when running at lightspeed, and so on. Finally, above a certain level base stats tend to start running out of actual applications, so now at the ludicrously high end of stats you start to be able to perform mythic feats: at absurdly high levels of strength you might be able to wrestle the ocean into submission, or perhaps once your charisma gets high enough you can talk the planets into changing their orbits. Now you never have to worry about your stats getting too high for your own good ever again!

(200 PC. requires Need A Boost?) Zoning Out: Waiting this long for things to happen is really, really boring. So now you can put yourself on autopilot, going through an exact set of motions (or non-motions) as you set for yourself at the start. The time will seem to blur by, though if you want to you'll be able to remember it afterwards (at least as well as you would if you were zoning out normally). The autopilot will break as soon as you need to make actual decisions though, such as being interrupted or hitting a snag in your planned routine-though this also means you won't autopilot your way through something important happening you needed to respond to.

(200 PC. requires Need A Boost?) Mental Math: Let's be honest, with the game running so slowly you're probably gonna spend a significant amount of time doing things other than playing the game. This perk makes you really good at mental math, and figuring out how to structure equations. Basically this gives you the skills you need to calculate how long it's going to take a given approach to reach the next milestone, as long as you trace out how the resources are interacting with each other. It's all numbers, so once you know the numbers you know how long to set your timer to let the game run for. Oh, yeah, also good for comparing different builds to see which strategies will make progress the fastest, that too.

(+200 PC, requires All That Progress, Gone!) Power Generation: Hey, you know what? Isn't it a little unfair that you're getting all this electricity for free? An extra room has been added to the apartment, on the opposite side from the computer room, containing a large pedal-powered electrical generator and a wall-installed battery pack-the latter having to be powered via the former. As long as there is energy in the battery pack the computer that runs your gauntlet required copy of The Prestige Tree will remain powered, but if it runs out of electricity the computer will die and corrupt the save, forcing you to restart back at the most recent save however far back that was. The battery pack holds enough electricity for about a week of charge, and the desktop uses it up fast enough while the game is running that you'll probably spend about as much time pedaling as you do running the game. Good on you for being self-sufficient!

(+200 PC, requires Power Generation) Cross Contamination: Wait. The computer isn't the only thing that uses electricity, is it? Your generator room is now hooked up to the entire apartment. The whole thing uses electricity now: the lights, the temperature controls, the plumbing, the air recycler... If you want to be comfortable, or at least just continue breathing and eating non rotten food, you will be pedaling for large portions of every day even when you aren't playing the game, much larger portions than before in fact-with the more things you leave functional in the apartment the greater the electricity drain (though at least the full suite of things will only require around 80% of your time pedaling by default, leaving you a whole 5 hours of sleep!). There is a panel for selectively disabling things at least, so with good management you can probably cut down your electricity requirements significantly. Fortunately the battery pack limit is expanded to accommodate, if you ran just the game and life support functions it would run for about a week and a half.

(+200 PC, requires Power Generation) Double Reversal: If you're willing to cheap out on the generator apparatus for more coins, you can suffer two extra complications. First, the battery pack's maximum lifespan is now 12 hours (if you take this with Cross Contamination, desktop plus bare life support functions will be about 20 hours). Second, sometimes the pedal generator's internals will reverse, causing pedaling to drain electricity instead with no indication until you notice the indicator on the battery pack going down instead of up. Fortunately it'll fix itself if you stop pedaling for a few minutes to let it reset, but be careful not to drain all your power!

(Reward, requires Power Generation) Generators: This grants a tier 2 prestige resource: Generators. They are gained basically exactly the same way as Boosters, right down to the same price increase, though Booster prestiges do not reset Generators and vice versa due to being on the same tier. Instead of being a direct multiplier, Generators instead create a sub-resource every jump: Generator Power. Each Generator multiplies your GP gain stacking as Boosters do (starting at 1 for the first), and Generator Power multiplies your Point gain mildly sub-linearly as well as granting you a number of hours worth of training/research in a subject or

skill equal to your total Generator Power when you pick that topic up. The GP knowledge/skill floor factors in training and learning modifiers such as that of your Prestige Points.

(200 PC, Reward, requires Generators) Non-Obsolescence Clause: Hey tech jumpers, doesn't it suck to do all that research for new in-setting science systems only to lose most of your progress when you move on? No more: all practical knowledge you acquire and develop is now fiat backed across your chain! Any technology or engineering you develop will work just as well in future jumps even when the physics is different. Skills and techniques? As long as it's with something that you can actually pass on to other people you'll not only be able to keep doing it yourself but be able to teach it to others in settings they shouldn't otherwise be possible! Exploratory knowledge like biology or cataloguing anomalies? You might not be able to find them in the new settings, but you'll probably be able to recreate them or repurpose their principles if you have the means! You can even go so far as to mix and match, such as combining tech pieces from mutually incompatible physics systems to make a machine none of the components could allow normally! Be aware that while this can apply to magic and stuff, it does not grant fiat backing to powers, just the knowledge and expertise itself-having supreme knowledge of wizardry does you no good if you don't have any way to source the magical power needed to leverage it-and you may run into similar problems with supertech that relies on materials you have no way to source in other jumps, you do need somewhere to start.

(200 PC, Reward, requires Generators) Specialized Expertise: Most subjects and even skills have something one might call "fractal complexity", the deeper you dig the more nuanced and detailed it turns out these things are: niche specializations, intricate histories and complexities. We're gamifying that! All skills and knowledge sets you have are now capable of "evolving", like RPG class evolution style. At certain thresholds, they will branch off new sub-skills/knowledge bases, which while typically (though not always) more specific will also usually be useful or even powerful in new and unexpected ways. Your writing skill might branch off a propaganda skill, then at a much higher level of skill it'll branch off a symbology mastery skill, and further beyond that manifest a magical runecrafting skill. Yes, that's right, skills can branch off multiple evolved skills. And evolved skills can branch off evolutions of their own! Though the more evolutions a skill has branched off so far/the more evolutions it required to get to that skill the bigger the gaps before the next evolution is unlocked. And yes, Generator Power's effect kicks in separately for evolved skills, meaning you'll start off significantly proficient right from the get go in most cases.

(200 PC, requires Power Generation) Grindset: You ain't got time to sleep, you've got a game to wait for! This perk completely removes your need for sleep, allowing even just sitting still/lying down a bit to count as good enough rest.

(200 PC, requires Power Generation) Timed Response: You're starting to have to manage your time more effectively now, ain't ya. This perk gives you a perfect sense of time, complete with the ability to set internal mental timers to alert you and even wake you up at a specific time/after a specific amount of time. What time is it? Time to throw away your old watch.

(+300 PC, requires either Need A Boost? or Power Generation) Self Improvement: You're going to be spending so much time here not playing the game already, you should do something with all of that time. So now you're gonna be on a strict exercise regimen to improve your bodily integrity. No pain, no gain! And we mean that literally, if you aren't keeping up with the ultra hardcore workout tasks and physically improving constantly through your time here it will disable resource gain in your copy of The Prestige Tree until you've caught back up. This does add a gymnasium to your apartment suite at least, which will outfit itself for your training regimens. No you do not get to keep the gym or your gains after you leave, nerd.

(+300 PC, requires Self Improvement) Big Brain Time: Hey! Your muscles aren't the only important muscle in your body! Your brain is a muscle too, kind of! So now you also need to do STUDYING. Every run of The Prestige Tree you go through will require you to master a different subject or skill to a degree that is appropriate for how long it's reasonable to expect a run to take. There will be tests. You may even have to write dissertations. A library and research room will be added to your apartment containing the necessary materials, and if you don't keep up with your homework your game will stop generating resources just like if you don't keep up with your physical training! You will probably forget everything you learned here upon finishing the gauntlet, those gap years are brutal, man.

(+300 PC, requires Big Brain Time) Zen: This isn't a muscle, but your spirit and ego need improvement too. For every run of The Prestige Tree you do you must come to a significant personal realization of some kind, you must improve yourself on a personal level, not just physical and mental. Whether this is a realization about your worldview, figuring out something that will make you happier, or fixing a core problem about yourself you've been struggling with, doesn't matter. A meditation area with a rotating selection of self-help material will be added to the apartment for this. You do not get to keep the extra apartment room on leaving. ...but you'll get to keep the self-actualization progress. That's something even we're not mean enough to take away from you.

(Reward, requires Self Improvement) Enhance Points: This grants a tier 3 prestige resource: Enhance Points. Enhance Points work mostly like Prestige Points do, except on Enhancement prestige all tier 2 and lower resources are reset, and the initial point price and price scaling are much higher than they are for Prestige Points. Enhance Points do a few things: first they improve the gain of Prestige Points, second of all they very slightly improve the point multiplier of Boosters (this stacks up over time), thirdly they improve Generators' generation rate, and finally their own non-resource gain related effect. Upon entering a jump, your Enhance Points generate/improve your import conditions by checking a number of potential alternate entry conditions equal to X^{20} (X being your Enhance Points plus one), selecting the one you would most prefer, and then adding in all the skills, wealth, situational boons, and so on from all the ones not taken, essentially building an import condition out of all the positives and none of the negatives. Finally, all of the various bodies and forms you acquire are given to you as allforms, and anything that does not smoothly fit into your new backstory will find ways to become accessible as well. It's not all necessarily fiat backed (you do need to buy things from the doc)

but it'll be there for you to draw on and use within your life in the world. Enhance Points' effect has two modes: either it can scan import options across and adjacent to the specific set of import conditions you selected/purchased in the doc or you can let it cast a wider net to potentially include any import condition the jumpdoc could potentially allow (which will ignore stuff like point cost/gain, mandatory drawbacks, and so on, but will pull from the entire potential range of options in a randomized manner). This does not give you extra origin discounts or otherwise interfere with the jumpdoc purchasing process. It *will* give you an unholy number of altforms (even in jumps that don't normally offer them, every possible import is another body), way too high a skill base in everything you could possibly be good at in the jump, absurd amounts of wealth, and probably borderline (or not borderline) reality breaking levels of access to friends and property, and in any jump where some kind of magic or power is considered inherent enough for living there to get baked into the origins you will be terrifyingly powerful in all relevant abilities.

(300 PC, Reward, requires Enhance Points) Lots Of Me: What am I gonna do with all these altforms? This gives you some altform options. First, you can now instantly transform between any and all altforms you possess. Second, all altforms have negative effects placed on them counted separately across them (positive effects stay active across all of them as desired though). Finally, all of your altforms can now be considered separate instances of "you", essentially making you a massive hivemind in control of your however many altforms you have. This can be leveraged in a few ways: if one of your altforms is killed you will instantly swap to another one in the same place, perfectly healthy (try not to lose too many to the same attack though), you can actively place (and recall) more of your altforms in place in the world in order to allow you to be in up to as many places at once as you've got altforms, and you can even stack multiple altforms together to combine their respective abilities and powers together to make a figure who has the combined might and capabilities of the full number of altforms used (though if the combined form is killed all components die as well). Dead altforms are revived at the end of every jump, and injured/dead altforms in storage are subject to all applicable healing abilities and options you have access to as you desire. You do not count as dead for chainfail related purposes as long as at least one altform remains alive.

(300 PC, Reward, requires Enhance Points) Every Man: Here's a fun trick, you now also get to keep all origins you acquire as fiat backed benefits just like perks and followers and items, including all the ones provided by your Enhance Points. You exist in a state of schrodinger's backstory based on all the origins and histories you've collected, with the most beneficial elements of all of them active at any given moment based on what you need and are trying to do, constantly shifting and changing to your benefit based on which origin setups would be most useful if they'd been the ones to bring you where you are at the moment. Origins from previous jumps may variably interface as cross-world jumps or local equivalents. This DOES mean that if alternate origin routes to the present would change the context of why you're there and what's likely to happen next you can hop between origin provided contexts to take a route to a specific victory that wouldn't have been possible under any of them, and for safety's sake people and things you care about can be given a degree of stability, ensuring that they remain close to you and recognizably the same across context changes. And if you really want, people can be given

the ability to remember context shifts to various degrees so as to ensure they remember at least some of your "real" history together.

(300 PC, requires Self Improvement) Enhanced Facilities: The gym (and potentially library and meditation spot) you get normally are clean and robust but relatively simple. This purchase upgrades them to be luxurious, high quality, and to a degree even fun to use. And it lets you keep them as warehouse attachments when you move on!

(300 PC, requires Self Improvement) Impatience: Who's got the time to do all this self improvement stuff manually? This will greatly expedite the processes, by giving you a flat x5 training and learning speed multiplier.

(+300 PC, requires Need A Boost?) Saving Time: Uh oh jumper, the save system on your game copy has gotten messed up! Every day of playtime (not extended by your Booster changes) your game will crash, and take all your progress with it... Unless you use the now manually accessible save system, which you will have to put your current save information in by hand every time you want to make sure your progress will be maintained. And don't try to cheat! If you put in incorrect save data it won't take and you'll have to try again! The exact numbers will be viewable by mousing over resource bars, but I recommend pausing the game while you do the saving work. Why do you have to do it by hand when the game can tell what the correct data to save is? Because you're getting 300 PC for making your own life harder, not for coherent worldbuilding. At least losing your progress to a save crash only deletes your progress since your last successful save, instead of losing the whole run like certain other modifiers do. There's a limit, man.

(+300 PC, requires Saving Time) Time Dilation: Hey you know how I said once a day? That's actually the average. The save system crash timeframe is fully randomized, it could happen any time! You might get lucky and go several days in a stretch... But more frequently you're going to have the game crash several hours before you expected and take a chunk of your progress without warning. Everyone loves random roll mechanics!

(+300 PC, requires Saving Time) Reverting Time: Fun? This is a gauntlet you're not here to have fun. Save crash time is now based on your own, personal realtime, not the in game time. Twenty four hours have passed? You better have saved or else you're losing it all. Yes, this means it can happen while you have the game paused or even while the computer is turned off. Be diligent mothergorilla your save file depends on it.

(Reward, requires Saving Time) Time Capsules: This gives you a tier 3 prestige resource: Time Capsules. Time Capsules use Static style gain, with gain based on points-though with a much higher price and price scaling than the tier 2 resources. Time Capsules generate Time Energy every jump, up to a cap determined by your Time Capsules, and Time Energy greatly improves your Point and Prestige Point gain as it increases. Additionally, Time Capsules apply an

upgrade tree to all fiat-backed non-import based or follower items you possess, with a number of layers equal to your Time Capsules, with each layer having four different options in it and your Time Energy determining how many choices you can select (up to being able to fill out the whole grid once you've got max Time Energy). You must have at least one choice in a layer in order to access the next layer, but every choice causes enormously powerful changes in an item: a single upgrade might turn a crude wooden bow into a high tech sniper rifle, or another node on the same level might make it a divinely blessed artifact bow with magics that let it punch through evil and mundane materials like they're nothing, both together making an insanely powerful holy kill rifle that can blow holes in a demon king from a hundred miles away. Or perhaps taking one layer on an item that acts as a supply of wood upgrades it to incredibly powerful magical wood with the ability to channel and amplify magic to extreme degrees, with a second layer option improving it further to yggdrasil wood which can support entire magic fields and systems unto itself in large enough quantities. Choices in these upgrade trees can be reassigned freely with a little bit of focus.

(300 PC. Reward, requires Time Capsules) Weakened Chains: Not every item comes with the features it should. So now, all your fiat-backed items have perfect/instantaneous self repair and continuous maintenance, unlimited ammo and fuel and other such things, only work for you and people you want them to work for, are instantly replaced if lost or sold or given away, maintain any upgrades and modifications you want them to on being replaced, and even after being replaced will maintain their fiat backing and effects for exactly as long as you want them to. You may also take any item you have access to and fiat back it as your own at will, though returning a fiat backed and then lost/given away item to your inventory will not make it count as a brand new item, any additions/fiat based applications (such as the Time Capsules' benefits) will remain as they were to prevent recursive reapplication.

(300 PC. Reward, requires Time Capsules) Pseudo Boost: A problem many jumpers struggle with is that after a certain point it often becomes difficult to *justify* buying items, they just don't stack up (or stack in general) very well to perks, which can often do most if not all of the same things while also being easier to keep on hand and often more straightforward to improve. This reward improves all your owned fiat-backed non-import/follower items: all item stats and benefits stack with your perks instead of only being dependent on usage cases, you *also* receive benefits from all of your items as if they were perks (such as weapons improving your attack and armors improving your defense directly just by owning them), you can use your items no matter where you are as if you actually had them on your person, you can now channel abilities and perks through your items (enhance gunfire with fireball perks to fire fireballs at bullet speeds for example), and finally all your items improve and benefit from training as if they were trainable abilities-which yes, does mean that they now benefit from training multipliers. Feeling a bit better about that big pile of individually acquired random magic swords now?

(300 PC, requires Saving Time) Where Do The Hours Go: With how many things you're having to keep track of, your normal old memory might not cut it. This gives you a massively enhanced memory-not truly unlimited but good enough that you'll be able to remember everything important in this gauntlet. You'll never forget to do something, and you'll keep good track of

details too. A small hint, combine this with a good sense of time and something that boosts your mental math and you might just be able to do the game save work without having to pause...

(300 PC, requires Saving Time) Nick Of Time: A streak of bad luck with the save corruptions (or any number of other obstacles and caveats) has the potential to lose you a lot of time out of pure misfortune. So this is a luck perk for you, sorta. It doesn't give you good luck per se, but it helps fend off bad luck a bunch. You won't have your save file corrupt while you're doing the save recording work except for very extremely rarely for instance, and if you have the generator modifiers the chances of running out of power because of repeat reversals drop to basically nothing. Stay diligent though, if you screw around and ignore a hazard this won't bail you out.

(+300 PC, requires Power Generation) Space Building: Hey I haven't even got an excuse for this one, we've added a basement to your apartment with a pickaxe and shipping carts, and if you want to keep your Prestige Tree progress you're going to have to carve out large chunks of rock by yourself so that electronic data storage units can be installed. This will require mining, putting the rock in the bins to be carted away, and smoothing down surfaces enough that the databanks can be installed, but a crew will come in and actually install the equipment when you're not in the basement if there's space. Any Prestige Tree runs you complete without having cleared enough space for their data to be stored on will be corrupted and fail to count towards your objective.

(+300 PC, requires Space Building) Spacious: Do you yearn for the mine? You now have to carve out approximately twenty times as much cavern space as you did before, to make space for power generation, extra backups, and OSHA compliance. You will not be informed that you have filled out enough space or not for a given data bank as well, you're just gonna have to eyeball it and hope it's all in working order before you finish a run. Or just keep expanding the basement forever until you're 100% sure there's nothing more for the workers to add.

(+300 PC, requires Space Building) Generator Generator: Hey so we laid off the installation crews. Once you've cleared enough space you will be delivered the parts and tools for the various infrastructure installations as well as dense, slightly confusing IKEA style assembly manuals. It is your job to install them, and installing them incorrectly *will* corrupt any saves saved to them, so make sure you do it right the first time because if not you're the one who has to pull them down and put them back together correctly after losing a run of your game.

(Reward, requires Space Building) Space Energy: This gives you a tier 3 prestige resource: Space Energy. Space Energy uses static pricing, gaining more based on points-though with a much higher price and price scaling than the tier 2 resources. Space Energy boosts the effects and gain of Boosters and Generators slightly-though this quickly adds up thanks to how the tier 2 resources work. Each Space Energy also boosts all of your followers and import-based items (such as properties and titles) with an upgrade system, 10 points per Space Energy, which can be allocated as desired between five improvement types: one for improving raw power/quality

(such as improving a troupe of swordsmen to heavy knights then to enchanted spellblade warriors), one for raw numbers/size (such as improving a manor estate to a small town to a full citystate and surroundings to a minor but significant kingdom), breadth of scope (such as improving a group of fire mages to general evocation mages to full range magi), one for self improvement capability (such as a military company gaining fiat backed training over time or the ability to recruit locals), and one for auxiliary effects (such as a noble title being improved to come with significant wealth on import, then to coming with significant wealth and also court connections). Space points can be relocated freely any time an item or group of followers is not imported/active in jump.

(300 PC. Reward. requires Space Energy) Revert Space: Import-based items. Properties, kingdoms, titles, connections. A relatively niche subtype of item, so we're giving it the full treatment. You can now fiat-back claim any appropriate things you possess to take them further on your chain, all of them will rapidly self-restore/repair (might be hard for people to take away your noble titles now for instance), all of them maintain upgrades and improvements as desired (and Space Energy upgrades will count all non Space Energy-based improvements as part of the baseline they upgrade off of), and all such importables will, while not imported, take up residence in your warehouse as their own sort of set of interconnected mini worlds that will naturally gravitate towards mutually reinforcing and connecting over time. Further, they are boosted by the fact that you can now apply the effects of your perks to all importables you own as sort of aura locational effects: charisma perks will directly improve the opinion of you by those under the command of one of your titles, weather control can be used at full scale and strength across properties you own or set to maintain ideal weather conditions indefinitely, fortresses will be further hardened by your own durability boosts and defended by bursts of your offensive powers upon intruders, and so on. Go on then, build yourself a legacy.

(300 PC. Reward. requires Space Energy) Want More?: Most jumpers eventually pick up an entourage, and not just companions. Minions, workers... Followers. Here's another grabbag perk to give them some love. Now, in addition to being able to freely fiat back anyone who works for you or otherwise would count as a follower, all your fiat backed followers are guaranteed to have all their abilities, skills, and personal equipment gain fiat backing too (with a bonus of fiat backed repair, infinite ammo, reappearing when lost, and never turning on the owner) including future gains. You now have fiat backed perfect loyalty from all your followers, and they will automatically follow what your orders would be if you could give them personally. All your followers now have instant respawn times, though they'll still do so back in your warehouse. And finally, you personally gain a copy of every ability, skill, equipment, and so on that all of your followers have-every gain they make will be mirrored in yourself.

(300 PC. requires Space Building) Yearn For The Mines: You're going to be doing a lot of manual labor to clear stuff out here, so in addition to giving you the equivalent of 50 years of experience and skill in excavating and mining, without the physical downsides, this also puts you in peak physical shape and gives you good skill with general manual labor and the mental tools for keeping focused while doing such.

(300 PC, requires Space Building) DIY Knight: And for all the other stuff: this gives you across the board mastery in craftsmanship, architecture and building, tiling, electrical engineering, plumbing, and so on. You could build a house all by yourself if you wanted, now!

(+300 PC, requires Need A Boost?) Boosterizer: You ever look at yourself in the mirror and think "this gauntlet doesn't have enough endless tedium in it"? I did. We're multiplying how long every game tick takes to process by 48 again.

(+300 PC, requires Boosterizer) Boost Baby Boost: You are going to be here far longer than any sane person would willingly sign up for like this. Another time multiplier, this time it's a nice even x100 slowdown.

(+300 PC, requires Boost Baby Boost) Forever Boosted: ...Look mate. I know that the rewards around here look really sweet, but at some point you've gotta set a limit for yourself. This x168 multiplier on top of all the others is excessive. If you took all the +200 PC options in this vein too you're now going to have to wait an entire century for a single second of gametime to play out. Sure it's not gonna be *difficult* but... Just, do you really wanna spend literally geologic timescales not playing an idle game?

(Reward, requires Boosterizer) Super Boosters: This gives you a tier 3 prestige resource: Super Boosters. Super Boosters use static pricing; price increasing with ones you already have, but instead of using Points to determine how many you get, Super Boosters are gained based on your Booster count (though scaling rate is much lower to account for Boosters themselves being a static resource). Super Boosters have two effects: first and more simply, they increase the Point gain multiplier on Boosters. Second and more interestingly, every fiat-backed perk and power you have receives near-duplicates of itself, 1000^X where X is your Super Boosters (1 Super Booster you get 1000 near-duplicates, at 2 you receive a million, 3 gives you a billion dupes, and so on). These near duplicates will all be very very slightly different from the original, a smidgen less or more power, slight preference towards certain situations, but are close enough to functionally stack. Every near-duplicate of a given perk will also ALWAYS be unique with its group, meaning that as you get more and more dupli-perks some of them will start to have variances in feature that are actually noticeable: meaningfully greater or lesser scale, different usage conditions, niche extra benefits, etc. The average utility baseline will remain around that of the original perk, but it can vastly broaden the use cases once the dupli-perks get numerous enough.

(300 PC, Reward, requires Super Boosters) Perfect Harmony: Perks are a jumper's core strength, their bread and butter, the thing that defines their capabilities. So we're making sure your perks stay yours. You can now manually fiat-back any powers or other perklike abilities you gain, all your fiat-backed perks are now inviolable-impossible to drain, steal, copy, suppress, or delete by anything short of drawback fiat unless you want to allow it for some reason-and even then will only do so to the degree you desire (such as letting somebody copy only the bad parts

of a power). You can freely toggle all perks from max power to nothing (and if need be they will do so automatically to meet your needs and desires), all drawbacks and catches on your perks are disabled, all potential conflict areas on your perks are smoothed over so that not only do none of them interfere with each other but they actively boost and support each other as well as they possibly could, and anything that would enable you to be targeted or affected through or because of your perks will exclusively apply when beneficial and never apply when negative-to the point that you can gain the benefits and miss the downsides if whatever is trying to target you is a mixed bag kinda thing. Above all, you have a natural perfect mastery and understanding of all your abilities-limits, use cases, interactions, and so on: if you want to do something with your perks you will always know how to-or if not, what you'd need to improve to make it possible-and your mental multitasking and memory capacity is amplified to be able to manage all of your perks at once without affecting how well you function outside of perk handling. Your arsenal is yours to command, in detail and in perfection.

(300 PC, Reward, requires Super Boosters) Perklord: You've got all these perks and you can't even share them? Well now you can, not only can you gift/copy any of your perks and powers to other people, you can gift them to entire categories of people (such as descendants, demographics, or specific organizations), attach them to contracts and deals made with others, set them as empowerments on specific items or apply their effects to certain areas/grant their power to people in specific areas, or even tie them to performing specific actions or connect them to particular concepts or ideas in a universe! If you have Perfect Harmony any alterations it can make to perks can be used to alter the parameters of what gifted perks do, and whether you have it or not Perklord will automatically disable, suppress, or rescind gifted perks that would be used in ways that harm you or your interests. Finally, gifted perks can, on gifting, be set to be a bit more malleable than they are at base, shifting and altering to fit their user/gifting conditions over time as they're used... And once they've adapted to their user(s) enough, you will receive a copy of it back as a brand new perk, which prestige resources like Super Boosters can apply to all over again!

(300 PC, requires Boosterizer) Mental Boost: You're going to be here for an absolutely unreasonably long time. Just agelessness might not be enough, so this is a minor touchup job to improve your mind for handling the rigors of living forever. It won't touch your personality, but now you won't suffer any of the decay effects caused by living longer than your mental architecture can handle like ennui or memory degradation, and furthermore you'll find it easier to think long-term and plan things out for the kinds of extremely long timeframes you might be dealing with here.

(300 PC, requires Boosterizer) Just A Little Further: This is a minor uncapper on all your skills and abilities. Think of it as more of turning your hardcaps into gradual softcaps, after what would've been your original limits they'll get harder and harder over time, but you'll never hit a point where you can't make at least some progress. The important thing this does is that since you're always getting better with no true limit, the endless cycles of your challenge tasks from other sections' drawbacks will be at least a little easier each time. Fail a run? No problem, you've got time to get it right, and you'll do better next time.

(+400 PC, requires Self Improvement) Generated Progression: You're going to be spending so much time self-improving, how about self expression too? Your apartment suite now comes with an added on workshop room, which will provide you with the basic tools and materials needed for creating Art. It can be any kind you want, and is changeable, but you must make and submit art pieces in order to keep your game running, it'll just freeze up if you aren't putting out enough art pieces. Additionally, art piece value is dependent on craftsmanship quality and effectiveness of the piece, a handful of masterpieces will get you much more gametime than a pile of junk, so don't just phone it in. You will also get some leeway for more time consuming products, a video game or film will give you appropriately more time than a poem or painting of the same quality for example, though you still don't get the extra time until they're submitted.

(+400 PC, requires Generated Progression) More Layers: It's not art if it's derivative slop! Every piece you make and submit has to be meaningfully different. No exact copies of old inspirations or endless remixes of your own stuff. This won't ding you for retreading old ground with new ideas or just genuinely accidentally recreating something older, but you MUST put in the effort to keep it new and original with every piece.

(+400 PC, requires Generated Progression) Quirk Improvement: It's not art if you don't put your heart and soul into it! This places a hard floor on how high quality your art pieces must be in order to qualify for granting you more game time. It will always be strict but reasonable for your means, so while it's likely you'll have at least a few pieces get disqualified while you're here, put in the effort and they will hopefully be few and far between.

(Regard, requires Generated Progression) Quirks: This grants you a new tier 4 prestige resource: Quirks. Quirks use the standard Point pricing scheme, and their gain is based on Points albeit very expensive with high scaling. Quirks generate Quirk Energy every jump (X^{100} , with X equalling your Quirk count), which boosts Points, Generator Energy, and the effect of Boosters, though do so in an irregular threshold manner instead of continuous scaling. Additionally, Quirk Energy applies an effect every time you enter a jump, changing the setting bit by bit in your favor based on how much Quirk Energy you have; the number of changes is equal to the amount of Quirk Energy raised to the power of 100. Individual changes will be small things like a person having slightly different hair color or having made a single different choice, but they can stack up to enormous differences, even altering the exact mechanics your perks received from the jumpdoc if the powers and systems they're based on are altered. You can set the Quirk world setting changes to one of four modes, either 1: keeping the setting recognizable and just messing with things behind the scenes so that the world will be the perfect shape to make sure your adventures go flawlessly, 2: limiting the changes to be within the realm of recognizable AU fanfic territory, 3: holding the same general ideas, thematics, plot, and characters, but potentially totally rearranging all the details and setting, or 4: anything goes. These changes are applied effectively as setting customization choices, with whatever mechanics those use for your chain.

(400 PC, Reward, requires Quirks) Infinite Possibilities: You are aware of the concept of 'scenarios', yes? Where you are assigned some extra task related to the jump and, if successful, you gain rewards such as extra perks or items? What if you could have scenarios for EVERYTHING? This reward puts scenario conditions on every possible outcome and interaction that could be given a scenario available within the jumps you jump to, from befriending random specific mooks to conquering the world to rewriting the cosmology in specific ways. Every auto-generated scenario will have its own rewards scaling to the difficulty and magnitude of the scenario and relating to the scenario's goals and conditions, though they can be pretty much anything within the acceptable boundaries of what a scenario reward can be, and it's very likely that if you do anything meaningful outside your warehouse you will be completing them in bulk. Additionally since the scenarios are generated on jump start you may also engage a search function to look for specific scenarios, or to see if there are particular kinds of rewards somewhere in the sea of scenarios and what you have to do to get what you specifically want. Go on, get out there and do stuff.

(400 PC, Reward, requires Quirks) Quinary Superspace: It's sad, after a certain point smaller and calmer worlds stop being a valid visiting location for those who wish to continue challenging themselves or even just growing in general. Take this, and you may cause any setting that you're heading to to be auto-scaled to an appropriate challenge level for you, within a relative range that you can set upon arrival to your own tastes. This doesn't have to just be upwards-while its primary purpose is to scale low power jumps up to where they can still grow and evolve your abilities, in the case of jumps that would be harder for you than you can handle, this can tamp them down to the desired difficulty level as well. Importantly, this is just a power level scaler, while that will naturally change other things about the setting, this will maintain character dynamics, themes and aesthetics, the rough outline of the plot, and so on-though they may only be recognizable in terms of plot elements, relative character temperamentals, and so on. It also takes place AFTER Quirk based setting modification kicks in, meaning that you can scale a jump upwards even further to receive the same "difficulty level" but still have the setting arranged to guarantee your safety and optimized to your needs and wants while still challenging you appropriately. You can also have this set power levels to something particular, in case you want to leave a setting at its default or take a break and enjoy a setting that's mostly mundane in power level.

(400 PC, requires Generated Progression) Quirk City: A good artist needs a good studio. This improves your artistic workshop to be of the highest quality, and supplies you with the highest quality art supplies on demand. You'll never need to worry about having to make do without the perfect kind of stone to finish your sculpture, or not having exactly the right kind of jewelers' tool for finishing a piece. This also lets you take the studio after the gauntlet is finished, as a warehouse extension.

(400 PC, requires Generated Progression) Quirkier: Making this much art for so long is bound to be taxing, so this perk eases one half of the burden: you are now perpetually inspired. You will never suffer artist block or burnout, and all you need to do to acquire ideas for new artistic

projects is reach for them-maybe brainstorm a little bit if you want to make sure you have something masterpiece worthy. Your muse will never leave you.

(+400 PC, requires Saving Time) Hinder Is Coming: You know what this gauntlet needs?

✨Variety✨ Your save file integrity is now also dependent on completing a variety of random personal challenges. Once a week you will receive a note giving you a small but obnoxious and possibly moderately unpleasant task that you must complete in your apartment before the end of the week or else have your save file immediately corrupted... And all your backups back to the one Saving Time reverted to during the last random crash, for good measure. The tasks will at least always be something reasonable for you to complete, and something you can have done within an afternoon at absolute worst.

(+400 PC, requires Hinder Is Coming) Speed Demon: Once a week isn't very often. If we really wanna spice things up we gotta keep you on your toes. Now you get a challenge every 24 hours instead. Hope you can play prestige tree while making soup with a knife!

(+400 PC, requires Hinder Is Coming) Timeless: So you know that thing where most challenges will be a single task you can complete in at most a couple of hours? This throws in something different; tasks that instead of being a specific objective are a limitation you have to follow for the entire week. Something like "only use one leg at a time while moving around" or "don't sleep in your bed", stuff that's a hassle and makes things annoying but isn't actually *hard* to keep up with. And if you stop following it? Ruh roh, save corrupts as normal and you can't resume playing until the week is up. If taken with Speed Demon the Timeless challenges still last a week, but will never overlap with each other or make regular challenges too unfair.

(Reward, requires Hinder Is Coming) Hindrance Spirit: This grants you a new tier 4 prestige resource: Hindrance Spirit. It uses the standard pricing scheme similar to prestige points, and gain is based on Time Energy at fairly high cost. Hindrance Spirit directly boosts Time Energy gain and cap, as well as Point gain, and as a secondary effect causes all resource gain to be somewhat increased by the number of gauntlets that you've completed. Additionally, Hindrance Spirit gives you the ability to apply drawbacks to anybody you like: any drawback in any jump you've been to so far in your current prestige is fair game, and you can support up to 100*X CP worth of drawbacks at a time, where X is your amount of Hindrance Spirit. Drawbacks can be applied either to specific people, or made to broadly be applied to anyone who meets particular criteria (though the latter stands the risk of hitting your drawback application cap if too many people are in the targeted category), and when applied can either JUST afflict the target with the chosen effect until you choose to remove it, or can also grant the target a massive, exponentially scaling personal growth and power gain boost based on the total value of the drawbacks applied to them (yes, you can use this on yourself). Drawbacks can be applied and rescinded freely and instantaneously, making them valid for combat debuffing, but are unfortunately not applied at typical drawback grade fiat-if you happen to get into conflict with

other jumpers they may still be able to block these and you definitely shouldn't expect it to work on anything at the level of Benefactors.

(400 PC, Reward, requires Hindrance Spirit) Descension: Gauntlets can be kind of a pain in the neck, but they do have some neat benefits and ideas to them, which we will be stacking into this grabbag perk. First, you can now choose to handicap yourself for significant personal gains: the more you handicap yourself in whatever ways you muster, the more you will gain from accomplishing your objectives as long as you still succeed/win, no matter how ridiculous it seems. Second, you can now choose to "give up" on jumps you're in, invoking gauntlet style "lose everything you would have gained in that jump but don't chainfail" conditions in order to move on to your next jump instead of having to deal with whatever crap pissed you off in your current jump, though this doesn't automatically trigger on jump failure-you gotta do it manually before you hit chainfail conditions. Third, every time you finish a jump, you will gain some major boon akin to high grade gauntlet rewards-something emblematic of everything you accomplished and were tasked with during your time there and probably extremely busted compared to the difficulties you faced. Finally, every jump you complete now counts as a gauntlet for the purposes of effects that scale based on your number of completed gauntlets. Gauntlets count double.

(400 PC, Reward, requires Hindrance Spirit) Option D: The world is imperfect. You are probably imperfect too. All these flaws, hindrances, and drawbacks... What if you could make them... Go away? This perk does one thing: you can remove all weaknesses, flaws, and drawbacks to the things around you. Downsides to using perks? Gone. Notable tradeoffs to a particular course of action? Now you can have the best of both worlds. This is refinement, where imperfections and flaws in techniques or abilities are scrubbed away. This is recovery, allowing you to effortlessly heal the sick or undo harm to objects. This is something that can even reach as far as being used to remove personality flaws and personal imperfections while leaving positive or even (if you want) neutral quirks that were tied to those failings untouched. Polish your world to a mirror sheen, then bask in the glory you've created. This doesn't work on capital D Drawbacks though still, sorry.

(400 PC, requires Hinder Is Coming) Upgrade Desert: All these obnoxious challenges... So many things aimed at messing with you no matter how good you get at things. Well no more, from now on all of the challenges from Hinder Is Coming and other drawbacks will have their challenge level aimed at where you were when you started the gauntlet, not where you're at when the challenge is issued! In future jumps this acts as a standard "enemies and threats constantly underestimate you" perk.

(400 PC, requires Hinder Is Coming) Utmost Focus: It's gonna be kinda a hassle trying to keep everything else going while getting slammed with these stupid extra challenges. So this perk gives you superhuman focus and multitasking abilities, to the point that you could individually do four different tasks - one with each limb - and carry out a conversation all at the same time without breaking focus on any of them! Useful for keeping an eye on extra objectives or limitations while you work.

(+400 PC, requires Space Building) Some Assembly Required: Your apartment is no longer pedal powered. You are now in possession of a small crowd of hamsters, a hamster pen, and a hamster wheel hooked up to the generator system. You'll be provided food, habitat materials, and similar, but it's your job to not only keep the hamsters alive but properly train them so that they appropriately power your apartment through the hamster wheel as well as maintain a stable breeding population in case your existing hamsters die so that you don't lose power. If all of your hamsters die before you win, it results in gauntlet failure.

(+400 PC, requires Some Assembly Required) Pet Breeder: Okay, before this you only needed one hamster at a time running the wheel to keep your stuff powered. This has appropriately decreased the power production of the hamster wheel, and more than that reduced your starting population to four hamsters, a breeding pair and spare. You WILL have to build up and maintain your hamster population to suitable numbers if you want to get anything done. You are given a grace period at the start where just the one wheel is sufficient for charging basic apartment utilities at start but it will gradually decrease over time so make sure to do that hamster farming.

(+400 PC, requires Some Assembly Required) True DIY: You are no longer given the habitat parts and feed for free (outside of a small starting pack to get you through your initial period). You still instead receive seeds, soil, and other raw material, requiring you to build and maintain your hamster pens and wheels from scratch, and grow their feed yourself. This will still probably be easier than if you had to do it in a real world since there won't be stuff like weeds or shipping costs, but that's a lotta work to keep up with everything. I recommend carving yourself out extra space using the excavation tools from Space Building so you have room for your whole setup.

(Reward, requires Some Assembly Required) Super Generators: This gives you a tier 4 prestige resource: Super Generators. Super Generators use static pricing; price increasing with ones you already have, and this time with the amount gained based on your Generators. Similar to Generators, Super Generators generate SG energy every jump, doubling gain with every additional Super Generator, which exponentially improves the point gain effect of Generator Energy. SG Energy causes all your fiat backed benefits to be altered as if they were acquired using a builder section or dedicated supplement that you had an extensive period of time to work on and takes into account other purchases and options you possess, with the number of sections and option sets to these simulated supplements equal to the amount of SG Energy, and the original power/item/property/etc always at least possible in the simulated supplement. This benefit technically only gives extremely gradual straight capability upgrades, but in practice specializes everything you get more and more into versions that match your wants and needs as well as reducing useless overlap in favor of enabling use cases and combos you would have preferred to get out of a given purchase.

(400 PC, Reward, requires Super Generators) Smorgasbord: I hope you're not the type to suffer from choice paralysis, because this effect does one thing: gives you more options. Any time you

have the option to choose between two or more possibilities, whether that be meal choice at a restaurant, valid tactical options in a military operation, or what parts to put on a custom vehicle, this perk will give you access to more options. How many options? It multiplies the count by ten. And in cases where you've got multiple smaller choices combining into a plan, it applies to each of the smaller choices separately. To illustrate with that restaurant example, instead of 8 sodas, around 20 different burger options, and 4 or 5 sides, with just one super generator, you'd be able to choose between 80 drinks, 200 burgers, and 50 sides, the vast majority of which the restaurant does not have access to except for the brief timeframe of you receiving what you ordered with help from this perk, and most likely many of which are significantly higher quality than what would normally have been on offer as well. The perk smooths over the oddities, so you won't have to answer questions about how you successfully ordered red wine from a fast food diner if you don't want to. This doesn't just apply to external things of course, it can apply to design work with your own tech, it can apply to picking which item of the ones you've brought along to apply to a situation... Does not apply to jumpdocs or similar things, before anyone tries to get clever about this.

(400 PC, Reward, requires Super Generators) Mail Order Catalogue: Sometimes you need something to complete your build but it's just not on offer in any of the jumps in your chain. With this purchase, at the start of every jump you will be presented with a selection of 10 out of context fiat backed benefits that you would find useful in your upcoming jump (taking into account your existing build), of which you can choose 3. It's guaranteed that nothing offered will be something you could've gotten from the jumpdoc, and they'll almost always be something that couldn't have been acquired in that setting at all. Typically the offerings lean heaviest towards things like warehouse extensions, items, and sometimes support perks and altforms, but just about anything can show up here from powers to properties to custom companions!

(400 PC, requires Some Assembly Required) A Quarter of Mastery: Running a hamster farm takes a bit of planning to do successfully. This perk gives you significant skill in logistics, resource management, and general planning. Not just for hamsters, you'll find that these skills generalize well to other tasks that require managing resources and jobs over time.

(400 PC, requires Some Assembly Required) Playpen: Having to set up and manage the hamster enclosure yourself might be a hassle, so this gives you one of those super fancy multi-color super size hamster enclosures, which expands automatically to accommodate hamsters as your pack grows and maintains itself. You still have to train and feed the hamsters yourself, and if you took the relevant challenge modifiers do the farming and maintain the power wheels yourself too, but it still takes a lot of the hassle out of the job. Post jump this becomes a warehouse extension that will take care of any pets you acquire in your travels (this time handling food and water automatically), and it may start with your hamster colony if you've grown fond of the little furballs.

(+400 PC, requires Saving Time and Boosterizer) Radio Burst: Good news! Your save file is now safe from hackers! Bad news this means that in order to get enough of the save data to properly make your Saving Time backups you have to figure out the encryption on the save data, decrypt it to record, and then reencrypt it for the save. This will generally not be impossibly complex-think caesar cipher or vigenere instead of proper cybersecurity encryption, but it'll eat up a TON of time. I seriously recommend pausing the game while you work. Also, to keep you from just spamming save file attempts until you get a cipher you can solve instantly, you can only generate a new save file attempt once per hour.

(+400 PC, requires Radio Burst) Tachocline: So, small problem. The encryption randomizer works a little too fast. Every single save file generation attempt is going to have somewhere between two and four different encryption types, sometimes overlapping at their borders, increasing the time and complexity of the decryption and encryption process by a lot.

(+400 PC, requires Radio Burst) Kinematic Dynamo: So remember how I said the encryption methods would all be pretty simple? I lied. The scale goes way, way up. Basically anything a person has ever done by hand could be in your save files, though the randomizers will choose from everywhere on the spectrum so sometimes you'll still get stuff like Rot13. That said, sometimes you're gonna be better off just waiting until the save attempt timer runs out and you can try for a better decryption target.

(Reward, requires Radio Burst) Solarity: This grants you a new tier 4 prestige resource: Solarity. Solarity uses Point pricing and its gain is based on Super Boosters. Solarity boosts Time Energy's gain and limit at a rapidly growing rate, and also boosts its own gain at a somewhat sublinear rate. Additionally, for every point of Solarity you have, you gain 1 universal free-import companion slot, which automatically receives all the same default budget you do in any given jump (though sections normally barred to companions remain inaccessible to them). These slots go past any normal companion cap a jump has, and you can still buy in-doc companion import options too if you want to. Also, to keep some things in line, companions now also count as followers in all cases where it would benefit them/you.

(400 PC, Reward, requires Solarity) Solar Core: Another grabbag reward, yippee! This gives your companions a bunch of benefits this time. First, exporting companions is now free if it wasn't already, so long as you can in some way convince them to become companions (what counts as 'some way'? use your imagination), and you now have no limit to your non-imported companions if you had one before, companion as many people as you would like! And in case of buyers' remorse, you also have the ability to dismiss your companions back to their home jump and/or remove everything they gained as a companion whenever you like. All companions respawn instantly now, and you are always aware of their general condition of health and such when you want to be, and can open that information (plus similar info about yourself) to any companions you choose so you can have each other's backs more easily. All companions you have now get to make purchases from any jumps you've completed that they weren't imported for-though they won't be able to take drawbacks or other budget increasing options, and obviously can't complete scenarios. Your companions now get immunity to a variety of standard

betrayal-inducing effects, ranging from mind control to impersonation and infiltration down even to miscommunication and outside deception. And finally, your companions not only gain an absolute loyalty guarantee, but events will conspire to ensure that bonds between you and them, and between each other are reinforced over and over in beneficial ways-improving mental and emotional states and allowing everyone to get to know each other to become an incredibly effective interlocking team and social network-further reinforced by subtle mental effects that help smooth over conflict and misgivings, and speeds the process of understanding each other further. You may choose to be affected by all of these effects, none of them, or just some as you please. Your companions will be by your side no matter what happens.

(400 PC, Reward, requires Solarity) Convectional Energy: It's lonely at the top, and the peaks that a jumper can reach are so very terribly high even before you take a jump like this. So instead of wallowing alone, bring your friends with you. This perk applies enormous learning boosters and opportunities to all companions that you wish to benefit from this effect, allowing your companions to grow with monstrous rapidity until they match your own capabilities. More than that, it acts as a guarantee on personality continuity, ensuring that they'll stay Them and safely adjust as they ascend at such rapid speeds. More than more than that, the power gains acquired this way will be orthogonal to your own abilities-all of your companions empowered like this will grow to heights that not only allow them to stand on your level but actively compliment your own skills and abilities, being greater as a team than the sum of your parts. Finally, even though the main power of this perk only reaches to ensuring that your companions keep up with you, all companions who have reached that level and roughly keep pace with you (presumably thanks to the effects of this perk) will improve your own growth as well-albeit to a lesser degree-as being surrounded by equals even at such great heights challenges you and pushes you to improve further in subtle ways. The more companions you have at a sufficient level to aid your own ascent in this way, the stronger the final effect will be, and in turn the faster the main effect can boost them to keep up with you.

(400 PC, requires Radio Burst) Spectrum: One of the easiest ways to get through this decryption thing is automatically. This adds a basic computer coding IDE to the gaming desktop and gives you advanced coding skills, on par with a masters degree in both software engineering and computer science. You cannot hack Prestige Tree.

(400 PC, requires Radio Burst) Fission And Fusion: Very simply this gives you peak human mastery with encryption and decryption, codebreaking, cipher making, and so on. Mostly useful for spy work and cybercrime outside this gauntlet, but you can guess what you'll be using it for here.

(+400 PC, requires Space Building) Spatial Awakening: Good news! You will no longer be alone through the entire gauntlet! Your single apartment in a nondescript void is now part of a larger apartment complex in a nondescript void! Everybody else's rooms are less ridiculous than yours, but having an actual "setting" poses a problem. That's right, you have to pay rent. AND

pay to mail order all the supplies you need for various construction type objectives. Fortunately, your job is to play Prestige Tree, so all time you spend actively playing/monitoring the game will funnel money into your bank account at an appropriate rate, even if you suffer save data loss or other progression setbacks. But you *will* have to leave your apartment for stuff like checking the mail room or handing your rent check to the landlord every so often.

(+400 PC. requires Spatial Awakening) No More Progress: Whoever heard of getting paid to play an idle game? You now have an actual job somewhere in the apartment that you have to perform somewhere in the apartment, like as a janitor or working in the mailroom. It pays noticeably better than playing the game would have, so you won't need to spend quite as much time on it, but it means you'll have to be out of your apartment actually doing your job if you want to be able to continue bankrolling your gauntlet completion.

(+400 PC. requires Spatial Awakening) Emissary: So, fun little quirk this apartment has, every week they vote somebody out of the apartment, to keep fresh new faces coming through. If you get voted out of the apartment, that's gauntlet failure, so now you have to maintain your social status with the rest of the apartment goers: make friends, attend game nights... You don't have to be the most popular person in the apartment, but if you don't make and keep friends-or even worse if you piss everybody off-then oops, you're voted off the island. Go out there and make some connections.

(Reward. requires Spatial Awakening) Subspace Energy: This gives you a tier 4 prestige resource: Subspace Energy. Subspace Energy has Static pricing and costs Space Energy. Subspace Energy generates Subspace every jump, starting in the thousands per jump, which increases the effect of Space Energy the more you have. Additionally, every point of Space Energy you have gives you extra extensions and improvements to your warehouse based on what you already have, making a combination feature for it for every possible combination of two extensions or upgrades to your warehouse you've got. For example a farm extension and a castle might give you a castletown with surrounding farmland, a house and an aesthetics changer might make a new house patterned with furnishings and luxuries derived from that aesthetic, and two defense system upgrades might combine to add a new defense system for your warehouse that combines their abilities on top of the originals. This stacks for each point of subspace energy-every hybridized upgrade will hybridize again with all of the non-combo upgrades to make the next layer (just not directly with the other combo upgrades). Just to make sure you don't get lost in your own warehouse this adds a navigational portal room extension that keeps track of all the stuff your warehouse has had added, and allows you to customize connections between extensions as well as directly access all the rooms and places you've got so you can find your way around. And if you do not yet have a warehouse of your own, it gives you a basic extradimensional warehouse space 100 by 100 feet in area with a basic fiat backed key that allows you to enter it from any opening door.

(400 PC. Reward. requires Subspace Energy) Illegal Upgrade: Your warehouse (or equivalent) is YOUR space. No one else's. This upgrade ensures it will be your domain. First of all, this grants a flat full strength fiat backing that nothing and no one can enter the warehouse without

your permission (or if you wouldn't give permission were you aware of their attempts to enter/were aware of their true identity or purpose if they're entering under false pretenses). Second, your warehouse can now use any of your perks, items, or any other fiat backed benefit on your behalf within the warehouse at full strength at any point within its bounds. This effectively makes it a genius loci extension of yourself-every action it takes is the one you would want it to take for a given problem if your full attention and power were on it, meaning it will enforce whatever rules you desire; extricate any wrong doers, destroy threats and detain intruders with perfect efficiency alongside your own efforts, and even perform housekeeping efforts or the like. Finally, your warehouse gains the ability to detain and eject those people or things which you decree have overstayed their welcome, causing the entire space and all power the genius loci aspect has access to (including an aggressive application of the no entry raw fiat clause) to displace the offender either to the location they originally entered the warehouse from or to a locked subdimension with that same degree of power that will hold them in stasis until you decide to pull them back out. Escaping would require being able to punch through each and every aspect of force your abilities can leverage, including the hard fiat backed inability to exit the space. Unparalleled home security.

(400 PC. Reward. requires Subspace Energy) Subspace Building: Another category another grabbag. With this perk your warehouse extensions now all rapidly self repair (including npc populations), all extensions keep and maintain upgrades, all extensions become self sustaining and maintaining if they otherwise required refueling/regular supply, and can now have their connections freely arranged as well as set to interconnect their features to your specification. You can now set any fiat backed property you own to establish itself as a warehouse extension, and can also set extensions to import into jumps (either importing with backstory on jump start, or appearing in-setting mid-jump) and have them either establish independent in the world or still be part of the warehouse (and therefore maintain connections to other parts of the warehouse, and benefit from warehouse-specific improvements despite also being in the jump). Finally, all your warehouse extensions, warehouse upgrades, and warehouse-housed followers will interconnect and integrate with each other over time to upgrade and improve each other at a rapid, maximally effective pace. Importable towns will supply factory extensions and innovate with labs. Armories will arm fortress extensions and be improved by material acquisition extensions. Everything will improve everything else, even without your input, ensuring that everything you acquire will be the best it can be-and better if you give it a few jumps of rapid backstage improvement.

(400 PC. requires Spatial Awakening) Underneath The Sun: Now that there's a full apartment complex, you can actually bring some friends! If you purchase this, you can bring up to eight companions into the gauntlet with you. They will be under gauntlet rules, get their own (ordinary) apartments, and can't take anything in the doc themselves (though they will get the agelessness if needed), but having some help and real company can be a game changer if you know how to make use of it.

(400 PC. requires Spatial Awakening) More Sun: Oh no. Actual people. *Social contact.* How will you cope?! With this! One easy payment of 399 (plus one) and you can have this entire, fresh

out of the box peak human charisma perk! Minty fresh, and you'll never run out of things to say at a party ever again! Probably. No guarantees. You'll definitely have an easy time making friends and handling apartment politics though.

(+500 PC. requires Hinder Is Coming and Radio Burst) Yer A Lizard Barry: So, cool thing! Your special gauntlet computer that runs on inconvenience and causing headaches ALSO runs on magic! Magic that you have to learn how to supply yourself. You've been given access to a big ancient library full of dusty tomes of various subjects and dead languages. Buried in these archives are the secrets of numerous ancient magic systems... And also a significant amount of other stuff which while not related to magic will probably be needed for you to learn the languages and cultural assumptions that will let you decipher the wizarding tomes. The computer will need to be fueled with various shifting magic rituals (which you can check which is needed in the save screen) with a huge array of potential different requirements over time, and if not properly enchanted you'll find that attempts to print the save information for decrypting give out garbled nonsense instead. This problem is one that's a bit frontloaded, since you're not going to be making any real progress on your game until you understand the basics of magic enough to start doing some of the computer rituals successfully. And no, the magic is not useful for anything except getting your save to encode itself correctly. What do you think this is?

(+500 PC. requires Yer A Lizard Barry) Equivalent Exchange: It's not proper magic if all you have to do is say a few funny words and then things start glowing. Magic is supposed to have a weight to it. A cost. Now it does. By default you will need to expend something of yourself. Your time, your energy, your health, your blood, whatever, as appropriate to fuel your rituals. With other challenge modifiers taken you might be able to swap in other things, like ingredients from a home cultivated garden or valuable metals taken from spares for a building project, but whatever it is you will have to pull value away from the other things you are doing to get your magic completed and cast.

(+500 PC. requires Yer A Lizard Barry) Wild Surge: Magic is very precise, you must know what you're doing and be very precise in how you do it, or else bad things happen. Now the same is true here: your magic can backfire if done inappropriately, the size and chaotic possibilities of the backfire increasing both the greater the spell and the more you screw it up. Normally this will just be painful and mildly destructive to the room you're in (be careful with your notes) but if you really screw things up the possibility DOES exist that you might seriously injure yourself, however slim. If you manage to kill yourself with magic backlash, it counts as gauntlet failure just as if you'd died any other way.

(Reward. requires Yer A Lizard Barry) Magic: This reward grants you a shiny new Tier 5 prestige resource: Magic, which uses point pricing with a high cost in Hindrance Spirit. Magic generates Hexes every jump, at a linear increase rate, which slightly increase the rate of gain for all Tier 4 resources. Additionally, every jump you receive a number of supernatural power systems equal to your number of Hexes, post generation by the Magic, and then all supernatural power

systems you have are amped up to new heights of strength and competency-multiplied by your Hex count raised to the power of 100,000,000. What is a supernatural power system? The category encompasses any metaphysical manner of affecting the world that draws from reserves of energy in some capacity: magic, reality warping, psionics, ki, enchanting, divine power, the category is VERY broad. Importantly, all systems that you gain from your Hexes will have no true power cap, will be primed to rapidly reach the degree at which it needs to function to be useful to you, and will take forms and functions that synergize with your existing abilities and guarantee that they will allow you to flourish and improve in ways you did not previously have access to. Make good use of this, power itself is at your fingertips.

(500 PC. Reward. requires Magic) No U: What's the point of learning the arcane secrets of the universe if all it takes to stop you from casting Omega Nuke is some idiot with Counterspell? No more. All of your powers and abilities that might normally be susceptible to things like antimagic, reality anchoring, or anti-psionics perks/powers from others are now immune. Nothing you have can be blocked, dampened, suppressed, disabled, denied, crippled, drained, or anything else that might attempt to prevent you from bringing their full might to bear. And because jumpchain isn't about being fair *you* have the ability to blanket apply similar dampenings to any power type or even entire categories of power type at any scale you are capable of affecting or perceiving in any capacity, whether that be weakening all magic in the multiverse but only when it's used for pyromancy, preventing all reality warping in a particular galaxy except for people you like, or causing bardic inspirations to fritz out in a 200 mile long corridor of a specific kingdom.

(500 PC. Reward. requires Magic) Metamage: Sure are a lot of grabbags around here huh. First of all, this makes all personal energy pools (mana, stamina, ki, etc) interchangeable; all abilities you have can be cast from and apply to each of them. More than that, it gives you unlimited of each of those resources, both cap and regen, meaning that your only limitation for how much of your powers you can use is throughput; how much you can safely channel at once. To facilitate this, all resource regen and cap increase abilities you have directly boost your throughput by appropriate amounts. Any abilities you have that use up these resources of yours can now also be overclocked, letting you spend more and more energy (up to your limits of course) to increase the strength of their effects. On top of that, using multiple different powers from different systems in tandem to work effects (for example using a magic fireball then using fire elementalism to amplify and direct it after casting) will enhance their effects beyond the normal synergy. And finally, you can tap into the power systems of any setting you visit, and fiat back yourself at the pinnacle of potential and talent so that you carry it into future jumps as well.

(500, requires Yer A Lizard Barry) True Magician: Actually, magic that's only meaningful as another layer of useless makework makes me feel a little bad for you, take this and the magic you learn from your study will actually be useful as a genuine magic system. It won't be anything *really* elaborate or fancy, but the variety of basic utility and house magic spells you can pick up will probably still make life a lot easier.

(500, requires Yer A Lizard Barry) Reading Is Magical: But it's hard to read if you don't understand the words. This gives you immediate perfect fluency in any mundane or

mostly-mundane language you encounter, written, verbal, and so on. I'll be real with you this will eliminate like a third of the work you'd be needing to do in that library.

(+500 PC, requires Spatial Awakening and Generated Progression) As All Things Should Be:

Your ability to progress your game and keep your saves is now locked behind a karma meter you have acquired. All acts you take that directly improve life for the other inhabitants of this little gauntlet world will grant you good karma and take away evil karma, and those that are harmful do the reverse. It does not matter which way your karmic meter swings in order to keep your objective running safely, only that you have enough karmic energy in your chosen direction to unlock the machine that lets you make progress.

(+500 PC, requires As All Things Should Be) True Equality: Simple karmic power is not enough, you must balance the scales. Your deeds no longer take away karmic energy of the opposite type, instead, your two kinds must remain roughly equal to each other, and will be drained at the same rate to unlock your objective computer. You must be active in the "world", but must keep your influence a calm, measured neutrality.

(+500 PC, requires As All Things Should Be) Super Balanced: It is not simply enough to influence the world, you must influence its people too. Periodically, if you are active and observant, there will be opportunities to influence the others that live in the little world the gauntlet takes place in. To push them in such a way that they live their lives much more selflessly or selfishly. Every once in a while, you must push a person down a push, to one end of the karmic scale or another. You don't necessarily have to use the opportunities this challenge modifier creates for you, you just have to change a person's outlook so that they swing drastically towards good or evil in the future. Up to you which way you go, as this may be a useful way to manipulate your own karmic meter in its own right.

(Reward, requires As All Things Should Be) Balance Energy: This reward grants you a shiny new Tier 5 prestige resource: Balance Energy, which uses point pricing and costs Quirks. Every jump Balance Energy generates either Positivity (which boosts the resources effect of quirk energy) or Negativity (which boosts the resources effect of subspace energy), generating $X^{400,000,000}$ of whichever you choose with X being your Balance Energy count. Additionally, Negativity provides a multiplier to the strength of any perks and abilities you have which cause your actions on the outside world to give you personal boosts even if they normally shouldn't, such as perks that give you increased power from being cruel to others, a power that improves your skills as you teach other people, or acquiring worship from others granting you divine abilities. Positivity applies a multiplier to all abilities where personally focused actions affect the wider world, such as "helping those close to you causes a larger positive effect in the world" perks, abilities that reflect your powers to your minions, or perks that cause the vibe of an area to shift towards your interests and activities automatically. Finally, both Positivity and Negativity improve "karma scale"-like perks, such as ones that give you different benefits based on whether you're good or evil, or chaotic or orderly, with every available 'extreme' in such abilities

being assigned one of the two sub-with different extremes on the karma systems split between Positivity and Negativity as closely balanced as possible.

(500 PC, Reward, requires Balance Energy) Complete Plus: With this reward all abilities, particularly karmic systems, which normally require you to specialize in one of a limited number of directions now benefit from all actions that could swing you in a given way, acting as if you were maximizing the benefits of every specialization option at once. For the karma example, a morality perk would give you all the benefits of being good and evil with no downsides from either, with the total power increase being the sum of your good AND evil actions. A perk that requires you to regularly engage in wanton violence to get its benefits would increase for all cases where you meet its criteria but also increase when your decisions to go out of your way to be merciful would normally reduce the benefits. A perk that gives you boosts to your combat power but only when using your most frequently used weapon type now does so for all weapons. This also prevents "decay" that such abilities often suffer from over time, including any losses that might normally occur when changing jumps. This does not affect "streak" perks where an effect lasts until you do something specific causing it to reset, those are something different.

(500 PC, Reward, requires Balance Energy) Negative Mass: So, look at all the perks and powers you have that scale on an axis from one end to another. Good versus evil giving different specializations, choosing between a limited number of different weapon specialties to gain powers, or an ability that lets you swing between elemental forms but not all of them at once. Every jump, all such perks and powers you have that fall under that kind of orientation mechanic gain an extra, independent axis on top of the other ones. Good versus evil karma bar gains chaos vs order with new effects, a 4 way elemental perk gains 4 new brand ones that don't interfere with the original set's specializations. As a topper, all perks you possess that are affected by this or Balance Energy receive an enhanced uncapper effect, not only removing the limit on gain but making gain super-linear so that increases never fall prey to eventual diminishing returns like most such things eventually will.

(500 PC, requires As All Things Should Be) Positive Vibe: You now benefit from a minor karmic benefit effect, depending on whether your karmic energy swings positive or negative. For all the positive karmic energy you acquire, you will just generally be luckier, small things will go your way more often and you'll be less likely to get screwed over by random chance. For your negative energy, your will and abilities are focused, making you more aware of opportunities and causing you to be more competent and efficient at creating and executing your plans to reach your goals.

(500 PC, requires As All Things Should Be) Tangible Degeneration: Are you afraid of having to be cruel to people to get through this gauntlet? Well, okay, if you're willing to spend points to avoid the moral hazard, this purchase makes it so that everyone except you and any friends you import in the gauntlet world will just be NPCs. They'll still have routines and react to stuff appropriately, but they'll be noticeably empty constructs for the sake of the scenario, enabling you to Evil to your heart's content without having to worry about that harm being inflicted on

something that can suffer. In future jumps this gives you a form of weak plot armor to be able to find third alternatives to get out of similar moral hazard situations.

(+500 PC, requires Generated Progression and Hinder Is Coming) Restless Dead: Your apartment is now haunted. Over time you will accumulate ghosts and spectres who will wander aimlessly through your halls, making sudden noises and just generally being a nuisance. They fortunately are fully incorporeal, so no moving your stuff around, and they don't seem to mean you any real harm, but they *will* be really annoying. Especially if enough of them accumulate that they start fighting for space. Fortunately by appropriately placating/figuring out how to exorcise them properly on a case by case basis you can get rid of them and get back to peace and quiet, but it won't be too long before the next arrives...

(+500 PC, requires Restless Dead) Bump In The Night: Well, it turns out your visitors are poltergeists. They still won't mean any harm, but they can move objects around and due to being ghosts are a bit hazier about not touching other people's belongings. They definitely won't do anything that will directly threaten gauntlet failure or major setbacks on their own, but it may be a source of major inconveniences, especially if you let their numbers build up.

(+500 PC, requires Restless Dead) Howling Wraiths: Okay maybe the ghosts aren't so benign. The spirits you get actually tend to be actively antagonistic and even malicious, actively tormenting you and trying to scare you throughout their durations. They won't try to kill you or gauntlet fail you at least, and they don't actively try to physically hurt you (or cause you to be physically hurt)... But accidents may happen, since they aren't trying especially hard to keep you intact either. Maybe you should try and keep on top of exorcising them.

(Reward, requires Restless Dead) Phantom Souls: This gives you a tier 5 prestige resource: Phantom Souls. Phantom Souls have static pricing based on quirk energy. Phantom Souls boost your quirk energy and hindrance spirit resource gain effects based on both the Phantom Souls and your Hindrance Spirit, and additionally cause all of your oneup perks and oneup-like perks to double in cap and halve their recharge time for every Phantom Soul you have. For example, if you have two Phantom Souls all your basic oneup perks will be able to hold up to 4 revives at a time, and will recharge a new revive every two and a half years instead of ten. You may get very very hard to kill with enough Phantom Souls.

(500 PC, Reward, requires Phantom Souls) Deathless Spectre: One more grabbag. All oneup perks you possess are expanded in the following ways: First, all of them are now capable of restoring you in a nearby safe location, the spot where the oneup proc'd, or back in your warehouse, and if the default for the perk is somewhere else there too, automatically choosing whichever one you want most on trigger. Second, all oneup perks you possess now revive you at full strength, with all personal resources filled, status conditions and afflictions removed, all health restored, and so on. Finally, all oneup perks you possess are now capable of triggering for *any* chainfail or similar condition that you meet instead of just physical death. Ego death will

see you restored to yourself, scenario failure will minutely retcon the immediate cause of failure so that you can potentially save it, being trapped forever in a torment nexus breaks the torment nexus, and so on.

(500 PC. Reward. requires Phantom Souls) Looming Dread: Coming back to life isn't always enough to solve your problems, what if the thing that killed you is still there? This gives two effects to address that problem. First, every time one of your oneup perks triggers, you gain a bit of resistance to whatever killed you (being stabbed makes your skin harder to pierce, burning to death makes you more heat resistant, etc) as a permanent fiat backed benefit. Second, whenever one of your oneups triggers you will revive in an empowered form, basically as if you were a boss that had phase transitioned instead of dying, with each successive oneup being another phase change. Phase changes will revert once the applicable oneup revival recharges, but you can choose to prevent some of your expended oneups from recharging for a while if you want to stay at a given level of phase change indefinitely.

(500 PC. requires Restless Dead) Psychopomp: You've got a lot of ghosts floating around here, and not all of them are lucid. Take this perk and you'll be able to talk to the dead, clearly and whenever you want as long as there's spirits or similar around to talk to-it'll even bring them to lucidity if they'd otherwise be too incorporeal to express what they need or want. They might be a bit less helpful if they just hate your guts entirely, but having a reliable line of communication is still invaluable whether you're just gathering information or figuring out how to lay a soul to rest.

(500 PC. requires Restless Dead) Life After Death: Take this option and you will receive 1 extra chance at the gauntlet for every run you've finished of the Prestige Tree. You start with one, and every time you fail the gauntlet in full somehow (such as dying), as long as you've got any oneups left time will be rewound to right after your last successfully completed run. After this jump this perk acts as just an ordinary oneup, reviving you at full health in a nearby safe location after you die.

(+600 PC. requires Yer A Lizard Barry and As All Things Should Be) Anti-Calm: There is now a dungeon under the apartment building. The fantasy kind, with monsters and stuff. Over time it will gradually fill up more and more, and unless you periodically go down to the dungeon and clear out some of the monster population they'll start attacking your apartment-and if they rampage enough to destroy your computer, that's a gauntlet failure (to say nothing of the other things they might break)-though the computer is at least more robust than anything like that should be. The dungeon DOES have equipment drops to help you out, especially with the lower floors, but they're only usable in the dungeon itself.

(+600 PC. requires Anti-Calm) Prestigious Intensity: The dungeon now has bossfights. Properly epic (and therefore dangerous) ones. That's it that's all this does.

(+600 PC. requires Anti-Calm) Reversal Sensational: What's a proper adventure without someone to regale others with the epic tale? Now, in order for your dungeon delves to actually count towards keeping the monster population down, you need to convince one of the NPCs from the apartment to come with you and keep them safe while you dungeon dive so that they can tell everybody else about what happened. You don't actually have to be super cool while doing it, you just have to keep them safe because if they are seriously injured they will pass out and forget everything that happened, causing the dungeon to revert as soon as you exit it again as if you hadn't brought them along in the first place. No, they will not be helpful with fighting the monsters, this is an escort mission. At least they're not stupid and will try to start out of harm's way.

(Reward. requires Anti-Calm) Honour: Another prestige resource, this time a Tier 6 called Honour, which uses point pricing and costs both Magic and Balance Energy but has horrifically high scaling as numbers climb. Honour massively boosts the gain and power of Prestige Points, and additionally every single point of Honour you gain also grants you a parameter multiplier equal to Honour^{1e13} to all your empowering fiat backed stuff. What parameters? All relevant ones. That fireball perk now burns that much hotter, has that much more radius, costs that much less mana and takes that much less time to cast, etc. That speed up perk increases your speed by that much more, your reaction time by that much more, uses that much less energy for your body to move that fast, etc. That cool magic sword is now that much sharper, that much more durable, that much more powerfully enchanted, and so on. Everything that's an applicable numerical parameter for a given fiat-backed benefit, in short. These are maximums, as a note, should it be more convenient to not give your fireball a radius the size of the observable universe you may freely scale down from the peak provided by this perk down to the original strength and anywhere in between.

(600 PC. Reward. requires Honour) Superpowered Upgrades: Now, getting a little bit meta here, but jumpdoc purchases generally have room for interpretation, sometimes intentionally but usually as sort of a natural product of limitations of language-typically a useful one though, as it gives Benefactors a bit of leeway in how they grant abilities. We can weaponize this edge space however, take this reward perk and everything you acquire will be "interpreted" in the most favorable light possible without clearly contradicting both the spirit and letter of the ability/item/whatever else. Things that weren't directly acquired from a jumpdoc will receive similar improvements in their capabilities, and while that will still be very unpredictable power increases they'll pretty much always be significant if not downright disgustingly expansive. Just don't expect there to be no limits to this, some readings are too bad faith to pass muster even with the automated systems, and it certainly doesn't affect *other* people's powers and efforts to counter your newly overwanked goodies.

(600 PC. Reward. requires Honour) Exponential Drift: Uncapper perks are great! Never stop getting better at anything. But they could be better-they don't exactly stack well. This reward fixes that, all uncapper perks you've got now stack with each other in levels depending on how many uncappers you've got. At base level you have softcappers which take things with hard limits to their strength and lets you push them higher albeit at greatly reduced strength, if you've

got two of those affecting a power it becomes a full uncapper, removing the limits. A step beyond regular uncapping will be slightly superlinear gains, reducing the effects of diminishing returns on normal linear training methods, while two full uncappers or four softcappers fully kick in that diminishing returns removal to prevent your training gains from ever dropping off the value of your return on investment. And of course, the more uncappers you've got the more these effects will amplify and increase. And don't worry, abilities and perks that naturally come uncapped or softcapped will act as if they were benefitting from the appropriate amount of additional uncapping levels too.

(600 PC, requires Anti-Calm) Less Useless: It kinda sucks that the dungeon loot here is useless. What if you get mugged and want to fight back with a fire sword? Now all the equipment that drops in the dungeon remains usable outside it, though there aren't likely to be many situations where dungeon crawling gear is useful outside the dungeon. In future jumps this makes it so that anything you kill gains appropriate RPG style drop tables and a chance to drop power level appropriate equipment.

(600 PC, requires Anti-Calm) Beyond The Basics: If you're gonna be clearing out a dungeon over and over you need to be good at fighting. Skip the learning curve with this perk, which immediately gives you peak human fighting skills in the weapon category of your choice and general mastery of all mundane fighting styles outside that category for good measure.

(+600 PC, requires As All Things Should Be and Some Assembly Required) Spatial Awareness: The world just got a little bigger, no longer is it just an apartment complex, but now it's an entire small town enveloped in a pocket of void! And it's your job to manage it. Not as your actual job you still have to do that too, but now you are also responsible for generally overseeing the maintenance and expansion of the town to make sure that the utilities needed for your apartment can still be provided for. It's a tough job but somebody's gotta do it.

(+600 PC, requires Spatial Awareness) Into The Future: So, you don't just have to keep the town running well enough to keep the power on anymore, now you need to worry about keeping your popularity high enough that the population doesn't call for a general vote to replace you. There's a lot of ways you could do this as mayor of your small town, but I recommend at least keeping things livable, it'll be a lot easier that way.

(+600 PC, requires Spatial Awareness) Worse Combo: This town has a really bad corruption problem right as you're moving in. Fortunately not a violent crime kind of corruption problem, but the bureaucracy is broken and stuff like embezzlement is completely rampant. You'll have to clean up the town to get things in working order again, or at least find a way to reorient the corruption in directions that aren't actively disruptive to completing the gauntlet.

(Reward, requires Spatial Awareness) Hyperspace Energy: Another prestige resource, a Tier 6 called Hyperspace Energy, which uses point pricing and costs Space Energy and Super

Generators, making for extremely high scaling limitations. Hyperspace Energy greatly empowers space energy, and additionally every point of Hyperspace Energy grants you a specialized perk or power of absolute scope. Often these will be relatively narrow or specialized things, ensuring that you are the best or unbeatable at a particular activity, that certain actions of yours can't be stopped... But without fail they will be aimed in such a way as to reinforce your power and skillsets, creating and developing a web of immunities and fiat-backed conceptual guarantees that will become ever harder for opponents to navigate to find some way to defeat you.

(600 PC. Reward. requires Hyperspace Energy) Imploded Hypernova: Now, an interesting thing with conceptual and absolute abilities... Sometimes, they can be contested. Almost without exception, this kind of contesting only comes up against other absolute or conceptual powers, often coming down to whoever has more "weight", sometimes being a matter of metaphysical deflection of some kind to deflect the abstract targeting of the other's ability, or even in rare cases becoming a back and forth of cosmological interactions and counters until one becomes unable to contest the power of the other. No such contests can take place with your fiat-backed absolute and conceptual abilities. If they are designed to work no matter what, *they will work no matter what*, overpowering conceptual weight contests no matter how high your opponent stacks, ignoring metaphysical redefinitions or escape mechanisms that would normally cause your ability to strike incorrectly, even the sorts of powers that would normally subvert, defeat, or break absolute backing even with those first two caveats will find no purchase on your powers, refined and sharpened in conceptual space to perfection. A shame that even this isn't enough to bypass Drawback grade fiat, but there's always a bigger fish.

(600 PC. Reward. requires Hyperspace Energy) Hypersonic Masterpiece: A variety of abilities that you may pick up as a jumper are based around particular ideas and concepts (not to be confused with conceptual power abilities listed in the previous reward, though overlap is frequent), ones which target or take effect based on particular categorizations or subjective ideas, delineated by things like the idea of swords, or good and evil. This reward affects all such abilities, perks, powers, or even things like items if you have relevant ones, and gives them... "Wiggle room". Normally these definitions will be solid in some way, based on some kind of metaphysical definition that you can skirt the edges of but typically not exceed. Now though, those edges become fuzzier, and your relevant abilities have more leeway in how you interpret them than you really should get-after all; plasma is a fluid scientifically speaking, and if those funny looking fantasy swords still count as swords then really why can't an axe or chainsaw? There are, of course, limits to how far this extra leeway can take you, but with repeated careful use... Well, the blurrier a line gets the easier it becomes to cross without anybody noticing.

(600 PC. requires Spatial Awareness) Column Leader Leader: If you're going to run a town, you need to know how to lead. This perk gives you peak mundane human leadership and logistics skills, all you need to know how to keep a growing settlement thriving and successful! At least under normal circumstances.

(600 PC, requires Spatial Awareness) Overhead View: Having to scurry around everywhere to oversee projects and give orders is a huge hassle, this gives you a strategic view UI you can open up any time you like to view your personal holdings from wherever you may be, receive pertinent information about them, and quickly deliver orders to your underlings or outline projects to make sure that things get done. Handy!

(+600 PC, requires Radio Burst and Restless Dead) Blueshifted Flare: You know how we can make getting your saves saved more frustrating? Make you go on a spiritual astral projection journey in order to get the saves printed out! These will be confusing, abstract, and a bit too close in quality to a bad acid trip for comfort, but if you make it all the way to the end of them through the confusing dream logic, the deadends, and the circular self discovery that stops making sense once you wake up, your game will print out your save in dreamlike encrypted text for you to decode as per Radio Burst. If it becomes too much and you back out you'll have to wait an hour to try and save again, but at least the astral journeys happen instantly from a real-time perspective.

(+600 PC, requires Blueshifted Flare) Below Death: So uh. Normally the astral journeys only end if you get overwhelmed or frustrated enough that you back out on your own. Now you can die on the astral plane. Fortunately (especially considering the dreamlike nature of these journeys) dying in the dream quest doesn't kill you in real life. But if you die while on an astral trip not only do you fail the astral journey as if you'd quit, you ALSO pass out for the full hour of cooldown time on trying to save again, which doesn't happen if you just give up.

(+600 PC, requires Blueshifted Flare) Ghostly Reduction: What's an astral spirit journey without vaguely unhelpful spirit guides? You will now need to call on the spirits you've exorcised from the Restless Dead drawback in order to help you through your spirit journeys. How helpful they are will mostly depend on how much the ones you call up like you or don't, and figuring out how to pierce obfuscation and deception at a social level will now be important, instead of just at the visual and symbolic level.

(Reward, requires Blueshifted Flare) Nebula Energy: Another prestige resource, a Tier 6 called Nebula Energy, which uses static pricing and costs solarity. Nebula Energy generates Nebula Dust based roughly on the square of your current Nebula Energy, and Dust greatly improves your Solarity gain. Additionally, for every Nebula Energy you have, you gain a number of Combo Benefits-specifically, at 1 Nebula Energy each fiat backed benefit you have (perks, items, properties, followers, etc) combos with all other benefits and generates a new one. Then every Nebula Energy after the first increases the number of pieces per combo-at 2 Nebula Energy you gain something for every possible 3-way combo as well, then every possible 4-way combo, and so on. Generally speaking the more inputs a combo has, the more powerful the combo result will be and the more it will evolve beyond the limitations of its inputs. Combo benefits get improved by other resources like Time Capsules and Space Energy just as things generated by

resources like Magic and Honour do, but combo-descended benefits can't feed into Nebula combos again.

(600 PC, Reward, requires Nebula Energy) Circular Growth: Who's got time to train everything when you've got this many abilities? This reward makes it so that none of your abilities or skills can be left behind. As you train things or otherwise increase their power, your other capabilities will also passively improve at appropriately high rates, up to the requirement required to make it so that no ability of yours ever falls behind to the point of uselessness or total obscurity. It is entirely possible though relatively rare for this to result in circular growth stretches where training one ability causes a bunch of other abilities to improve to the point of re-obsoleting the thing you directly trained which causes it to improve again until equilibrium is achieved. You have a very big toolbox, and now every last piece of it will be worth having.

(600 PC, Reward, requires Nebula Energy) Keep It Fresh: You can never have too many cool abilities, right? With this reward, the more different abilities, skills, powers, and and so on that you have, the easier it becomes to discover, invent, find, and so on more new abilities and powers to add to your repertoire. This is across the board in both cases, it won't narrow down to a better ability to find new kinds of magic if you specialize in magic powers, but every last niche skill, piece of knowledge, or useless quirky mini power you have further contributes to your ability to find new things to the point that you will be uncovering bizarre skills and abilities nobody would've ever thought of on their own once you've stacked it high enough.

(600 PC, requires Blueshifted Flare) Nebulaic Luminosity: Astral projection is hard, and confusing. But what if you were actually good at it? This makes you much better at interpreting and understanding what's going on during your astral projection spirit journeys. There won't necessarily be less moon logic, but you'll have a general idea of which direction the moon logic is pointing you at least. In future jumps this allows you to actually astral project for real, confusing but personally revelatory spirit journeys optional.

(600 PC, requires Blueshifted Flare) Primal Instincts: A large part of what's going to make the astral journeys so frustrating is that on top of being vague and abstract some parts of what you will experience and see will be actively deceptive, potentially wasting significant amounts of time and patience. So buy this, and gain a natural internal deception detector, mentally pinging you when there's something deceptive about what you're looking at or experiencing, even if it's not an outright lie or perpetrated by a conscious deceiver.

(+600 PC, requires Spatial Awakening) Ozymandias: You're going through all this trouble, you ought to have something to appropriately memorialize your accomplishments here. You now have access to a secret area on the roof, more of a discontinuous bonus level than anything, which contains large amounts of construction materials and tools, which you have to use to build giant monument buildings; one for every run of prestige tree you complete. Yes you have to do it by hand with the manual tools, and no, you cannot recruit the world NPCs to help you do

it. No you don't get to keep the monuments either, what kind of racket do you think this is? Because it's not the kind that pays for the skyscraper sized building in the shape of your face. At least blueprints for the buildings and scaffolding tools you'll need to construct them are provided for you.

(+600 PC, requires Ozymandias) Dust Production: Well the good news is that the bonus level area just got a lot larger. The bad news is because it now contains a quarry and lumberyard that you're going to have to work yourself in order to procure the raw materials to build your giant gaudy monuments to your own hubris instead of having the completed construction materials ready and waiting for you. Have fun(?)!

(+600 PC, requires Ozymandias) Into The Future: Now your monuments aren't just going to be big dumb hunks of stone, now they need actual expertise because they're going to have stuff like electronic components and monument sized mechanisms and stuff. Better brush up on your engineering skills!

(Reward, requires Ozymandias) Imperium Bricks: Another prestige resource; Imperium Bricks use static price scaling, and cost frankly inordinate amounts of Subspace. Imperium Bricks' resource related effect is across the board effect and gain boosts to all resources in tiers one through three. Their primary effect grants you, and all empires, polities, and organizations you control or own "development webs". Each brick adds a method of improvement and progression revolving around singular concepts such as "territory growth", "technology", "energy generation", or whatever else. Each web individually has infinite scaling potential to them (no matter how narrow their domain may seem at first glance), synergizes with development paths that were naturally possible, intertwines with and augments the development of all others you've acquired, can have progress accelerated by relevant examples of other technology, powers, and artifacts that you already possess, and even alone will typically have ramping gains when pursued which become superexponential when supporting webs are developed simultaneously. Your empires will never run out of horizons to conquer, and never reach a barrier to growth that is impossible to overcome or circumvent.

(600 PC, Reward, requires Imperium Bricks) Virtually Limitless: This... Is not a power! Instead, your warehouse acquires a brand new add-on, which may accept graftings of all other add-ons, properties, empires, and so on that you might possess at your discretion. That's not its purpose though, this add-on is an infinitely expanding and evolving expanse, constantly adding new lands, territories, resources, and more for your followers and warehouse-held empires to explore, expand into, and exploit. Everything added is perfectly primed to optimize the growth and development of those things which you've grafted to the add-on, such that your realms will innovate and refine themselves just off the stimuli of their new expansions better than you could possibly believe even as they expand at truly mind boggling rates. There is no cap, there is no limit to growth, and when it comes time to leverage your armies and devoted followers to your own purposes in other jumps, they will all but certainly be unstoppable... To say nothing of how great they can become if you, personally, remain involved in their advancement as well.

(600 PC. Reward. requires Imperium Bricks) Supplementation: Have you ever wondered what an empire sized collection of jumper grade minions would be like? Now that I've said it, would you like to find out? This is a power gift perk that takes your entire sheet as a jumper, barring gauntlet rewards (*especially* from this one), and applies it to every single fiat backed follower you have, with the special exception that your abilities always take primacy. This includes everything fiat backed you've got, your followers get warehouses, items, even followers and properties of their own, though followers generated by Supplementation do not receive their own loadouts unless transferred from their owners directly to your fiat backing somehow, and things like powers that grow over time will start at the fiat backed floor and need to grow over time for each recipient. Supplementation will also provide safeguards-any time it would be detrimental for a given follower or minion to retain particular benefits they will be automatically revoked for the ideal length of time-which can and will out traitors and subverted members of the crowd to their fellows. Finally, you personally benefit from this, because your own pre-gauntlet rewards loadout is now considered to be the combined might of your full empire and holdings, *after* accounting for the fact that all your minions have been buffed to infinity by Supplementation (though adjustments are made to what trickles up so that, once again, you do not get infinitely recursive benefit generation-it'll usually still be recursive in this case though, just not infinitely).

(600 PC. requires Ozymandias) Augmentation: Lifting all those big heavy stone blocks around is such a drag. You have to use sleds, and cranes, and all kinds of other stuff by yourself. This gives you low grade superstrength, strong enough that you can lift even the heaviest single objects you'll be handling in this project about as easily as a normal person could lift a heavy chair.

(600 PC. requires Ozymandias) Imperial Construction: What, you want to keep the monuments you build here that badly? Okay, sure, fine. Buy this and you'll receive every monument you build in a dedicated add-on in your warehouse, with the ability to import them into jumps at your discretion. This also makes the materials involved in the construction of the monuments fancier, and improves the quality of the tools you get to work with as well as upgrading a lot of the analogue ones to be electric or motorized.

(+700 PC. requires Anti-Calm and Spatial Awareness) Primary Termination: We fleshed the little world here out a bit. Enough so that, unfortunately, a standard jrpg dark lord decided it looked nice and moved in. It's now your job to go on a world spanning journey of the bizarre hodgepodge world this place has become, pick up wacky companions, grow your combat skills, and save the world! Yayyyyyyyyyyoh yeah and you'll need to do this once for every completion of prestige tree you need to go through, you won't be able to finish a run until a dark lord is beaten and the next one won't show up until you fully finish a run.

(+700 PC. requires Primary Termination) Practices In Perfection: It's not a proper JRPG without an involved story. It's now guaranteed that your journeys will be extended, involve you seeing tons of new sights, meeting new people, and even discovering new things about yourself! Of

course the tradeoff is that this greatly increases the duration and effort of every adventure and greatly complicates the process of trying to survive well enough that you can complete your incremental game runs without dying and failing the gauntlet.

(+700 PC, requires Primary Termination) The Blood Moon: Previously you would've been operating on standard JRPG time, there would be obstacles and enemies as you go but you weren't going to be on any kind of real time limit or have the dark lord proactively trying to stop you. That is no longer true, you're getting the fantasy novel approach instead of the RPG treatment now, so the dark lords will be very involved in trying to make sure you die before they do!

(Reward, requires Primary Termination) Mastery: Another resource, this time a tier 7 resource that uses static pricing at high scaling and costs Phantom Souls. Mastery's resource effect is to increase the power and gain of all regular resources in tiers 1 through 6. The main effect is that every single point of Mastery counts as a full strength universal capstone booster-the kind that takes perks from "okay" to "unbelievably busted in multiple ways". Further, it's *truly* universal, applying to and improving every fiat backed thing you have from items to followers to companions to benefits generated by other resources (though the gauntlet's rules against direct inter-reward synergies remains). Finally, the mastery capstone boosts directly stack onto each other to make their final effect-think of it as squaring the capstone boost effect instead of just adding together like normal universal capstone boosters might be, the first point of Mastery takes all your things and makes them into a completely overhauled but recognizable better form, the second will amplify them in even more insane ways than the first jump to the point that most may not even be recognizable as the same benefit, and it will just keep going from there. Make good use of these. Or don't, who's gonna stop you?

(700 PC, Reward, requires Mastery) Secondary Increment: Don't let Mastery render all your other capstone boosters irrelevant. All other capstone boosters you possess are now universal capstone boosters the same way your mastery points act (if you have any other universal capstone boosters that are less extreme in scope such as the traditional only boosting items and perks, they are expanded to match as well). Instead of simply acting as extra levels to the Mastery stack however, all of them will act as individual, separate universal capstone boostings at the end of the Mastery stack-each one you possess will multi-capstone boost all your stuff to the same degree, but in different ways and directions that reflect the kind of amplifications they gave to their original targets.

(700 PC, Reward, requires Mastery) True Mastery: This reward takes all your capstone booster effects (including Mastery) and redoes them, making them more than just a 'boost' and more of an 'evolution'. Where before a capstone boost might take fire resistance and turn it into fire immunity, now it may become full fire absorption that charges your abilities and heals you, or total pyrokinetic control so that even fire attacks that normally pierce immunities still fail to hurt you. This obviously affects Mastery and universal capstone boosters, but if you don't take Secondary Increment it will cause it to apply to all your regular capstone boosters as well, though they'll still only enhance the same things they did before-just way more.

(700 PC, requires Primary Termination) Tool Enhanced Speedrun: You're going to spend a lot of time outside your apartment, but that can be a problem when so many objectives are dependent on doing stuff inside it. This gives you a mental camera feed of the inside of your apartment dwelling, and a replica golem body that you can possess any time your main body is unconscious so you can try and keep up with all your tasks at once. After this jump it lets you keep the entire fantasy world that was generated for Primary Termination as a warehouse extension-but nothing that a different purchase would let you take onwards, those have to be taken from their respective choices.

(700 PC, requires Primary Termination) I Hate This Mechanic: Guess what? The RPG mechanics for your RPG adventure are sold separately. Take this and you get an RPG system for yourself that is fairly standard, albeit fairly extensive with things like achievements and multicladding and such, plus a level cap that goes all the way to 9999, even though there's no way you're going to need more than 100 around here. You keep it after the gauntlet, as well as all progress you've made with it.

(+700 PC, requires Blueshifted Flare) Tool Enhanced Speedrun: We've made saving your game too easy I think. Now instead of just having to decode everything the previous challenge modifiers have given you, the encrypted information you will receive is for the purpose of constructing a massive oversized clockwork monstrosity that somehow does the saving for you. Every section will cause the clockwork assembly to grow more and more complex, though somehow fitting into the space just fine, requiring ever more complicated and precise positioning efforts. Fortunately every time you complete Prestige Tree the clockwork requirements are reset, so it won't just keep going forever, but that's still a lotta gears you gotta decipher and place. Even the first few levels will make a fancy watch look like a connect the dots book for toddlers.

(+700 PC, requires Tool Enhanced Speedrun) Yearly Solar Output: Gears don't turn themselves! You now have to figure out how to provide the thing with constant rotational energy to keep the clockwork turning, which will also increase as the thing gets more complicated. At first a simple handcrank and spring will probably work, but you better start looking into magic and high tech options if you wanna make it all the way through your game.

(+700 PC, requires Tool Enhanced Speedrun) So Many Teeth: We have removed the fiat backed self maintenance from the machine. Now you'll have to either make modifications to the machine yourself to grant improved redundancy and self correction, or else get totally buried under the increasingly convoluted machine's increasingly crushing maintenance time requirements! The more pieces it has the more ways there are for something to go wrong after all!

(Reward, requires Tool Enhanced Speedrun) Gears: Another resource, Gears, which are a tier 7 resource with point pricing, with gain based on Nebula Dust. Gears produce Rotations every jump, gradually slowing over time, which improve the effects and gain of the four tier 6 resources shown so far. Additionally, every Rotation you possess causes your abilities to scale upwards, gaining an increase in efficacy and power equivalent to the amount needed to take your very weakest ability/benefit (before improvements from any other fiat backed benefit) to the point that it equals the greatest power of any jump you've been to so far-and that level of direct power increase will be applied to every fiat backed acquisition you have a number of times equal to your total Rotations.

(700 PC, Reward, requires Gears) The Perfect Being: Take this and the scaling effect of Rotations is now able to take the better of in-setting examples or your own feats/capabilities to choose from, though your feats and capabilities in this case are sampled from before the effect of rewards from this gauntlet (as per the list of stuff that can't be directly boosted/interacted with) in order to prevent instant infinite loops.

(700 PC, Reward, requires Gears) Option E: One thing that power collectors might lament is how the process of scaling abilities upwards often tends to homogenize them. Five different flavors of unique fire magic are often going to be functionally identical once they've all been boosted by enough different fiat effects to bring them up to par with your universe buster fists. This reward now makes it so that all your various rampers, enhancers, and other modifiers maintain diversity among your benefits when improving them, adding back on new features and tradeoffs as necessary. Your perks and items are going to do stuff you never could have even imagined before, a smorgasbord of options that will be true options, not just fifty names for the same endgame abilities.

(700 PC, requires Tool Enhanced Speedrun) Tool Assister: This purchase makes you a master mechanical engineer and tinkerer, gives you superhuman precision and steadiness with your hands, and gives you a convenient 'machine whisperer' talent, such that you can reliably identify when something is wrong with a machine and what just by listening to it operate (or fail to operate) for a few seconds.

(700 PC, requires Tool Enhanced Speedrun) I Understand Your Pain: Holding such a ridiculously complex and pointless machine in your mind can get really, really difficult. This is a superhuman visualization and comprehension perk to help you survive having to build this stupid thing just a bit better by making it so that you can mentally handle the load of trying to fit all the pieces together in your head and keep in mind how they all interact.

(+700 PC, requires Spatial Awareness and Ozymandias) Artificially Mindless: This game uses up a lot more CPU than I remember... Oh well, guess you're gonna have to build a giant remote supercomputer in the Ozymandias monuments pocket dimension in order to play your game! You will have to not only carefully assemble it by hand but also personally program it in order to

handle the intensely absurd cpu hogging of the game down in your apartment. And it's likely that the requirements will grow enough as you get further into the game that no matter how much cpu overhead you tried to leave yourself to have him to grow, you didn't add enough, and will have to go back and add more at least a few times through your run. Hand tools for stuff like electrician work and circuit board soldering will be given.

(+700 PC, requires Artificially Mindless) God is a Turtle: Prove your worth, now you have to build a machine to build the machine. Or more accurately you have to build a computer capable of running the ridiculous machine design 3d software through its simulations to the end before you can build the actual, even bigger, machine computer to yourself. Why do you have to do this? Because it's a gauntlet and you took this challenge modifier, we outta verismilitude.

(+700 PC, requires Artificially Mindless) Haunted Forever: No QA, we test in production like menchildren. You're no longer allowed to directly test and debug your machine computer. Either you get it right on your first assembly, or you'll discover the error when it crashes your game and corrupts your run, forcing you to start over from the beginning of the game. Whoops! Better do it right next time.

(Reward, requires Artificially Mindless) Machine Parts: Another tier 7 resource with point style cost: Machine Parts. Machine Parts cost Imperium Bricks, and improve the gain and effect of Machine Parts, Gears, and Mastery. Huh, how about that. In addition to that, every Machine Part you have grants you an extremely powerful form of causal fortune; the first one will grant you regular non-directed good luck on the scale of "quantum tunneling materializes a complex FTL spaceship you needed right when you needed it", the second one will likely be some form of fate manipulation of similar strength, and it will go from there, adding new forms of luck enhancement, fate rigging, and narrative alteration (plot armor, enforcing particular sets of genre conventions when you want them, rearrangement of story layers...) to create an overlapping web of "things go the way I want them even without active intervention" that will only grow denser and more varied the more Machine Parts you have.

(700 PC, Reward, requires Machine Parts) Innermost Desire: Imagine your life as a book being written by a distant and mostly indifferent chronicler. Imagine this reward as swapping out the old narrator for a future version of yourself fully aware of the different pathways and endings your life could possibly take, and then ham-fistedly driving you precisely through the route which most heavily favors you. This won't necessarily make everything *easy* for you, if ensuring your prosperity and security requires putting you through some scary or dangerous situations, it'll happen! But this is a hand on the scales that always ensures that your life is as successful, by your metrics, as possible. Initial conditions can be variable, and outcomes are pliant, all of it in the figurative hands of the you who would be best suited to ensuring all of it works out. Some effects that you might expect from this include reality regularly locking into the genre that you're most comfortable living in with you as the favored protagonist, total negation of hostile narrative manipulations including plot armor and plot armor pierce, and having a gut instinct for the best way to navigate any given scenario even when your information perks fail you. Expect it to preemptively align your Machine Parts abilities to set things up for events much further into your

future than they should normally "see" too, as well as synchronize their effects even better than before.

(700 PC, Reward, requires Machine Parts) Breaching the Barriers: You're going to have a lot of abilities that passively influence and manipulate reality in your favor. This reward makes them 'contagious': any person, place, thing, event, setting, and so on that begins feeling the influence of such abilities that you possess will also begin to act as a carrier for those abilities, subtly expanding and reinforcing the web of interconnected causality manipulation that weights existence in your favor. A universe that you significantly grow your personal influence in will become an impenetrable overlapping nest of these powers as they become rooted in every person and thing in reach, reinforcing each other's effects in your favor and forming a knot of overlapping potentials nearly impossible to root out by hostile forces. And that's to say nothing of how these effects being spread by transmission vectors can increase the strength and scope of your advantages beyond your conscious frame of reference.

(700 PC, requires Artificially Mindless) Into the Core: This gives you mildly superhumanly good computer science, computer engineering, programming, and other in that category skills. You will be just a bit better than the best in every computer related category, at least as far as humanity goes. Very useful when one of your main tasks is to construct a supercomputer the size of a building.

(700 PC, requires Artificially Mindless) Obstacle Override: You may find yourself struggling to make the machine you want with the provided pieces, to say nothing of if you took Dust Production and have to assemble your circuits from scratch. This is a little magazine that allows you to exchange base materials for other base materials, albeit at rather exorbitant rates, meaning that you can trade out junk you've got too much of for the stuff you're struggling to find to use in your construction projects! After the gauntlet is over the prices are reduced so that exchanging resources happens at roughly one to one value equivalence, instead of the aggravatingly high markup it has here.

(+800 PC, requires Radio Burst and one or more of: Primary Termination, Tool Enhanced Speedrun, or Artificially Mindless) Motivation: Someone has to build this whole thing for you to go through. And now that someone is you! Once you successfully complete all of your runs, you will be sent back in time with your apartment to an empty, featureless plane. The decryption signals from Radio Burst will change, instead giving you instructions to summon materials from the void and how to assemble them in such a way that once you are finished, the whole thing will snap together to form the starting conditions of the gauntlet. Screw any of it up and a time paradox kills you and eats the gauntlet rewards, meaning failure, so make sure to check your work thoroughly before signing off on it!

(+800 PC, requires Motivation) Energy Release: Previously, all moving parts (like people, magic flows, hamster survival) would be frozen in stasis while you worked to ensure that you could get

it all done without issue. Now that is no longer true, once you bring in a person, living thing, or other object, you'll need to corral and convince them into the correct positions and make sure they don't get killed by some other construction aspect! Given they're gauntlet NPCs they'll be pretty pliable, but it'll still feel like herding cats sometimes just by the amount of things there'll be to juggle by the end.

(+800 PC, requires Motivation) Watt Are You Doing: I hope you paid attention to what was going on before, because now the radio bursts only tell you how to summon up the pieces you need to assemble the gauntlet sim, it's your job to remember how things went well enough that you can assemble a plausible starting position for the whole gauntlet! This runs on standard time travel rules, the results don't necessarily have to be what you thought they were the first time around, they just need to be such that the situation will match what you *experienced* in your first go around. As a singular mercy, plausibility will be on your side, you won't get KO'd because of placing random pebbles just slightly differently from how you saw them or similar-but the pebble you slipped on and almost sprained your ankle better be in close enough to the right spot for your past self to slip on it later.

(Reward, requires Motivation) Energy: The newest resource is, unusually, a Tier 5 again. Energy has point pricing, costing exorbitant amounts of Solarity, and generates Watts every jump (which aren't reset during tier 6 and 7 prestiges like Energy is). Watts improve solarity and superbooster resource effects, and the main effect of Energy grants all your meta-perks and second order benefit benefits (direct perk upgraders, power uncappers, harmonizers, and so on: jumpdoc acquisitions you have that directly and explicitly improve other jumpdoc acquisitions) an exponential scaling bonus based on how much you take advantage of their boost. Think of it like X^Y , where X is equal to your current Energy, and Y is determined by how much you're using the abilities boosted by the meta-perk. The more Energy you have the faster the relevant perks and powers gain strength to distribute to the other affected abilities based on how much you use the affected abilities in question.

(800 PC, Reward, requires Energy) Failed Error: A lot of meta-perks work qualitatively, improving other things according to some descriptive criteria or by adding additional effects. Most others are quantitative, applying discrete multipliers or numerically definable benefits to the parameters. Both have their advantages, but both have their weaknesses. Now all of your meta-benefits, whether that be perk power multipliers, power uncappers, item evolution bonuses, or whatever else now do *both*. Qualitative boosters gain an appropriately powerful quantitative effect, and vice versa. Anything you have that does both gains a new qualitative *and* quantitative effect, how nice!

(800 PC, Reward, requires Energy) Overflow: All these meta-perks and so many edge cases where they might not apply the way you want them to... Well not anymore. Now, as you make use of your meta-benefits their domains and applications will start to expand and overflow. Those magic boosters? After a while they start affecting psionics and ki because those are close enough, right? Your ability that improves fiat-backed items? Give it proper exercise for a few jumps and it'll stretch out to just boost whatever you happen to pick up and be using at the

moment. That meta-booster that improves the raw damage output of abilities might start creeping outwards into lowering power cost or expanding range as well... And all you gotta do is use the perks and items your meta-benefits improve, isn't that handy?

(800 PC, requires Motivation) Dioramic Mind: Your mind is like a diorama-which is to say you have absolutely perfect spatial awareness and recall. You can identify exactly where things were, how they must have traveled to get where they were, and generally will be able to reasonably identify where everything goes in order to make sure your reconstruction is accurate. This has other applications outside the ridiculous gauntlet requirements so you'll keep it post jump too.

(800 PC, requires Motivation) Goldberg's Revenge: I'm going to be unnecessarily blunt to balance out this perk's effect. Go look up rube goldberg machines online. You now have the uncanny ability for making things do that kind of stuff in real life, knocking everything into place in elaborate multi-result chains of effect.

(+800 PC, requires Spatial Awakening and one or more of: Primary Termination, Tool Enhanced Speedrun, or Artificially Mindless) Post-Chapter Reading Comprehension Quiz: After completing all of your runs, you will be sat down in a quiet classroom, and given an extensive reading comprehension test on all the little things that happened during your journey. This will include what you had for breakfast on day 3, the thought that crossed your mind at a bad time and almost resulted in you stepping on one of your generator rodents, and so on. It will be exhaustive, and you need to get 100% score or else you will get a bad grade in jumpchain and fail the gauntlet, receiving none of the rewards you acquired here.

(+800 PC, requires Post-Chapter Reading Comprehension Quiz) Apply Your Knowledge: In addition to the main section of the test, there will be a section of comparable length for short essay responses where you will be required to give predictions on how the gauntlet and situations within it might have gone differently if particular things were changed (if you had arrived with a different perk setup, if an NPC was spawned in a different place, etc). These predictions don't have to be perfectly accurate, but they have to be at least highly likely given all the details and connecting features of the circumstances in question.

(+800 PC, requires Post-Chapter Reading Comprehension Quiz) Pay Attention: The quiz is no longer guaranteed to only include details that directly crossed your attention. It can be anything that you reasonably could have noticed or gotten information on if you had decided to. A lot of these will end up being stuff you can deduce from other details probably, but it would be a good idea to pay attention to everything as you go through the gauntlet, and maybe set up an information network too while you're at it.

(Reward, requires Post-Chapter Reading Comprehension Quiz) Neurons: This resource is also a Tier 5 resource, with static pricing, that costs outrageous amounts of Subspace to gain.

Neurons generate increasing amounts of Thoughts, which don't reset on tier 6 and 7 prestiges like Neurons do and provide significant boosts to Subspace's effect and gain (not Subspace Energy, Subspace). Neurons' primary reward effect however is to grant you an exponential direct power boost to any activity you engage in where you overlap the effects of other benefits you have-utilizing more of your things at once to solve problems causes exponentially increasing effectiveness of said abilities, basically. This is similar to how Energy operates, except more immediate but with better scaling as a result: X^Y where X is your current Neuron count, and Y is the number of different benefits you have active while trying to pursue your goal. This power increase isn't necessarily raw output, it can take the form of greater range, greater sophistication, or more esoteric forms determined by what ways you are synergizing your options to improve the end result-the boost shifting fluidly as particular areas need more or less enhancement to do what you need.

(800 PC. Reward, requires Neurons) Noise To Signals: Neurons' power boosting effect allowing you to trivially pump your power projection by numerous orders of magnitude simply by using as many of your abilities at once as you can in an effective manner is pretty nice, but it being a solely immediate jump focused on the task at hand sucks. Now whenever you accomplish a higher level of synergy stacking, it permanently sets all involved powers to the degree reached in all applicable areas of improvement, and automatically ramps upward with future Neuron gain. Try shuffling your synergies around to see what abilities you can pump, get creative and you could see your capacities launch to unimaginable heights.

(800 PC. Reward, requires Neurons) Powerful Mind: A funny thing now is that as you use your various abilities together, you will find that not only do they tend to synergize together far more effectively than they should, they often result in additional second order effects that while thematically relevant should not logically ensue from the combination enacted. In essence, the synergies between your powers, items, and so on don't just turn out perfectly, they work better than perfectly, generating brand new options and applications ex nihilo to further enhance the power of synergistic effects. Keep at it long enough and these generated effects can be leveraged into separate benefits entirely, which can then be reapplied elsewhere in the web of natural synergies you're building or benefit from your various rewards as any other independent fiat-backed perk or item might.

(800 PC. requires Post-Chapter Reading Comprehension Quiz) Big Brain: Okay so you need to remember all this crap perfectly because it's going to be on the test. You now have perfect, infinite storage photographic memory with perfected recall, filing, relation, and so on. The works. "Hey mr intern doesn't this potentially trivialize the challenge modifier" yes, maybe, but it's not my job to balance these things especially because there's not much balance to be found by this point. Go wild. "Hey mr intern isn't this just a better version of a perk you offered earlier in the gauntlet" god why do you people ask so many questions I just work here man.

(800 PC. requires Post-Chapter Reading Comprehension Quiz) Thinking Ahead: Given it's possible that you might not be paying attention to the right things at the right time it would be good to have some way to be paying attention to the right things at the right time. You will now

get premonitions about things you encounter that will be important later, or details you discover that you might want to look into more. This won't tell you exactly which information you need to hang onto for later, but it'll get you pointed in the right direction to avoid getting screwed over by not seeing minor details that become critically important however many hours, days, or years later. This power will be retained into future jumps as normal but will likely fire much less often, since you aren't going to be quizzed on every last pebble and leaf again in future jumps.

(+900 PC, requires Motivation, Enhanced Speedrun, and either Artificially Mindless or Primary Termination) Build-A-Bot: So you finished making your perfect recreation of the starting conditions of your gauntlet. Great! Now you're tasked with assembling an enormous cloud of nanobots that will play out a functionally perfect replication of those events over and over again. You'll need to build, program, and partition them in such a way as to make sure that not only can the botswarm replicate everything perfectly, it can also maintain accuracy over extremely long periods of time despite the natural loss to things like violent events in the recreation or code decay due to natural entropy. Let's say a hundred trillion years with no noticeable deviations? Good luck, sucker!

(+900 PC, requires Build-a-Bot) Growth Expert: Grey goo time baby! You'll notice that the main portion of your gauntlet has been taking place in a 'set' in the middle of an infinite featureless plane. This has technically always been the case (though generally obscured with boundary limitations in the levels before Energy and Neurons) but now the 'infinite' part becomes relevant, because your nanobot swarm also needs to be capable of endlessly replicating itself outwards, turning the featureless plane into endless replicating recreations of your gauntlet. You retain the entropy survival time requirement present on Build-a-Bot, which will be much worse with an expanding swarm than a static one, and your grey goo bot swarm must quintuple the number of recreations every duration of those recreations.

(+900 PC, requires Build-a-Bot) External Variables: Running the same version of the gauntlet over and over again is a waste of resources, let's run multiple versions of the gauntlet. Now your nanobots need to be able to accept variables and changes to starting conditions (such as different sets of the drawbacks from what you chose, different individuals attempting it, etc) and successfully recreate those alternate possibilities with the same level of accuracy they use to recreate your run. You should set them to randomly run through these alternate possibilities when not specifically ordered to do particular ones, with the original run making up around 1% of the automatic replays.

(Reward, requires Build-a-Bot) Robots: Robots are a tier 6 point pricing resource, which cost Watts. Robots generate a subresource Minibots, which provide significant boosts to Robots, Energy, and Gears and are not lost on tier 7 prestiges. Each Robot you have also gives you access to an 'alternative ruleset' that you can forcibly apply to reality-either to specific areas, specific people, or even the entire setting at once (or the entire setting at once with sub-areas carved out for other rulesets). These rulesets can vary greatly from alternate laws of physics to

making game mechanical RPG systems trigger during combat to enforcing particular sets of genre conventions, and while you can't have conflicting or overlapping rulesets placed on a particular person/place/thing at the same time, you can choose priorities and swap out among the rulesets you possess as quickly as you can think to. These rulesets can be considered to themselves be jumpchain fiat-backed, making them capable of overriding or defeating absolute or power interacting effects short of Drawbacks that might break these rulesets if they were applied using a normal perk.

(900 PC, Reward, requires Robots) Edition Collectors: Your Robots are gonna collect rules for you pretty quick most likely, but if you pass through an area with particular laws of physics or whatever it would be nice to pick them up. You now automatically copy the rulesets of any setting you pass through-laws of physics, magic systems, even things that only exist on the other side of the 4th wall like UI and game mechanics (which can of course be set to apply in-universe once you have them). Even better, you now have the ability to mix and match the effects and parameters of the rulesets you have access to into new secondary rulesets, formed of the combined features and details you selected from the others. Obviously this has a wide variety of cheesy applications but that's kinda the point innit?

(900 PC, Reward, requires Robots) Crowned Royally: The limit on placing multiple rulesets in place at the same time if they're capable of interfering with each other has been lifted. Any time a conflict comes up between the rules you have in place, it will be resolved among the active rulesets according to whatever result you would most want/most benefits you personally. For example if you have a rule saying only blue attacks can succeed and a rule saying red attacks always succeed you can't make green attacks succeed on a whim or cause blue attacks to be adversely affected but red attacks will only ever hit when them hitting is good for you. The rules exist to benefit the ones who make them.

(900 PC, requires Build-a-Bot) Floating Prism: The things you make are no longer ever subject to the whims of natural entropy-swords can still be damaged and broken by usage outside the grade they can handle or through being neglected and allowed to rust in the rain, but no amount of regular use or just sitting in a storage room will cause them to fade. Organizations will last until confronted with problems they can't handle, creatures you make don't wither from old age, a universe you build would be immune to the ravages of probabilistic entropy. Conveniently this also protects against things like gradual code corruption in programmed electronics.

(900 PC, requires Build-a-Bot) Completed Tech Tree: One itsy bitsy little detail I may have neglected to mention earlier is that while you will have the raw matter needed to theoretically build a super nanobot swarm you do not actually receive the knowhow to do so by default-a large part of the challenge is developing the techbase to make nanobots which can actually carry out the objective in the first place. Buy this perk and you receive a robust and multifaceted sci-fi techbase advanced enough to perform this task as innate knowledge-though you'll still need to do the programming and troubleshooting yourself which is going to take a long time in its own right.

(+900 PC, requires Post-Chapter Reading Comprehension Quiz, Artificially Mindless, and either Enhanced Speedrun or Primary Termination) Planning For Success: The lab boys are getting a little tired of coming up with new ways to make your life difficult so now every so often (around 10 times over the course of each run of Prestige Tree-not connected to time spent so it'll be the same number every save you complete) you'll be required to come up with new complications and modifiers on your gauntlet, which will then be applied to continue making things harder for yourself. If your suggestions don't meet a proper threshold of difficulty you'll be required to continue suggesting new things until the whole batch increases the difficulty enough to go through at which point you'll be allowed to continue gauntletting. The threshold each time won't be huge-but it'll definitely add up as you have to add more and more each time, enough for the overall drawback to be on par with Build-a-Bot. At least the self-applied difficulties are removed every time you complete a run of Prestige Tree so it won't stack up even more horribly-just be sure not to over-inflict yourself since you don't get extra points or leeway for that, just more suffering.

(+900 PC, requires Planning For Success) Dizzy Whirl: Okay, little change to the self applied difficulty modifiers. 1: they now no longer reset between runs. 2: they now happen periodically over time in addition to the 10 progress based ones, so if you take too long in finishing the gauntlet they'll stack up even quicker. Have fun! Or don't, I guess not having fun is the most likely outcome at this point.

(+900 PC, requires Planning For Success) Quality Assurance: We're gonna be a little more rigorous about your suggestions from now on, so you're getting a little more 'incentive'. First, no more trying to fiddle with effect outcomes by applying modifiers that can theoretically be cheated to actually make your life easier-those already counted negatively to your modifier batches but now we're going to outright flip their effects to be purely negative and slap them on you that way. And second, any suggestion you make (including all flipped 'positives') that doesn't reach the difficulty investment threshold will just be applied without counting towards your limit-no bundling. Though interactions that cause modifiers to make each other harder are at least still accounted for in valuing new additions, you still better try really hard to get it right on the first try.

(Reward, requires Planning For Success) Ideas: A new resource, what a surprise. This time you gain access to the tier six resource Ideas, which have static pricing and require Thoughts. Ideas generate a subresource Revelations based on themselves and improved further by Thoughts. Revelations boost Neuron and Machine Part gain, and are not reset on tier 7 prestiges. Ideas also have the effect of granting you a new universal way to manually improve your various benefits for each Idea you have. The one you get from the first is always training-which causes training and learning to become a universally uncapped method to improve your stuff: normally static powers start to improve with practice, items physically improve as you use them, training with companions and followers causes them to increase in power... And that's just your starting point, each new Idea will give you a new universally applicable method, with each of them

stacking and mutually reinforcing each other-engage in all of them at once and you'll see truly ludicrous improvements across the board. And as a little extra bonus, all effects you have that apply to one or more Idea-backed growth methods will now apply to all of them; for example Prestige Points' training multiplier.

(900 PC, Reward, requires Ideas) Custom Job: Hey you, you still wanna be able to custom design your own abilities even with all the ones you've got already, don't you? This reward is the ultimate in power/item assembly-it functions by copying all the possible properties and property permutations of the stuff you've already acquired-physical stats, modifiable parameters, abstract concepts, narrative thematics, and so on-then letting you custom match them together in any configuration or conceptual assembly structure you can imagine (and a lot you currently can't). Now I'll be real with you, this thing is a *beast*, basic recombinatorial power assembly (take a fireball power, change it to ice, then crank the output stat way high to get a 'flash freeze the universe' spell) is trivial enough to do but if you really wanna get the best out of it you're gonna have to learn the system and how to do things like fiddle with abstract idea tweaking and rearranging symbolic connotations, but you'll figure it out I'm sure, your earlier rewards will give you plenty of intelligence boosts for it.

(900 PC, Reward, requires Ideas) Studied The Blade: Are you lamenting that you can't have spent your entire chain working with that one really cool power booster you got twenty jumps in? Now you did! All benefits you have; items, powers, followers, etc, now have a 'floor' provided to them that is equivalent to if you had spent the entirety of your chain so far wholly focused on improving and boosting that thing in particular with an optimized plan and access to every benefit and opportunity you have or had access to up to your current point in the chain. All of your Idea provided power leveling systems, all of your training boosters, everything, all running at max power. And then all the improving you've *actually* done is stacked on top of that with similar benefits so doing the hard work yourself is still worth the time. Never skipped leg day, or any other day.

(900 PC, requires Planning For Success) Smarter Not Harder: You now have the miraculous ability to tell exactly how much effort you need to put into something in order to get what you want out of it, or to get the best return on investment overall out of various options. Yes this does give you a rough idea of what suggestions you come up with will be good enough for the hardship threshold of Planning For Success.

(900 PC, requires Planning For Success) Harder Not Smarter: You naturally adapt to any difficulties and hardship that you regularly encounter in your life. It takes frequent exposure, more of it the more extreme the adaptations will be, but this can be things like mentally adjusting to annoyances, quickly building up effective habits, or developing fire resistance once your hair catches on fire during welding enough times. Really there's not a hard limit beyond needing to survive enough exposures to build up your tolerances and adaptations.

(+1000 PC, requires Primary Termination, Build-a-Bot, and Planning For Success) Slight

Importance: Alright, you've cleared out an absurdly over engineered extremely unfair gauntlet process, and demonstrated an unbelievable mastery and understanding of it. Now you have to force that on someone else. After completing all the earlier pieces, including Energy's, Neurons' and Robots', you will be presented with an enormously powerful artificial hyperintelligence of unfathomable scale. Your final mission is to convince it, through sheer charisma and deception, that it should perfectly simulate in its internal dataflows the entire duration of the gauntlet before this final stage-and it must make it all the way through the process, which the AI will quickly discover will eat up a very very large portion of its processing power. Good luck.

(+1000 PC, requires Slight Importance) HATE: Have you ever heard of the story I Have No Mouth And I Must Scream? The superAI now hates you-and you specifically-with the intensity of the evil super AI from that short story. Luckily for you if it shoves you in the infinite torture device it'll just count as an immediate gauntlet failure as if you had died so you won't get infinite tortured, but... Well. *Good luck.*

(+1000 PC, requires Slight Importance and The World Is Ours!) Will Of The Hypergods: So you have a civilization to manipulate, and a superAI to convince. This combos the effects-instead of just having to convince an AI and manipulate a growing civilization into performing this task separately, you must now carefully manipulate an entire civilization of hyperintelligent superAIs into all individually simulating the process of this gauntlet. This drawback is by far one of the two hardest in the entire gauntlet, you should not take it unless for some reason you've already taken all the others and still want more points.

(Reward, requires Slight Importance) Superintelligence: A brand new tier 7 resource, Superintelligence. It uses point based accumulation, costs a fairly significant chunk of Revelations, and boosts the gain of all backtrack and tier 7 resources. Additionally, for each point of Superintelligence you possess you gain 100 extra CP every jump, which is banked (and therefore savable across jumpdocs) but not affected by any of the rewards here that accelerate resource or power gain (you would need effects that directly target CP for that). Each point of Superintelligence *also* gives you access to one randomly chosen supplement or jumpdoc from across the entirety of jumpchain-not just the ones your world has copies of, all of them-which you can also spend your banked CP on at will, though this is just for acquisition of powers, companions, and similar-you won't actually get to go to the jump itself like this. Expect to see some things you never even considered were options-the docs you've seen so far are but a very small subset of what the Benefactors have access to, believe me. Also to head the question off at the pass, yes it still counts as CP even if it's got a funny name and shape like "Prestige Coins".

(1000 PC, Reward, requires Superintelligence) What A Useless Feature: Active CP manipulation is a trick that typically only comes once you get your Spark... But it doesn't *require* a Spark, it's just one of the things that comes with Sparking by default and is usually inconvenient to let active jumpers have access to. This reward gives you that-you now have the ability to shuffle around your allocated Choice Points-removing them from abilities, weakening

the fiat backing on certain parts of abilities (or on drawbacks-making them easier to mitigate or remove through other means), pumping it into other abilities to give them stable backing, slapping full strength drawbacks on others to gain CP as if you had taken them yourself... But most of this is stuff you can probably replicate already through lesser effects, the really valuable part of this is that with enough practice you can target the CP of other jumpers should you ever run into renegades or the like-to the point of stripping non bodymod perks or forcibly applying full strength Drawbacks you've collected or seen onto others if you're willing to permanently spend CP on it. A couple warnings though. First: this isn't gonna work on Gauntlets, gauntlets tend to get special priority and if the gauntlet is already blocking your CP Control you can't use your CP Control to bypass the gauntlet. Second: don't use this on a Benefactor or even Post-Sparker unless they're already actively trying to kill you, the usual rules that partially shield you from Benefactors other than your own go out the window if you do and you *will not win* that matchup.

(1000 PC, Reward, requires Superintelligence) Surplus Market: Okay you've probably noticed that with your Superintelligence running and all your reward resources at such absurd levels you're quickly going to accumulate more CP than you've got good stuff to spend it on. This is halfway to being an item rather than a power, but we can give you guest access to the CP Exchange and the metaphysical mojo needed to apply some of CP's secondary uses. First, you now have a few new things you can do with CP; one is the ability to invest it in benefits you've already got to reinforce their abilities-this can be raw power increases but most applicably it has a tendency to make them immune to even high grade power nullification or make them inexplicably immune to absolute conceptual effects and conditions that would normally render them useless. Just be careful about overcharging things too much, once you pop above about x10 original investment value items and perks tend to start treating linear causality as a suggestion and applying their effects in ways that require more than just a dimmer switch to completely undo. Additionally, CP can be solidified into a handful of different materials, with the most typical forms being Energy-like, Mana-like, Solid, and Fluid. At your level this makes it basically the ultimate smart matter and a way to efficiently relay powers into new contexts and shapes, but I personally recommend focusing your supertech research perks into this stuff as soon as you've got time if you're interested in the real applications. And of course you can now directly turn other fiat backed benefits into true Perks and Items-the main thing that changes being that they aren't dependent on your own jumpery existence to continue so if you hand them off to allies and followers they will continue to function even if you get smote by a ROB or otherwise suffer sufficient critical existence failure that all your power sharing and granting fails-meaning that your minions and allies can maybe act as extra failsafes if you get got by a Renegade or piss off your Benefactor. Finally, you have access to the CP Exchange, which is a sort of remote market you can use to sell off your CP in exchange for other things-it's sorta the closest equivalent to money for Post-Sparkers and Benefactors, but your volumes are mostly gonna be too low for anyone other than other jumpers to care about. Look around though, you'll have options to build connections, acquire powers and items that might normally be nearly impossible to get through jumpdocs, and perhaps even purchase favors and information from your peers or the occasional desperate Post-Sparker or Benefactor: it never hurts to have someone of that grade you could call in to solve a problem for you if you really need it.

(1000 PC, requires Slight Importance) Think It Over: Ever been bummed out by not having enough time to think over your response in a conversation? Can't think fast enough to plan your next move in a firefight? No more! Now time only moves when you're taking action-completely stopping for as long as you're not doing anything so that you can think your problems over for a theoretically infinite amount of time! It's super useful, enjoy it hotshot.

(1000 PC, requires Slight Importance) Diplomatic Package: Okay so what you're tasked with doing here is maybe not the smartest thing to be doing, so have a total immunity to pain, trauma, mental overwrite, and hostile mind manipulation. What, you wanted a charisma perk? Too bad, you just gotta figure this one out on your own.

(+1000 PC, requires Primary Termination, Build-a-Bot, and Planning For Success) The World Is Ours!: So, you've cleared out all the previous requirements, including those of the various backtrack resources. You are now placed in a vast universe, with the ability to transport yourself to any world where life exists. You have one final goal-covertly manipulate at least one civilization so it grows to the point that it has the technology to fully replicate your gauntlet's requirements and conditions, and has its culture revolve around trying to beat the gauntlet with all its unfair restrictions and requirements. You have as much time and tries as you can get through without dying, and as for what 'covert' means you simply must do it in such a way that the influence cannot be traced back to one single figure (ie: the fact that you're responsible must remain unknown or else it invalidates your efforts with that civilization). By default this effort will be separate from that of Slight Importance, you will attempt them "simultaneously" across split instances of yourself in such a way that you can't use either setup to help with the other. This changes of course if you take Will Of The Hypergods or Primordial Turtle Soup, which both combine the two requirements as outlined in those challenge modifiers meaning you no longer do them separately.

(+1000 PC, Reward, requires The World Is Ours!) Trickshot: Now your manipulations can't just be covert, they actually need to be indirect. No planting copies of Prestige Tree into their Internet archives, no bribing politicians with initiatives that suspiciously mirror particular drawbacks, no sneakily altering plans of their ur-gauntlet to match any details that differ from your original setup because they understandably recognized that the full list of drawbacks is completely insane and unreasonable to attempt.

(+1000 PC, requires The World Is Ours! and Slight Importance) Primordial Turtle Soup: Let's get *really* into the bit. The version of the gauntlet you have to manipulate people into recreating is no longer the truncated one before The World Is Ours and Slight Importance, it's the *full thing*, complete with needing to convince new civilizations and superAI to commit to it as well. And as a cherry on top, the civilization must have at least one person not specifically optimized for the gauntlet process successfully complete it, likely an endeavour that will take eons upon eons of tries and repetitions and who knows what. If taken with Will Of The Hypergods this becomes

recursive, you must end up with superAI hypercivilizations being manipulated into convincing themselves to replicate the gauntlet including the process of simulating superAI hypercivilizations being manipulated into convincing themselves to replicate the gauntlet ad infinitum. Do not take this challenge modifier unless it and Will Of The Hypergods are the only ones you haven't taken yet. Don't take both unless you're really, *really* certain you need the extra points. Really.

(Reward, requires *The World Is Ours!*) Civilization Power: One last tier 7 resource. Civilization Power, it has static pricing and costs Imperium Bricks, and gives various boosts to all resources below tier 7. Civilization Power also does something... Special. Certain Benefactors do an interesting thing with their jumpers that one could consider a sort of Schrodingers Jumpchain-running the chain through numerous probability states and potential routes all in tandem to optimize for particular outcomes and jumper growth features. Most don't do this because it's a pain in the ass to set up, but this reward puts you in a specialized variant of that-each Civilization Power you possess will instance you through one additional version of your chain simultaneously, refracting you across an extra possible routing of your chain while maintaining awareness and benefits of all of them across each while getting to dynamically decide which chain routing is currently the 'true' one. While this does allow you to explore what-ifs in your chain without having to worry about negative consequences by simply pruning bad ends as they occur, your chain-cluster will also re-bud back to its maximum should you irrevocably chainfail in any of them, essentially requiring you to hit a no-win scenario in all of your possibility branches at once in order to 'truly' fail. And since each possibility branch is a separate route of your chain you've chosen to take/explore that also reinforces and boosts the others, this essentially means that-barring a really determined Post-Sparker or your Benefactor deciding to wipe you as hard as possible-anyone who wants to chainfail you needs to arrange irrecoverable chain failure across that many different potential chains at once or else merely prune one of your routes and risk losing track of the rest. Prestiging still takes higher priority-it will only automatically trigger to save you from a total chainfail and prestiging will send you back to the start properly across all branches, it won't just reset one of your active possibility branches and leave the others alone.

(1000 PC, Reward, requires Civilization Power) Optimized Pathing: You've been given the ability to split yourself across numerous jumpchain routings, but we could also give you the ability to shuffle things around a bit more-specifically by directly altering and restructuring the chain in full as you do so. The most basic way this manifests is that you can now change your jump ordering between prestiges and possibility branches-go to a sitcom for your second jump in one route and an FPS in another-then gain the benefits of both (though your options will still be limited by the selection of jumps your Benefactor has given you access to most likely). However you *also* have access to chain modifiers-things like restricting certain kinds of purchases, guaranteeing genre conventions in the worlds you go to, attracting particular kinds of extra-chain attention... Now, unless you have Superintelligence or some other form of CP banking you won't be able to gain points for taking chain drawbacks, or spend it on adding chain benefits, instead you'll need to balance out chain drawbacks and benefits with each other by adding on problems or complications of equal weight to whatever you're gaining... But you know how to game systems

like that by now, don't you? And if you *do* have Superintelligence you have free reign to pile on benefits or buy off chain drawbacks you might already have by sacrificing an appropriate amount of your CP gain per jump (or add to your revenue by taking new chain drawbacks, if you so desire.). So many new roads to travel...

(1000 PC, Reward, requires Civilization Power) Roads Home: All those places you'll leave behind as you go through your chain... Well, probably not actually, I'm sure you're going to pick up *something* that lets you do return visits, maybe even during active jumps. But this does it a particular way-instead of connecting past jumps you've been through to you in a growing network of accessible worlds, this allows you to skip past the usual barrier on exiting local multiverses entirely so long as you're jumping to a place you've been before. Functionally what this means is that you can, at any time, hop from one jump back into a previous one in order to connect with people, pick up stuff you need, revisit old places... And completely evade pursuit, on account of the fact that anything running below Spark grade fiat is going to have a very hard time figuring out where you've even gone. This works across your Civilization Power possibility branches too, allowing your various potential-selves to duck in and out of each of your timelines to render help in other situations or temporarily evade the consequences of whatever else you've been up to. This still isn't generally going to be sufficient to evade a proper Benefactor but even some Post-Sparkers can find this kind of movement annoying to pin down-there's basically nothing within your jumps themselves that'll be able to track any maneuvers you make this way.

(1000 PC, requires The World Is Ours!) I Own The World: Bluntly, this is ultimate chessmaster abilities-supreme backroom politicking skill and all the mental acuity required to subtly make a planet's processes dance to your tune. Of course, as great as this is for subtle machiavellian manipulation of political systems, individual people are too varied and chaotic to precisely maneuver with just this. Expect the challenge modifier to still be nearly impossible without a lot of care and clever thinking!

(1000 PC, requires The World Is Ours!) Existence Was A Mistake: This is a very large bomb that recharges once every 100 years or per jump, whichever comes sooner, which when detonated in the cultural/political center of a civilization will reach out across the entire thing and reset it back to an earlier stage or era, based on what you dial it to. The controls can be pretty complex if you want to be more precise about exactly how it reverts conditions, but it's a good way to roll back to an earlier point if something mucks up the development of a civilization you're growing partway through the process.

(400 PC, Reward, requires Prestige Points) Unnecessary DLC: If you have ever played a proper incremental game you are probably aware that generated resources are supposed to have actual gameplay to them. This adds that. The various resources gain assorted upgrades and mechanics that, when properly engaged with, will greatly increase generation of the resources and further intertwine the feedback loops, though if you ignore them generation will remain the

same as if you didn't have this reward. Upgrades and extra mechanics will also generally provide other benefits in similar vein to the rewards themselves, such as a Prestige Point upgrade possibly giving you a warehouse expansion for training/learning or a Magic upgrade giving you a new metamagic option. They'll never be as powerful as the rewards were though.

(400 PC, Reward, requires Unnecessary DLC) Milestone Unlocked: In exchange for buying this, all upgrades and buyable type mechanics will be completely free instead of costing their associated resource like normal, and all complex mechanics will have options to automate them at a highly effective but technically not 100% optimal rate of return.

(400 PC, Reward, requires Prestige Points) No More Goodbyes: It kinda sucks to have to leave everyone when you return to the start. You no longer have your companions and pets reset/removed when you prestige, though any stuff they've received will be withheld just like yours is, and prior to the jump you met them anything beyond the scope of relevant body mod equivalents may be nerfed at your Benefactor's discretion.

(600 PC, Reward, requires Prestige Points) Don't Touch My Stuff: This handles the rest No More Goodbyes doesn't-anything you purchased in a jump you went through or supplement directly part of your chain is no longer reset on prestige. Though post-acquisition modifiers might be temporarily rolled back depending on if they required any materials or powers acquired through direct action instead of spending CP.

(600 PC, Reward, requires No More Goodbyes and Don't Touch My Stuff) Free Shipping: If you're working to fork out the PC for it you can just totally remove all the normal penalties of restarting your chain-your companions, everything in your warehouse, your followers and their training, that bike you stole in your first jump and then forgot about, all of it stays with you at full power. The only thing reset on prestige now is the various prestiging related resources you've acquired in this gauntlet-be careful about the power drop from their effects cutting out though, that can be pretty brutal.

(600 PC, Reward, requires Prestige Points) Secure Banking: Yeah sure why not, your various prestiging related reward resources are no longer lost on prestiges of any kind.

(1000 PC, Reward, requires Prestige Points) Automatic Generation: If you really wanna pump your numbers high without having to be bothered by annoying things like resetting your chain, paying for this upgrade makes it so that every time you hop to a new jump you can select one of your resources to gain its current gain value, no prestige needed (and it won't spend a prestige charge either).

(1000 PC, Reward, requires Automatic Generation) I Said Automatic: Okay if you're spending this much on it I shouldn't be stingy. Your resources now all generate automatically, once per day, and do so smoothly over time so that if left to run with no further gain increases over time they would generate their normal gain-on-prestige amount over the course of 10 years or the length of your current jump, whichever is shorter (with static resources getting some rounding so

that they won't get stuck at the last one). In practice this means that your resources will rise much, much faster as on the first day of a jump you'll gain a chunk of your on-prestige increase, which will increase how much you get of everything the day after that and then the day after that on and on like an especially deranged case of compound interest.

(1000 PC, Reward, requires Superintelligence and Civilization Power) The Modding Tree: You want more resources? Jeez, okay kid. This gives you a special meta-layer that will greatly increase in price every time you acquire another resource, but gives you a small handful of boosts each time. Most importantly, the time after you've procced it at the price set for Superintelligence and Civilization Power combined, and then all purchases after that, it will add a new resource to your interlocking list. There won't be secondary rewards to buy like there were for all the main ones (you only get to do this gauntlet once after all), but the resource itself will have some effect appropriate to its rate of gain and tier (and if you picked Unnecessary DLC it'll come with its own upgrades and mechanics), further amplifying your abilities and various resource gains. All resources you gain through the meta-layer will remain within tiers 1 through 7, so while it will help your numbers spiral ever further out of control you're not going to get into tetration territory like this, really.

(1400 PC, Reward, requires The Modding Tree) Option F: Or with this you can allow the meta-layer to go higher than tier 7. It'll take quite a while, the number of resources per tier will increase fairly significantly and then just keep going up for each new tier you want to hit, but higher tier resources will be appropriately more powerful and increase the generation of lower tiers likewise... This one will take a while to see proper returns, but those returns will be marvelous in time.

(2000 PC, Reward, requires Points) Don't Do This: Well, when you originally read that we deliberately engineered all the reward options around here to be nonreceptive to outside augmentation and improvement, I'm sure some of you were immediately thinking "but what if you didn't". Well. Let me preface by saying that I think that even offering this is a terrible, terrible idea. The vast majority of the people who take this will immediately become a power singularity that rips itself to shreds on the spot before it can acclimate and either die so hard their Benefactor doesn't bother to rez them to send home or get rollbacked to before they took this gauntlet and barred from taking it again. If you only have some of the lower tier resources this *might* end up not being so bad but I really, really recommend thinking over whether you need to bust open all this stuff so badly. Now to the part I'm required to say: if you take this all your rewards will retain their high fidelity defenses against hostile tampering and power loss, but will have the safeties removed that normally prevent them from applying to each other or benefitting from things like more mundane power upgrader perks and universal capstone boosters. Anything that multiplies power or resource generation will apply to these, and then they'll apply to themselves and each other, and then those improvements will... You get the picture. A word of advice? If you do take this, you should immediately use a power control perk to shut off every last one of these things, and then only turn them back on one by one and do so gradually. It will still probably completely blow open your context for reality and frame of existential reference but at least if you take it slow as you can there might be enough 'you' left afterwards to claim

something survived it. And if someone proves me wrong and survives taking it full throttle I owe them a drink after they Spark.

Notes:

v1: Accidentally rebirthed with no points, jumpdoc assembled from scratch.

Special thanks to A4 for helping review a lot of the weirder effects and just generally supporting me through the process of making the dumbest jumpdoc I've ever come up with.

This jump is a joke jump. It exists primarily because I think it's funny, and little to no thought was given to how much sense it actually makes to use in a chain. You can use this jump anyways if you want, it's fully jumpable. Whether or not you SHOULD is a completely different question and the answer is 'no'.

To make this clear: all perks and items and such acquired in this gauntlet are kept on prestige, including the non-reward ones. You do *not* keep resource-generated perks/items and similar by default. Those count as either acquired in-chain or as part of the resource gain depending on whether you got them through something like fiat-backing an item you found or being directly generated by a resource's effect. If you have the appropriate reward for keeping the category they fall under during prestige you will retain them as normal.

All resource multiplier type effects capable of reducing your power while at 0 act like the resource is 1 higher even if not explicitly listed, so for instance Prestige Points' training multiplier is x1 when you have 0 of them and x2 when you have one. This is to prevent resources from killing you by reducing your stats to 0/to prevent the first point in a resource from being useless.

Import-based items as mentioned by Time Capsules and Space Energy is, if it's not clear, stuff like properties, titles, businesses, and other such things which generally require an import process or setting alteration to bring into a jump instead of just being something that you personally can carry or drive out of your warehouse.

ROUGH NUMBER VALUES FOR EXPECTED RESOURCE GAIN VALUES BELOW. Your mileage may vary depending on where in your chain you prestige and if you have any non-resource reward purchases. Also I basically pulled the Point values out of a hat based on my best guesses at what scaling rate seemed right then derived the other resources from that so if OOC as a writer you disagree with these distributions feel free to throw them out and do your own scaling.

JUST POINTS:

Point gain is straight linear. After 10 jumps you will have 100 Points. After 100 jumps you will have 1,000 Points.

PRESTIGE POINTS:

Point gain per number of jumps will be greater than linear, at 10 jumps you can expect to be running in the low to mid ten thousands of points after burning through your prestige charges and getting upper double digits of prestige points every prestige.

Beyond that, expect your total resource count to be multiplied by a bit under the square of your jump count overall, double the number of jumps, you'll have a bit less than quadruple the number of prestige points by the time you run out of prestige charges, and around double the point gain. This scaling will get faster and faster the more resources you have, but I'm not going to list them out every time here because these notes are already too big.

TIER 2 RESOURCES

Scaling will obviously be better if you have both Boosters and Generators, but if you picked just one: at 10 jumps you can probably expect to be getting in the millions or tens of millions of points by the end of the stretch and somewhere in the upper hundreds of prestige points per tier 1 prestige. Booster/Generator count will be relatively limited due to their alternative method of scaling but may be expected to reach the high single digits.

Also of note is that Generators scale slightly better than Boosters across longer length prestiges and slightly worse across shorter ones compared to the above numbers, if you're only getting one of the two you may prefer Generators if you've got over around 40 jumps and Boosters if you'll be prestiging at 25 or fewer.

If you have both tier 2 resources the feedback loops really start to kick in. At 10 jumps you are likely to be seeing Point counts in the nonillions ($1e30$, or 10^{30}) and Prestige Points in the quadrillions. Generators and Boosters will be in the lower-middle double digits.

TIER 3 RESOURCES

All Tier 3 resources have higher access costs than previous tiers: you'll generally need to be reaching 3 or 4 jumps worth of prestige length to be able to get any even with both boosters and generators, and it's generally recommended to get all resources of a tier before moving on to later ones, your returns will be far lower if you can't set up all the feedback loops. As such, the number suggestions below assume you grabbed both Generators and Boosters.

If you have just one Tier 3 resource, at 10 jumps you can expect to have around $1e100$ Points, $1e50$ or so Prestige Points, and Tier 2 resources in the low hundreds. Your tier 3 resource count

will obviously vary depending on the type, but you can expect around 100 Enhance Points per prestige or low tens of the other three

Different tier 3 resource selections will make this look a bit different of course, Enhance Points will skew Prestige Points a bit higher and Points a bit lower, Time Capsules perform a bit better in shorter prestige lengths and scale a little bit worse across longer ones, Space Energy will improve your low tier resources a bit higher with lower point and prestige point counts. Super Boosters will have higher regular Points but will see somewhat lower self counts.

If you have two tier 3 resources, at 10 jumps of prestige length expect close to 1e300 Points, 1e160 Prestige Points, Tier 2 resources in the mid hundreds, Enhance Points in the millions, and other Tier 3s in the mid double digits.

If you have three tier 3 resources, at 10 jumps of prestige length expect near 1e1200 Points, 1e700 Prestige Points, Tier 2s in the lower thousands, 1e24 Enhance Points, and other Tier 3s in the lower hundreds.

If you have all four tier 3 resources, at 10 jumps of prestige length you'll have around 1e5000 Points, 1e3000 Prestige Points, tier 2 resources reaching just under ten thousand, Enhance Points hitting 1e100, and other tier 3s reaching up to a thousand or so.

TIER 4 RESOURCES

As before, the assumption is made in the following section that you have all tier 3 resources for the tier 4s. You may find it difficult to acquire tier 4s at an effective rate with prestiges below 5 jumps in length.

As before, your exact numbers for different resources will vary depending on which resources you've grabbed. Quirks will see higher gains near the start of a prestige run, Hindrance Spirit grows faster on shorter prestiges than normal and may result in overall higher or lower resource values depending on how many gauntlets you've completed so far, Super Generators are a tiny bit better on longer prestiges and very slightly worse on short ones, Solarity gain is less dependent on prestige length than other resources instead being more determined by prestige count, and Subspace Energy will see slightly lower amounts of higher tier resources but a bit more of the lower tier resources.

If you have just one Tier 4 resource, at 10 jumps of prestige length expect around 1e50,000 Points, 1e30,000 Prestige Points, high ten thousands of tier 2 resources, 1e1,000 Enhance Points, high thousands of the other tier 3 resources, and a few hundred of your tier 4 resource if it's Quirks, Hindrance Spirit, or Solarity, and high single digits if it's Subspace Energy or Super Generators.

If you have two Tier 4 resources, for 10 jump long prestiges expect around 1e300,000 Points, 1e180,000 Prestige Points, mid hundred thousands for tier 2 resources, 1e6,000 Enhance Points, mid ten thousands for other tier 3 resources, 1e15ish for Quirks, Hindrance Spirit, and Solarity, and mid double digits for Subspace Energy and Super Generators.

At three Tier 4 resources, 10 jump long prestiges will be seeing $1e2,000,000$ Points, $1e1,200,000$ Prestige Points, lower-mid millions of the tier 2s, $1e40,000$ Enhance Points, low-mid hundred thousands of the other tier 3s, $1e100$ for Quirks, Hindrance Spirit, and Solarity, and low-mid hundreds for the other tier 4s.

At four Tier 4 resources, 10 jump long prestiges will be seeing $1e12,500,000$ Points, $1e7,500,000$ Prestige Points, lower ten millions of the tier 2s, $1e250,000$ Enhance Points, low millions of the other tier 3s, $1e625$ for Quirks, Hindrance Spirit, and Solarity, and low thousands for the other tier 4s.

With all five Tier 4 resources, 10 jump long prestiges can reach as high as $1e100,000,000$ Points, $1e60,000,000$ Prestige Points, lowish hundred millions of the tier 2s, $1e2,000,000$ Enhance Points, low ten millions of the other tier 3s, $1e5,000$ for Quirks, Hindrance Spirit, and Solarity, and low ten thousands for the other tier 4s.

TIER 5 RESOURCES

As always, the assumption here is made that you will have all prior resources. Additionally Tier 5 resources may be difficult to get the most out of below 7 jumps of prestige length. For variances between resources, Magic will see notably higher amounts of tier 5s and 4s but lower of the other tiers, Balance Energy will see largely the reverse effect and also will do better in longer prestiges, while Phantom Souls will have greater impact in shorter prestiges than the other two and do particularly well with long chains with lots of gauntlets-falling short of the others in that middle range.

With just one of the basic Tier 5 resources, and prestiges ten jumps long, you can expect $1e1e9$ (that is, a 10 with $1e9$ zeroes following it) Points, $1e600,000,000$ Prestige Points, low billions of the tier 2 resources, $1e20,000,000$ Enhance Points, low hundred millions of the other tier 3s, $1e60,000$ Quirks, Hindrance Spirit, and Solarity, lower-mid hundred thousands of the other tier 4s, and either bare thousands of Magic or Balance Energy or low double digits of Phantom Souls.

With two of the basic Tier 5 resources, and prestiges ten jumps long, you can expect $1e2e10$ (that is, a 10 with $2e10$ zeroes following it) Points, $1e1.2e9$ Prestige Points, mid ten billions of the tier 2 resources, $1e400,000,000$ Enhance Points, mid billions of the other tier 3s, $1e1,000,000$ Quirks, Hindrance Spirit, and Solarity, bare ten millions of the other tier 4s, $1e50$ of Magic or Balance Energy, and mid hundreds of Phantom Souls.

With all of the basic Tier 5 resources, and prestiges ten jumps long, you can expect $1e4e11$ (that is, a 10 with $4e11$ zeroes following it) Points, $1e2.4e11$ Prestige Points, high hundred billions of the tier 2 resources, $1e8e9$ Enhance Points, high ten billions of the other tier 3s, $1e40,000,000$ Quirks, Hindrance Spirit, and Solarity, low hundred millions of the other tier 4s, $1e2,000$ of Magic or Balance Energy, and just above ten thousand Phantom Souls.

TIER 6 RESOURCES

Same assumption about previous resources as before is made here. Tier 6 resources will work best if your prestiges are at least 8 jumps long, but will still be usable as long as you're making decent tier 5 amounts, they just won't scale as well. Variance wise, Honour will skew lower tier resources up very significantly, Hyperspace Energy particularly boosts tier 2 resources, Nebula Energy will see higher Nebula Energy and Solarity comparative to normal, and Imperium Bricks cause mostly even gains in comparison to the others.

With just one Tier 6 resource and 10 jump long prestiges, you may end up with around $1e1e13$ Points, $1e9e12$ Prestige Points, low ten trillions of tier 2 resources, $1e2e11$ Enhance Points, low trillions of other tier 3 resources, mid billions of Subspace Energy and Super Generators, $1e1e9$ of the other tier 4s, low millions of Phantom Souls, $1e50,000$ of the other tier 5s, and either upper single digits of Imperium Bricks or Nebula Energy, or else low hundreds of Honour or Hyperspace Energy.

With two Tier 6 resources and 10 jump long prestiges, you may end up with around $1e2e15$ Points, $1e1.8e15$ Prestige Points, just over ten quadrillion of tier 2 resources, $1e4e13$ Enhance Points, bare quadrillions of other tier 3 resources, low trillions of Subspace Energy and Super Generators, $1e2e11$ of the other tier 4s, bare hundred millions of Phantom Souls, $1e100,000,000$ of the other tier 5s, upper double digits of Imperium Bricks and/or Nebula Energy, and $1e30$ of the other tier 6 resources.

With three Tier 6 resources and 10 jump long prestiges, you may end up with around $1e5e17$ Points, $1e4.5e17$ Prestige Points, low quintillions of tier 2 resources, $1e1e16$ Enhance Points, low hundred quadrillions of other tier 3 resources, mid hundred trillions of Subspace Energy and Super Generators, $1e5e13$ of the other tier 4s, low ten billions of Phantom Souls, $1e2.5e9$ of the other tier 5s, a bit over a thousand Imperium Bricks and Nebula Energy, and a bit under $1e160$ of the other tier 6 resources.

With all four Tier 6 resources and 10 jump long prestiges, you may end up with around $1e1e20$ Points, $1e9e19$ Prestige Points, mid hundred quintillions of tier 2 resources, $1e2e18$ Enhance Points, mid ten quintillions of other tier 3 resources, bare hundred quadrillions of Subspace Energy and Super Generators, $1e1e16$ of the other tier 4s, mid trillions of Phantom Souls, $1e5e11$ of the other tier 5s, mid ten thousands of Imperium Bricks and Nebula Energy, and a bit more than $1e2,200$ of the other tier 6 resources.

TIER 7 RESOURCES:

As always the assumption for the numbers below are that you have everything in the previous tiers. Resources here and in the backtrack resources below all work best if you're running a chain of 10 jumps or longer, though you will still be able to get some even with a shorter chain. But let's be real, if you made it this far and can't make it more than 10 jumps into your chain

what are you even doing? Variance wise, Mastery will see much higher amounts of all the lower resource tiers, but less of the tier 7s overall, Gears improve tier 6s specifically but with most of the effect frontloaded towards the start of prestiges, and Machine Parts improve tier 7s as a whole but have a slightly lesser effect on lower tiers.

With just one Tier 7 resource and 10 jump long prestiges, you may end up with around $1e1e30$ Points, $1e1.2e30$ Prestige Points, just over a nonillion tier 2 resources, $1e2.2e28$ Enhance Points, over a hundred octillion other tier 3 resources, low hundred septillions of Subspace Energy and Super Generators, $1e1.1e26$ of the other tier 4s, bare quintillions of Phantom Souls, $1e6.1e21$ of the other tier 5s, mid hundred millions of Imperium Bricks and Nebula Energy, around $1e276,000,000$ of the other tier 6 resources, and either just a handful of Mastery, or low tens of the other two Tier 7s.

With two Tier 7 resources and 10 jump long prestiges, you may end up with around $1e1e45$ Points, $1e1.5e45$ Prestige Points, near $1.5e46$ tier 2 resources, $1e2.5e43$ Enhance Points, $1.9e45$ other tier 3 resources, $4.2e42$ of Subspace Energy and Super Generators, $1e2.8e39$ of the other tier 4s, $2.8e38$ Phantom Souls, $1e1.9e35$ of the other tier 5s, upper quintillions of Imperium Bricks and Nebula Energy, around $1e6.7e16$ of the other tier 6 resources, bare thousands of Mastery, and upwards of $1e2,800$ of the other two Tier 7s.

With all three Tier 7 resources and 10 jump long prestiges, you may end up with around $1e1e80$ Points, $1e2e80$ Prestige Points, $2e81$ tier 2 resources, $1e3.3e78$ Enhance Points, $3.3e80$ other tier 3 resources, $8.3e77$ of Subspace Energy and Super Generators, $1e1.3e76$ of the other tier 4s, $8.3e73$ Phantom Souls, $1e1.3e72$ of the other tier 5s, $9e41$ Imperium Bricks and Nebula Energy, around $1e4.2e40$ of the other tier 6 resources, high hundred millions of Mastery, and around $1e2.5e9$ of the other two Tier 7s.

SXMgdGhpcyB0aGluZyBvbj8gDQpHb29kLg0KSGVyZSdzIGEgcGIIY2Ugb2YgYWR2aWNILCBqdW1wZXluDQpHZXQgbG9zdC4gUHV0IHRoaXMgdGhpbmVmcGZG93biwgYmFjayBhd2F5LCBhbWQgZm9yZ2V0IHlvdSBldmVylHNhdyBpdC4=

TIER 5 BACKTRACK RESOURCES

These numbers assume that you have unlocked all the non-backtrack resources. In terms of variance Energy tends to scale with total number of below tier 7 prestiges better (longer tier 7s in relation to how many of those you have) while Neurons are the reverse, scaling your overall setup better with tier 7 prestiges. Remember that the resource gain improvements come from the subresources Watts and Thoughts (which don't reset on tier 6 and 7 prestiges) while the external effects on your powers are connected to Energy and Neurons themselves!

With one backtrack tier 5 resource and 10 jump long prestiges, you may end up with around $1e1e90$ Points, $1e2e90$ Prestige Points, $2e91$ tier 2 resources, $1e3.3e88$ Enhance Points, $3.3e90$ other tier 3 resources, $8.3e87$ of Subspace Energy and Super Generators, $1e1.3e86$ of the other tier 4s, $8.3e83$ Phantom Souls, $1e1.3e82$ of the other tier 5s, $9e47$ Imperium Bricks

and Nebula Energy, around $1e4.3e46$ of the other tier 6 resources, low ten billions of Mastery, around $1e8e10$ of the other two Tier 7s, and either a little over a hundred Energy or just under ten Neurons.

With both backtrack tier 5 resource and 10 jump long prestiges, you may end up with around $1e1e100$ Points, $1e2e100$ Prestige Points, $2e101$ tier 2 resources, $1e3.3e98$ Enhance Points, $3.3e100$ other tier 3 resources, $8.3e97$ of Subspace Energy and Super Generators, $1e1.3e96$ of the other tier 4s, $8.3e93$ Phantom Souls, $1e1.3e92$ of the other tier 5s, $9e53$ Imperium Bricks and Nebula Energy, around $1e4.3e52$ of the other tier 6 resources, high hundred billions of Mastery, around $1e2.5e12$ of the other two Tier 7s, close to $1e2.6e10$ Energy and high ten billions of Neurons.

TIER 6 BACKTRACK RESOURCES

These numbers assume that you've unlocked all non-backtrack resources and both Energy and Neurons. Variance wise Robots tend to scale with tier 6 prestiges better while Ideas scale better with tier 7s prestiges. Remember that like with the tier 5 backtracks their resource gen benefits are provided by the subresources that aren't reset on tier 7 prestige, while their directly-to-you boosts are based on the main resource that is!

With one backtrack tier 6 resource and 10 jump long prestiges, you may end up with around $1e1e150$ Points, $1e2e150$ Prestige Points, $2e151$ tier 2 resources, $1e3.3e148$ Enhance Points, $3.3e150$ other tier 3 resources, $8.3e147$ of Subspace Energy and Super Generators, $1e1.3e146$ of the other tier 4s, $8.3e143$ Phantom Souls, $1e1.3e142$ of the other tier 5s, $9e83$ Imperium Bricks and Nebula Energy, around $1e4.3e82$ of the other tier 6 resources, high ten quintillions of Mastery, around $1e1e20$ of the other two Tier 7s, near $1e6.5e66$ Energy, around $8.3e65$ Neurons, and either mid hundreds of Robots or mid teens of Ideas.

With both backtrack tier 6 resources and 10 jump long prestiges, you may end up with around $1e1e250$ Points, $1e2e250$ Prestige Points, $2e251$ tier 2 resources, $1e3.3e248$ Enhance Points, $3.3e250$ other tier 3 resources, $8.3e247$ of Subspace Energy and Super Generators, $1e1.3e246$ of the other tier 4s, $8.3e243$ Phantom Souls, $1e1.3e242$ of the other tier 5s, $9e143$ Imperium Bricks and Nebula Energy, around $1e4.3e142$ of the other tier 6 resources, high ten decillions of Mastery, around $1e1.4e35$ of the other two Tier 7s, near $1e1.3e172$ Energy, around $8.3e171$ Neurons, close to $1e1.1e53$ Robots, and around $1.8e53$ Ideas.

FINAL TIER 7 RESOURCES

Since it's impossible to acquire Superintelligence or Civilization Power without having every prior resource the usual warnings don't apply. Variance wise Superintelligence will generally boost your backtrack and tier 7 resources extremely well with relatively lesser gains to others, while Civilization Power provides across the board improvements fairly evenly.

With just one of the two final resources and 10 jump long prestiges, you may end up with around 1e1,000 Points, 1e1,000 Prestige Points, 3e1,001 tier 2 resources, 1e5e998 Enhance Points, 6e1,000 other tier 3 resources, 1.7e998 of Subspace Energy and Super Generators, 1e1.4e996 of the other tier 4s, 1.9e993 Phantom Souls, 1e1.6e991 of the other tier 5s, 1.2e643 Imperium Bricks and Nebula Energy, around 1e2.8e641 of the other tier 6 resources, 8.9e178 of Mastery, around 1e1.1e179 of the other two main Tier 7s, near 1e1.6e931 Energy, around 1.9e932 Neurons, close to 1e5.3e536 Robots, around 2.3e538 Ideas, and either high ten thousands of Superintelligence or just under ten Civilization Power.

With all base resources, 10 jump long prestiges, and optimal prestiging, you will reach around 1e1e10,000 Points, 1e2e10,000 Prestige Points, 4e10,001 tier 2 resources, 1e1e9,999 Enhance Points, 1e10,001 of the other tier 3 resources, 3.3e9,998 of Subspace Energy and Super Generators, 1e1.6e9,996 of the other tier 4s, 4.2e9,994 Phantom Souls, 1e2e9,992 of the other tier 5s, 3.2e6,993 Imperium Bricks and Nebula Energy, around 1e4e6,991 of the other tier 6 resources, 3.7e2,306 of Mastery, around 1e4e2,306 of the other two main Tier 7s, near 1e2e9,942 Energy, around 4.2e9,944 Neurons, close to 1e4.1e6,949 Robots, around 1.7e6,951 Ideas, 1e5e843 Superintelligence and about 4.3e723 Civilization Power.

Hey, psst. Over here. If this is working this section should appear in a monospace font with difficult to read text coloring. This is a side effect of some advanced SEP tech in the doc rendering-if your Benefactor is one of sadist-chan's cohort or similarly predicating your chain on enjoying your suffering, this section is for you. They won't notice anything you purchase in this section if you don't draw attention to it. If you have a good relation with your Benefactor and no reason to suspect their intentions it may be a good idea to keep anything you buy here in your back pocket still, Benefactors tend to get titchy about even the idea of Renegadeism.

Anyways, everything in this little section down here requires you to possess both Superintelligence and Civilization Power, and furthermore are extremely unlikely to function even if you manage to acquire the stuff here without acquiring at least the rewards that supply those two resources-the prerequisites aren't just for the bit this time those two are literally what make these suckers possible.

(2000 PC, Reward) Lighter: Buying this gives you the reward features Superintelligence and Civilization Power. If you do not have all of their prerequisite resources, you will be completely unable to generate the resources themselves and they will eventually stop showing on your jumper power sheet due to counting as null applications. However, the unused potential will be just enough to power the other four options in here. The secondary rewards in their sections will likewise become purchasable but will be rendered nonfunctional outside meeting prerequisites if their respective resources cannot be generated. If you were already going to acquire those two resources through the normal mechanics do not buy this, you will receive no extra benefits.

(500 PC, Reward, requires Superintelligence and Civilization Power) Cinder: Buy this, and we'll preignite your Spark. It won't give you any kind of benefit before your chain ends, but if you chainfail, receive severance from your Benefactor, or otherwise would be put in a situation where you would be sent home or not even get that far, your Spark will automatically light and if it would be helpful launch you back to your homeworld. By conventional Benefactor law they will be forbidden from directly

targeting you immediately after you Spark, but you may be labeled a Renegade Sparker or even have their other jumpers sent after you if they're angry enough about you bolting. Do not rely on this as a backup plan, this can keep you from permadying to a bad chain fail or getting locked in a mundane backwater world for the rest of your days, but unless you've already basically gone through enough to Spark on your own merits a Preignition Spark is a feeble thing-doing it that way is better than permadeath but you'll always be weaker than the rest of the Post-Sparkers and you're all but guaranteed to never be capable of proper Benefactorhood.

(1200 PC, Reward, requires Superintelligence and Civilization Power) Torch: This is an item, actually, a mortal-functioning copy of the informational item sometimes referred to in mortal languages as "The Elder Jumper's Guide To Spark Kindling". You can consider this something like a guidebook on how to maximize the intensity and flicker of your Spark once it's time to ignite, the ways that optimize the power and hardness of your Flame once you move on from your chain, as well as how to ensure yours ignites even if you are never given access to a Sparking scenario. Most of the knowledge in here is only valuable to those who have some measure of control over the jumps they visit and who are interested in thinking about their time in the Peerage after Sparking. This object would only ever be useful to your pre-Sparking life if you encounter another Jumper willing to offer something of value in exchange for some time to use it, all its benefits come to fruition upon the moment of Sparking.

(1500 PC, Reward, requires What A Useless Feature and Optimized Pathing) Wildfire: I highly recommend not using this in front of your Benefactor, unless they pointed you towards this section themselves. This gives you access to something you could call 'bodymod stitching', that is, the process of wiring fiat backed connections into your being with sufficient weight that they trump drawbacks and gauntlets. Adding it to your body mod. There is a reasonable chance that when you start doing this you will discover that what you thought was your body mod 'doesn't count', don't be worried about that, most Benefactors don't do 'proper' bodymods because it often prevents things like scaling enemy drawbacks or power loss conditions from working properly since if it's fully stitched in hostile external fiat sources will tend to slide off. The important thing is that it's hard work but generally worth it, anything you stitch to your bodymod will stay with you during gauntlets and completely ignore drawback fiat, as well as being impervious to anything below that grade of power-useful against hunter Renegades or any of the other things between realities that are happy to feed on unsuspecting Jumpers who wander where Jumpers usually shouldn't go. It'll even let you carry things backwards through prestiges-though keep in mind that bodymod stitching is time and resource consuming enough that you won't be carrying *much* back unless your chain gets really, really long.

(2500 PC, Reward, requires Cinder and Wildfire) Inferno: If you purchase this your connection to your Benefactor will immediately be severed and your chain will be modified to be self sustaining much like one of the varieties of 'natural' jumper such as Cinderborn. Any modifiers your Benefactor has applied to your chain will fizzle-whether that be mandatory drawbacks, bonus CP, more lenient companion recruiting, or the old style 'diminishing returns' perk compounding. If your Benefactor has been letting you choose your jumps it is extremely likely that you will discover your selection has gotten much more limited after this gauntlet. Any protections your Benefactor may have been offering you against other Benefactors or Renegades will no longer be there-and it is unlikely you will know whether you needed them or not until a Renegade that's been tracking you shows up in one of your jumps.

You will be on your own, and unless you seek out and accept a new patron you will be bereft of the benefits having an actual Benefactor provides. But you will also be free, unconstrained by the whims and existence of another, typically capricious, master. Your path through the rest of your chain will be determined by you and your power alone. Think carefully whether that is worth the sacrifice, you will not have the option to go back on this decision, prestiging or no.

If you think you need some of these, we hope that the options provided here serve you well. O and the Conference For Ethical Treatment Of Non-Benefactor Existences send their regards.

NOTES ON THE MODDING TREE AND ITS UPGRADE.

Generally you should expect each resource on the Prestige Tree meta-layer to require an extra jump or two of the base prestiging method length to unlock-this *does* mean that with clever routing, or the various misc upgrades that improve your resource gen, it can happen significantly faster.

Backtrack resources at lower tiers will not provide immediately massive boosts most of the time-they'll still be noticeable, much like the main tier 5 backtracks, but will most often be of greatest importance through feeding into later resources back at higher tiers. Backtrack resources will also tend to start at lower values right when acquired but quickly pass higher tier resources even while they still lag behind resources of the same tier.

IF YOU PICKED UP OPTION F be prepared to start learning about googology and things like tetration and up arrow notation. If you think the resource gain jumps from Superintelligence and Civilization Power were excessive you're VERY not ready for what the tiers above 10 are gonna do if you reach them-and be prepared for resources whose cost scaling is so high that even with jumps like that you're seeing amounts that are writable by hand for a bit.

But likewise? If you manage to crack those higher tiers expect to start seeing effects to match.

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