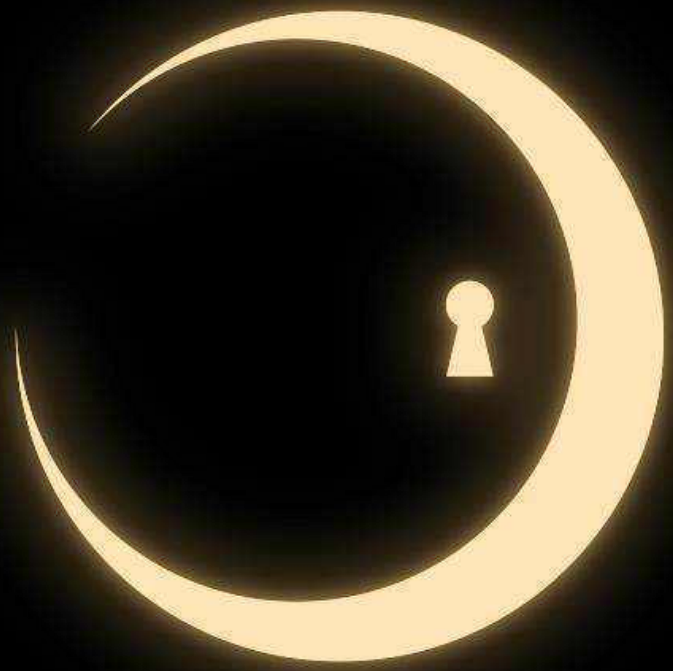
Welcome, jumper, to a bleak, yet hopeful world. One dominated by greedy and ruthless megacorporations, and yet lived-in by people of all kinds. One overflowing with humanity despite the utterly alien appearance.

Welcome to…



PROJECT MOON

This world is rich in stories already told and waiting to be explored still. Dystopian, yet filled with hope, should you know where to look. Don't discount its capacity for horror, however, as its utterly alien urban landscape is overflowing with crime, violence, and even horrors beyond human comprehension.

So, take this. You will need it…

+1000 Choice Points

Time

Bloodfiend War

An unspecified period of time, close to 200 years ago, wherein bloodfiends and humans descended on each other, sowing the seeds of ancient enmity. Various clans of bloodfiends fought against humans of the City… save one particular clan, led by none other than the valiant Don Quixote. You insert at any point during the Bloodfiend War.

Smoke War

A devastating war of the Wings, with the Old L Corp, Old G Corp, E Corp and F Corp on one side, and Lobotomy Corporation, R Corp, I Corp and K Corp, as well as the Udjat, on the other. It eventually descended into brutal, grinding trench warfare, with each Wing weaponizing their Singularities. The war eventually became known for the use of chemical and biological weapons. Of course, Old L Corp eventually fell, along with Old G Corp, allowing Lobotomy Corporation to take their place. You insert at any point during the Smoke War.

Lobotomy Corporation

The infamous L Corp, generating clean energy with their Singularity. You insert during the approximately ten years when Lobotomy Corporation existed and was active.

Library of Ruina

The aftermath of Lobotomy Corporation's Seed of Light project and the subsequent White Nights and Dark Days incident. You insert during the approximately five-six months when the Library was active in the City.

Limbus Company

The period after the excision of the Library from the City by the Head. Covers the events of Leviathan as well. You insert any time after the removal of the Library, up to 985-01.

Race

Human

You are a regular human. The most populous existence in the City – and, argued by the Head, the only existence in the City, as the presence of any intelligent non-human life is strictly prohibited.

Bloodfiend

You are a Bloodfiend – an entity of mysterious origins, comparable to vampires of modern lore. Thirsting for blood, deathly afraid of water, powers and control over blood, and the ability to turn others into yet more Bloodfiends, they exist in every District. By default, you are a Generation Six Bloodfiend – comparable to Cassetti of La Manchaland.

Sweeper

Strange creatures occupying the Backstreets of every Districts. Bound in rags and metal, carrying blood-like fuel, they emerge at a specific time every night, sweeping away all detritus. Only barely tolerated by the Head, Sweepers are apparently the fringe of what they consider “human”.

Gnome

A species of creature living within the Outskirts. Gnomes are small creatures that come in a variety of colors, including red, green, and black. All Gnomes also have large, glowing, yellow eyes, of either circular or rectangular shape. They have short, pointed hands and flat feet, as well as small pointed ears that sit atop their head. Gnomes also appear to have large, round mouths lined with a row of sharp teeth. Intelligent and inhuman, they are not permitted in the City, being exterminated as soon as they soot foot therein.

Niaojia-ren

Bird-like non-humans native to the Outskirts. They take a fairly humanoid shape, with talons instead of legs, and are covered with black feathers above grayish skin. Their heads are avian, with piercing yellow and black eyes that take up the majority of their faces. Cuckoospawn Humans are described as incredibly violent creatures with high levels of fertility. They reproduce by forcibly planting their young into the abdomens of other creatures. Intelligent and inhuman, they are not permitted in the City, being exterminated as soon as they soot foot therein.

Artificial Intelligence

Referring not to something as simple as an AI assistant, or a chatbot, but rather an intelligence which is fully self-aware and sapient. Due to events of the past, the AI Ethics Amendment has forbidden the existence of any human-like machines within the City.

Origins

Drop-In
No name, no history, no memories. You simply pop into existence in the world.

Backstreet Rat
Residents of the Backstreets, Rats specifically are groups of half-assed thugs that barely qualify as a Syndicate. They don't have money or power. They're losers who only think about making ends meet day by day.

Fixer
Fixers are hired mercenaries that operate throughout the City. There are all kinds of Fixers out there. Some operate with Offices or Associations, others work solo. Fixers do all kind s of jobs, from fighting to finding lost cats.

Nest Civilian
Residents of the Nests – the seats of the Wings, often times employed by said megacorporations.

Outskirts Resident
Residents of the Outskirts – a grand, empty expanse lying outside of the City. It is said to be an ungoverned, exceptionally dangerous territory, inhabited by various inhuman monsters and machines, as well as human who never managed to make in the City.

Librarian
The staff of the Library of Ruina which sprung up in the ruins of the Lobotomy Corporation. Former employees of the L Corp, now reborn as staff members.

Pequod Town
The former crew of the Pequod, swallowed by the Pallid Whale of the Great Lake, still living in its innards, waiting for a day where they would rip their way out under the direction of Captain Ahab.

Wuthering Heights
A grand household in District T, composed by Earnshaw and Edgar families. Rich, yet steeped in internal strife.

Love Town

One of the many instances of the horrors aboard the Warp Trains, this is a town made of mad, mutilated passengers, notable for the fact that several managed to get off without being culled by the cleanup crew of W Corp.

Mirae Life Insurance

One of the many insurance companies existing in the City. Notable for their foray into the Library.

Heishou Pack

The umbral beasts of Hongyuan, these twelve branches of mutants serve the influential families and shareholders of the company.

Corporations

- Hongyuan Bioengineering Group
-- Shi Family
-- Wang Family
-- Xue Family
-- Jia Family
-- Kong Family
- K Corp
- Lobotomy Corporation
-- Employee
-- Sephirah
- Nagel und Hammer
-- Inquisition
- P Corp
- RRR
- Salpippyeo Agroindustries
- TimeTrack Corporation
- U Corp
- WARP Corporation

Associations

- Hana
- Zwei
- Shi
- Cinq
- Liu
- Seven

- Devyat
- Dieci
- Öufi

Offices

- Yun's Office
- Hook Office
- Streetlight Office
- Molar Office/Boatworks
- Dawn Office
- Wedge Office
- Full-Stop Office
- Leaflet Workshop
- Jeong's Office
- MultiCrack Office
- Rosespanner Workshop
- Firefist Office
- Fanghunt Office
- Triaxe Office
- Moses' Office
- The Udjat
- Bloom Office

Syndicates

- Car Pagoda Triad
- The Thumb
- The Index
- The Middle
- The Ring
- Brotherhood of Iron
- Chef de Cuisine
- The Carnival
- Stray Dogs
- Musicians of Bremen
- Smiling Faces
- Night Awls
- Rusted Chains
- Church of Gears
- Technology Liberation Alliance
- Blade Lineage
- Kurokumo Clan
- Twinhook Pirates
- Dead Rabbits

Perks

Racial

Human

Indomitable Human Spirit [100] - keep moving forward, keep going... it gets better, I promise. Just so long as you refuse to give up, you can persevere. And boy, do you refuse to give up - no matter what setbacks, challenges, what despair and horror you face... you refuse to succumb to hopelessness. Never will you truly sink to the bottom, you will have that sliver of hope, that ray of perseverance that will allow yourself to withstand all manner of atrocities without becoming a despondent witness or a raving madman.

Human Still [200] - the Head has some very interesting ideas about what construes a "human". You could replace every single atom in your body with a different one, but as long as your brain remains intact, even if you managed to modify it, you will still be considered human - so long as even a part if the original remains. And even other, inhuman things, given time and effort, can replace their parts with human ones, and it'll be fair game. They've solved the Ship of Theseus paradox for themselves. But there is truth to their reasoning - no matter how much you modify yourself, change yourself, or, hell, swap out all parts for new ones, brain included, you'll always remain human in thought and mentality. You'll always remain yourself, and you'll never lose touch with your own humanity.

White Nights [400] - oh, how you have suffered, and through that suffering you have come to know humanity. The disease of the mind that infests everyone, the species' collective trauma and prejudice, so much hate and pain... would it not be best to cleanse it all? But not by violence, no - you have endured enough of that. You emanate a golden resonance, exuding Light that aligns your mind and those of others, allowing you to mend it. Even just being in your presence feels warm and pleasant - like a friend's embrace. And each word out of your mouth is soothing and carries healing meaning, mending minds and calming spirits. To put it more bluntly - you are a walking therapy session, automatically soothing mental ailments, emotional pain, and strengthening the empathy and sympathy of others, compelling them to treat their fellow men with more compassion.

Well of Humanity [600] - the sea of thought, the collective unconsciousness, the noosphere... that well of all human thoughts, emotions and experiences is connected to all humans - to every mind that thinks alike. You are no exception. It holds tremendous power. It is what transforms humans into Abnormalities, Distortions and Peccatula. Such power is incredible indeed. And you have somehow widened that connection - not enough to become a horrid monstrosity or die a painful death, but just enough to fuel your powers and abilities. You can draw upon the collective

psychic might of all of humanity to power your perks, skills and unique abilities, never running out and able to function - essentially - in perpetuity. With enough expertise and technical skills, you could, perhaps, even repeat the feat of Carmen, Ayin and their team, extracting and refining this energy, this psychic power, intangible matter from the well of all thoughts into Cogito.





Bloodfiend

Lots of Bloody Toruble [Free; Exclusive and Mandatory for Bloodfiends] - being a Bloodfiend is, in itself, a rather... unqiue experience. Neither humans nor Abnormalities, nor even monsters of the Outskirts, Bloodfiends are strange beings that exist somewhere in-between those classifications. Thus, merely existing as one comes with some inherent benefits and drawbacks. Firstly - you're tough. Much tougher than a regular human, able to withstand blunt trauma that would kill a normal man outright with only a bruise - which you'll quickly regenerate - and strong enough to rip someone limb from limb. Your senses are also sharper - smell, sight and hearing becoming much more acute. You also possess the ability to wield blood as a weapon - hardening and crystallizing it, increasing your size by swelling your body with it, and many other applications, though you're certainly a novice at it. As for the downsides - you need blood. Fresh, human blood, at that. Without drinking at least some blood every day you'll start to experience horrid, maddening hunger and thirst that nothing can sate, your emotional range breaking down over time - joy, happiness, excitement, every good thing you're capable of feeling dwindling until you're a mad, gibbering husk. For you to be able to feel anything at all, you need blood - that crimson essence of life is, in itself, what gives you the capacity to feel any emotion other than thirst. With your increasing thirst, your strength will also dwindle. And you can't even drink harmlessly - your saliva and other bodily fluids contain that cursed pathogen which turns other into Bloodfiends, for which there is no vaccine, cure, immunity or counteraction. And those not strong enough to handle the transformation will instead become Bloodbags - slavering thralls with no will of their own, their mind dimished till they're barely better than wasting beasts. And just as a final nail in the coffin, you can't go against those higher than you in the order of Kindred - your progenitors. Even considering it makes you feel violently ill, physically and mentally.



Hardblood Proficiency [100] - the main weapon of Bloodfiends is their blood. They possess an intrinsic ability to shape and manipulate it in various ways. Some, however, are better at it than others. Sancho was able to weave intricate and impressive weapons, while Don Quixote could only manage crude clumps of crystallized blood. You are on Sancho's level when it comes to the technical aspects of wielding your powers. You can wield your abilities, perks, inborn powers, and other such skills with an incredible level of technical skill from the get-go. Not overall power or raw strength, mind, but rather the comprehension and understanding of your powers, and the skill to wield them.

Armadura De Sangre [200] - hemobars, Rocinante, the entirety of La Manchaland... Bloodfiends are known for their creative use of blood. You're now among those innovators who come up with new ways of using this life-giving essence. While yes, your mind churns with new uses for blood - incorporating it into materials, forming it into mechanically complex structures and items, using blood in strange concoctions and recipes, realizing its catalytic potential and its heavy conceptual weight, and even inventing new uses for your Bloodfiend blood arts - crystallizing blood, drawing metals out of it and using those, turning yourself massive and swollen with blood, growing additional limbs, transforming your body... all these and more. You're also just as good at inventing new and creative uses for your other abilities and perks.

Dream [400] - dream... not of what you are... but of what you want to be. Bloodfiends are tragic creatures, the infection ravaging their bodies constantly devouring their very psyche, their emotion, forcing them to drink the lifeblood of others to satiate their thirst. But some... some manage to hold on. The valiant Don Quixote, his loyal kindred Sancho... something was different about them. They had a Dream. This juvenile dream which gave them something to look forward

to, a reason to live, which kept their sickness and symptoms at bay. You are like them, now, bound not by the disease in your veins and the thirst in your throat, but by something greater than yourself. A Dream. So long as you have an ideal you hold above all else, you can ignore most limitations imposed on you by your psyche - as a Bloodfiend, you'd be able to remain sane without consuming blood, ignore the thirst and the hunger and keep your emotions whole; or even go against your progenitors, the higher Kindred, fight against your blood-fathers and mothers, kill them even. In the future, you will remain similarly uncorrupted, free from the shackles that could be placed on your mind, so long as you hold something above yourself - a Dream of a better tomorrow.

First Kindred [600] - my name is Quixote. Or Don Quixote, Don as a signifier of my nobility. You, too, can now preface your name with Don... or some other affix which informs others of your esteemed status. For you are no common mongrel, no - you are a Fist Kinred. You are pretty much a pinnacle of your race, species, heritage, bloodline, whatever the case. The highest standing member of it, one of the most powerful. As a Bloodfiend, you possess the power to level entire districts of The City with your hardblood arts, moving at speeds that human can only dream of, terrible strength that not even the finest warriors of humanity can easily match. As a mere human, with this perk, you could match Grade One Fixers even without developing your EGO, mastering Mang/Shin, or any combat training. Should you put any effort into your personal growth, you could easily match Color Fixers of the Hana and Arbiters of the Head.





Sweeper

333... 1973 [100] - 33405 0008 1719 47178... 344... 30302... you get the idea. Sweeper language is... it sure is a language. Completely incomprehensible noises to regular people, yet surprisingly complex in their actual meanings. You can understand and speak Sweeper language, and can even modulate the frequency and volume at which you emit these noises, up to eardrum-busting levels. You also understand and can speak other, similarly incomprehensible languages.

Extract Fuel [200] - Sweepers must feast. They must turn others into fuel - that viscous, blood-red liquid that comprises their bodies, containing in their suits of half-rotten bandages and cobalt metal. You, too, can and must do so. Your strikes can render the flesh of your opponenets - so long as they're organic and not machines - into this red fuel, turning what would be a bruise into an open wound after their skin is splattered across the street. Without specialized equipment, it's just going to splatter across the asphalt, so you'll need some way to gather it all up... like, say, hollowed out hooks.

- **Health Hauler [400; Requires Extract Fuel]** - Sweeper fuel is not just a form of sustenance for you - it is a revitalizing meal. Whenever you consume Sweeper fuel in any way, shape or form, you rapidly heal any wounds of damage you have accumulated, supercharging your regeneration for a short period of time.
- **Mind Hauler [400; Requires Extract Fuel]** - more than just sustenance or even a gumptious meal, Sweeper fuel is a way to experience the world for you. Whenever you consume Sweeper fuel in any way, shape or form, you experience echoes of the fuel source's memories. These blood echoes can carry hints of skills, or some information. Consume enough fuel, and maybe you'll grow stronger.

Persistence [400] - even if their family and friends fall, the Sweepers keep moving like an unstoppable riptide. And even if they themselves are near death, it shall not stop the advance of the Wave. Whenever you would die, there is instead an 80% chance - unaffected by any luck related or probability altering perks or powers you may have - that you will simply get right back up, free of any injuries. Whenever this ability is triggered, the chance is halved - if you die a second time, it is only a 40% chance, a third - 20% chance, etc. - until you complete this Jump, at

which point the chance resets back to 80%. Alternatively, the chance is reset back to 80% every 10 years.

Living Tide [600] - much like how the skin and flesh of humans contains their organs and viscera, the ragged bandages and cobalt metal of the Sweepers contains their liquid bodies, comprised of that all-important viscous fuel. Well, no more! This Night in the Backstreets, you will unleash yourself! You can turn your body into a mass of liquid which will stay a single, cohesive wave without splattering all over the asphalt like liquids are wont to do. This tide of viscera has some corrosive properties, so any stray biomass - or even inorganic litter - will dissolve into more of this fuel, enlarging your fluid mass.





Gnomes

Hard Worker-ome! [100] - my back-ome! Ah well! All for the factory-ome! You're a good, industrious gnome, able to lift several times your body weight, exert significant leverage even with your tiny body size, and your flesh is squishy and elastic enough that getting it pinched between some grinding gears, or squished by a heavy object won't leave so much as a bruise. A side effect may be a squeaking sound whenever you move.

Strength in Numbers-ome! [200] - we are legion-ome, for we are many-ome! What gnomes lack in physical stature they more than make up for in sheer numbers - the critters are numerous, and are just as likely to crush you with sheer numbers as gas you with chemical weapons. You emit a kind of psychic aura that scales with the number of friendly creatures in your surroundings - your enemies get a bad case of mid-combat ADHD. They are unable to focus down any singular attacker, and instead spread their damage across multiple foes. The more of your friends are around, the stronger the effect, and with enough numbers could lead to a total decision paralysis.

Sawbones-ome! [400] - make more presents-ome! You're a good little factory worker, knowing how to repair, maintain, and even build machinery to repurpose biological matter into various appliances and items, breaking down meat, muscles, skin, blood, bone, and other parts of the body into simple carbon and phosphor to be fashioned into such things. A single human body can be recycled into a whole slew of delightful presents! The fresher the meat - the more you can get out of it. Moreover, your strikes, when enough force is behind them - enough to break bones, rupture organs, and hemorrhage tissues to begin with, mind - break down living tissue into simple carbohydrates, proteins, phosphor and fats, even when it is still part of a living creature, inflicting much greater damage by disabling entire sections of the body with singular strikes.

Manager Gnome-ome! [600] - get to work-ome! You're a larger gnome - with disproportionately large and muscular arms, wider mouth for shredding flesh, and more dexterous digits for wielding tools. Your strength is rather incredible, despite your still small size. Not just that, but you're also smarter, and more cunning - it's as if you exude Christmas atmosphere, and we all know nothing bad happens on Christmas... right? Your presence seems to bring out a trusting, naive side in those around you, making the upcoming stab in the back all the more effective. For your

friendlies, your presence raises morale, team cohesion, and camaraderie. For your enemies, your presence raises their naïveté, gullibility, and once they become aware of your treachery - significantly lowers their morale, to the point where even if they win, they will forever be traumatized and will never be able to enjoy any holiday ever again.

- North Giant-ome! [400; Requires Manager Gnome-ome!] - big boss ome! You're not just a manager gnome - you're the big boss of the operation! Five - no, six times larger than the average human, your body is bulky and layered with protective, dense fat bound in tough, leathery skin. You could crush a normal man with bare hands, and swing train carts like clubs. As if that wasn't enough, you can produce a noxious gas in your gut, that you can either breathe out, or let condense into an acid. The gas itself is non-toxic, but so inhumanly malodorous that a single whiff will make a human cough and gag their guts out if not pass out right away. And the acid it condenses into? It can eat through inches of corrosion-resistant metal in seconds. Of course, you yourself are immune to the effects of your own gas and acid.





Niaojia-ren

Nevermore Feathers [100] - the Outskirts is a dangerous place. It is full of horrors and monsters. And though you are one of them, you need a way to get ahead. Your feathers are stronger than others of your species - they are composed of a material similar in mechanical properties to graphene, being tougher, sleeker, more rigid. Not only will they act as armor, they will reduce your air drag and the resistance imposed on you by air, streamlining your form and making it more aerodynamic. Additionally, you can discard these feathers at will, sending them flying like darts with a wave of your arms - and due to their tougher, more rigid structure, they will act as blades, as thrown knives.

Skeletal Pneumaticity [200] - cuckoos are bird capable of flight. It is only natural that so are you. You possess a set of functional wings which you can sprout and hide at any time from your back. Regardless of how little sense it makes in terms of physics, you are capable of flight when these wings are exposed. Moreover, as any bird, you are adapted to flight - you do not suffer motion sickness, your pneumatized skeleton means you weigh less than you should, your blood circulation and air flow are superior to any other being, and you do not suffer the downsides of traveling in areas of the atmosphere with lower air pressure.

Brood Parasitism [400] - a young cuckoo, freshly hatched, shall engaged in infanticide - it shall break all other eggs in the nest, killing the unborn to take their place. Your species is named after these birds for a reason. Your mere touch - even your presence - is enough to supplant the reproductive systems of others. They shall be twisted, made to grow what they weren't meant to. Women shall find themselves swelling up, until rabid claws rupture from their bellies, devouring them while they still live. Men will be torn apart, and their corpses made to be nests for more detritivore hatchlings. All these newborn Cuckoospawn shall grow to full height and maturity within mere seconds, surpassing a grown man in height, mass and strength, and shall themselves reproduce in the same way. You alone can take over districts in a matter of hours - if not minutes - with this hideous, parasitic reproduction. You may turn this effect on and off at will.

Birds of a Feather [600] - there was once a dark, deep forest. Within that forest lived three birds. Big Bird could see hundreds of kilometers away. Tall Bird could see through everyone and discern truth and justice. Small Bird would deliver upon wrongdoers their punishments. While it may be presumptuous of me to assume familiarity simply based on your avian features... you simply must know them, for you can call them to your side. At first, you may only call one of them at a time - Big Bird, Judgement Bird or Punishment Bird. With time, you may learn to summon two at a time. With yet more more time and effort - all three. And when all three come together in one place... a great, horrible beast shall arise, bringing ruin and Apocalypse to all. You may learn to control it, but... such an endeavor is perilous, and most likely futile.





Artificial Intelligence

Mimicry Algorithms [100] - most sentient machines are visibly that - machines. They act robotic and emotionless, following their internal protocols and logic, obeying their programming with cold efficiency and displaying little emotions. You, on the other hand, similar to Angela, are unique in that you can display emotions. They may not necessarily be real - simulated, adapted to the situation, only cosmetic - but perhaps with time you can learn to truly feel what you emulate. You can easily emulate, hide and compartmentalize your emotions - whether they are real, or not.

Memory Repository [200] - an inherent advantage that computers have over people is that they do not err. Their calculations are always perfect, they recall information instantly, without delay or error, and their speed of thought is incomparable to that of a human. As a sentient - sapient - machine, you still have those same advantages. You are much smarter than a human - in a general sense. You are better at math, have greater recall speed, do no suffer from memory loss, have a greater comprehension and retention rate, and make no mistakes when comparing, evaluating or otherwise analyzing information and data.

Millions of Years [400] - this can be a truly horror-inducing aspect of being an AI, especially if you have no control of it, as a certain blue-haired machine can attest. Thankfully, however, you do, in fact, have control over it. You can slow down your perception of time - up to 100x as fast as a regular human, making everything appear as if it were in a standstill. You can also return your perception of time to its regular level, and adjust just how fast you wish to perceive it. Now, this does not affect your actual, physical speed, only your thoughts - whether your body can keep up and act on your commands in this slowed time is another matter. If you had a strong enough mechanical body, perhaps it would be able to keep up with your mind.

TT2 Protocol Module [600] - sometimes, don't you wish you could just start over? Go back to the start and repeat a sequence perfectly, now knowing all mistakes and risks you could encounter, performing perfectly? Well, now you can! You can establish a "Save Point" at any point in time, and can rewind yourself back to it. You are the only one who retains the memories during these rewinds, though repeated applications of it may lead to some astute individuals picking up some discrepancies and deducing the fact that they are in a loop. That's a low probability, though. Any memories, items or skills you acquire before rewinding will stay with you, but everyone will be rewound and won't remember the first time around. There are a few limitations, though - you can only have one "Save Point" at a time, and can only rewind up to 60 days at a time.



Undiscounted

In Hell We Live, Lament [50] - while unheard by the residents of this setting, the tracks composed for Project Moon are quite sublime, as is widely agreed. Therefore, it is not right to deprive you of them. You have a mental playlist of all songs composed by Mili and Studio EIM. You may choose to listen to them at will, or have an appropriate track play at an appropriate moment automatically. It will be non-intrusive, will not interfere with your abilities or otherwise hinder you, and will perfectly fit the mood of the moment - from the despairing lamentations of Angels Gone, to determination of Hero, to hype and aura of Middle Finger Toujou, to jazzy beats of Time Ripper's fight theme. You can also choose to turn it off at any time.

S.A.N.G.R.I.A [50] - Succinct Abbreviations Naturally Germinate Rather Immaculate Art. You are a master of such succinct abbreviations and shortform speaking in general, able to reduce a complex sentence to a single word, wherein each letter is teeming with meaning which can only be understood through context and enunciation. Not just that, but much like a certain German boy, you also perfectly understand and can decipher such abbreviations. This also, incidentally, lends itself to understanding meaning and subtext in general.

HamPang Kitchen [100] - never underestimate the value of quality cooking! You yourself are comparable in skill to the great and awesome chefs at the unparalleled, the one and only, Hamhampangpang! You can cook all kinds of delicious, tasty meals with little effort, and can even come up with and create entirely new foods, either on their own or based or related to some major events or personages you encounter!

No Easy Way Out [100] - life is hard and full of hardships. To cut it short... not only is it tragic and saddening, it is also... easy. Cowardly, the less charitable people may say. While I wouldn't put it that way, it is undeniable that the dead care not for the struggles of the living. And you're not that kind of person, are you? You have a powerful resistance against various effects - whatever their origin, or who attempts to cast them on you - which would induce suicidal ideation or cause you to take your own life. Be it eldritch knowledge that would drive you mad simply ceasing to be able to force you to that level of insanity, a technological compulsion by triggering your nerve endings and muscles failing to take hold, a psychic whisper telling you to end it all failing to penetrate and convince you... all these kinds of effects can no longer cause you to cut your own life short.

Philosophizing [100] - the City is a complex place, a hive of humanity, consumed by its own wants, needs, desires, emotions, pain, struggles and beliefs. Everyone has their own reasons for their worldview, for their beliefs and convictions - even if those convictions is not having any. And you happen to be among the more eloquent people of the City, able to express your thoughts, beliefs and desires in a clear yet poetic manner, with no room for misinterpretation or mistakes. Even the simplest thought can become a monologue filled metaphors and poetic philosophy, conjuring up clear images and ideas in the minds of others. At the same time, you can just as easily dissect and

understand through many hundreds of words of flowery prose to understand the belief others may try to espouse. This does not alter your sense of empathy, but is does allow you to understand the worldview, philosophy and beliefs of others quite easily.

Ingenious Tales [100] - Bari was once able to immerse a First Kindred Bloodfiend with her tales of Fixers and of the City, such that he himself departed on an adventure most grand! And you have a similar knack for storytelling, so captivating and entrancing that even the most unlikely listeners become immersed in the world you paint with your words that it borders on delusion. Of course, for someone to become this immersed, they need to be receptive to listening in the first place - if someone refuses to entertain your tales to begin with, then they can't very well be swayed, can they. But should someone lend you their ear, your stories can be truly life-changing things.



Announcers [100] - in your life, you're sure to encounter many interesting people and characters. And sometimes, you may be curious as to what they think of a certain situation or happening. Well, now you can! You gain mental "Announcers" based on the people you encounter - mental simulations of these people, who will provide running commentary on whatever is going on at the moment. They will represent their original rather perfectly, encapsulating their personality. However, they will only commentate, rather advise or provide any kind of expertise - they will only speak about what you know and can perceive. You can filter which announcers you wish to speak and which you wish to remain silent - you will have a mental repository of all the announcers you have, which you can toggle on and off. This commentary will not be distruptive or distracting. You may gain announcers based on important people in your life, antagonists, villain, or even just passing strangers who happen to be memorable.

Urban Aesthetic [100] - the City is a large place. Twenty-six Districts, each with a Nest and Backstreets, altogether housing the population of approximately seven billion people. Each District is the size of a country, at least. And, naturally, each District thus has its own aesthetics. T Corp takes the aesthetics of Industrial Revolution Era Britain; R Corp and W Corp both possess similar futuristic aesthetics with glowing lights and sleek, dark metal; H Corp resides in a singular, massive building of Hongyuan, taking after Kowloon Walled City; N Corp is sterile and clean; etc. You may now adopt the aesthetics of any given District at will, covering your items, properties, abilities and even yourself and your companions with an aesthetic field. Make your items and properties seem right out of Cyberpunk by adopting the aesthetics of W Corp, or appear like a Victorian gentleman with a dash of T Corp. You can switch which aesthetics you can apply once every day. Note that this is purely aesthetic, and does not alter the functions of any item, ability or prson affected.



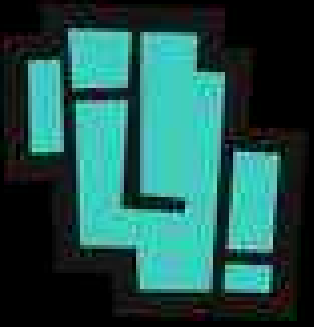
Red Damage Resistance [100/200/400/600] - the so-called Red Damage is the simplest one to understand, as it involves physical trauma and damage to one's body, but little beyond that. For 100 Points, you are mildly hardier and tougher, being able to resist approximately 10% of incoming Red (physical) Damage. For 200, you are much more resistant, able to reduce incoming Red Damage by 25%. For 400 Points, the incoming Red Damage is reduced by 50%. For 600 Points, the incoming Red Damage is reduced by 75%.



White Damage Resistance [100/200/400/600] - the so-called White Damage is that which impacts the mind, as it involves psychological trauma and the effects which assault the mind directly. You are resistant to such threats, and can reduce the effectiveness of such psychological attacks and effects. For 100 Points, you are mildly more resilient, reducing the effectiveness of White (psychological) Damage by 10%. For 200 Points, you reduce the incoming White Damage by 25%. For 400 Points, you reduce incoming White Damage by 50%. For 600 Points, you reduce incoming White Damage by 75%.



Black Damage Resistance [100/200/400/600; Requires Red Damage Resistance and White Damage Resistance] - the so-called Black Damage is more complex, in that the term is used to describe compound effects which erode both mind and body. And the correct term is, in fact, "erosion", but that is a scientific technicality. Point is, you are more resistant against this erosive, Black Damage which affect both the body and the mind. For 100 Points, you reduce incoming Black Damage by 10%. For 200 Points, you reduce incoming Black Damage by 25%. For 400 Points, you reduce incoming Black Damage by 50%. For 600 Points, you reduce incoming Black Damage by 75%.



Pale Damage Resistance [100/200/400/600; Requires Black Damage Resistance] - the so-called Pale Damage is the most complex one to understand. It is commonly understood to be comprised of effects which damage the soul directly. For 100 Points, you reduce incoming Pale (soul) Damage by 10%. For 200 Points, you reduce incoming Pale Damage by 25%. For 400 Points, you reduce incoming Pale Damage by 50%. For 600 Points, you reduce incoming Pale Damage by 75%.



Fortitude [Free/100/200/400/600] - every person has a level of injury, pain and overall damage they can tolerate before tapping out - either passing out or outright dying. At base level, which you get for free, you are at average human level - you can take a punch, but not much more. Don't get me wrong, humans can be surprising resilient, but an average Joe isn't getting up after being smacked in the head. For 100 Points, you're a good bit above average in terms of constitution - your stamina and toughness are a good bit above average, and you can take a decent beating, and then walk it off afterwards. For 200 Points, you're one hell of a bruiser - you'd have to get your bones broken, stabbed, take several hard knocks to the head, hell, maybe even get shot, and only then would your vision start to fade. Your stamina and pain tolerance also raise to appropriately commensurate levels. For 400 Points, you're a right juggernaut - your bones are denser, your skin is tougher, and you could get knocked about all day and keep going, not only in terms of damage you sustain but also your stamina and daring attitude. You're verging between peak human and superhuman at this point. For 600 Points, you could get cut up, shot, stabbed, burned, electrocuted, waterboarded, beaten up, and otherwise tortured, and then get up, feeling fine, and run a marathon.



Prudence [Free/100/200/400/600] - everyone has a certain level of stress they can manage before suffering a breakdown, and only so much information they can take before a sensory overload. At base level, which you receive for free, you're at the level of a normal, average human - you can manage some stress and are fairly curious and intelligent, but too much of either is not healthy for you. For 100 Points, you're a good bit better at stress management, and can shrug off the chronic stress and psychological damage inherent in living in the City like it's nothing. Your intelligence is also quite a bit better than an average man, possessing better information retention and comprehension rate. For 200 Points, you will have grown numb to most mundane stressors. Even watching someone die, or killing someone yourself, is nothing to you, and does not affect you in any way. While direct psychological attacks will still mess you up for the most part, you can handle them far, far better than any normal person. You're also very smart - not quite a genius, but definitely a savant. For 400 Points, you have the emotional and mental resistance of a robot, in that only the second coming of White Nights and Dark Days could move you or shake you. You also may as well have the computational power of a robot, as well, given how much information you can take in without

being overwhelmed, and just how smart you actually are. For 600 Points, you're numb. To everything - even direct psychological attacks are easily ignored, if not laughed at outright by you. You're also an undisputed polymath genius, you need only apply yourself.



Temperance [Free/100/200/400/600] - everyone has a certain level of empathy, of emotional intelligence and of diligence. At base level, which you receive for free, you're pretty average - you can make reasonable guesses as to others' mood, and can try adjusting your behavior to that, but the results are mixed. For 100 Points, you have a level of EQ above average, able to understand and intuit the emotions of those around you and interpret their behaviors more accurately. You also have an impeccable work ethic. For 200 Points, you are what some may call an empath, and can rather easily gauge and comprehend the emotions and feelings of others, identify where they may stem from, and can more effectively adjust your own actions and behavior in accordance. You'd make a good therapist. For 400 Points, your ability to tell what others are feeling borders on creepy, as you can effortlessly pinpoint the exact feelings, emotions and desires of others at a glance, judge exactly what stressors and factors affect them, how to mitigate or manage these emotions for them, and can easily assist them in dealing with their issues and traumas. For 600 Points, not only are you effectively a mind reader and super-therapist, you have an incredible work ethic, and the diligence to see it all through, be it your own work or that of others, and can help them achieve the best results they can in only a fraction of the time, thanks to your unparalleled motivation.



Justice [Free/100/200/400/600] - everyone has a certain level of determination, of how much force they are willing and able to exert in a fight, how quickly they can act and how much they hesitate. At base level, which you receive for free, you're average - your reflexes, coordination, and movement are nothing special. You won't trip over yourself, but don't expect to win a footrace. In a fight, you may spend a solid few seconds hesitating or being unsure on how to act. For 100 Points, you're sharp - quick on your feet, nimble with your hands, and able to dart across a room. You don't have as many problems hesitating or doubting yourself or others, especially in combat situations. For 200 Points, you're fast, not just in terms of movement, but in reaction. You can react to attacks almost instinctually, without having to consciously think about it, and with enough warning can even dodge bullets (not Magic Bullets, though). For 400 Points, your movements are too fast for most people to track with the naked eye, your reflexes border on precognitive, and your ability to react to sudden dangers is instinctive and immediate. You do not to think about further actions in combat, as fighting comes to you naturally. For 600 Points, you are at the level of dodging gunfire, weaving through explosions, closing the distance before your enemies even realize they're in danger. You move faster than most can think, overwhelming your foes in a dizzying flurry of blows,

dodges, and positional shifts, while utilizing your own positioning and speed, and the lack thereof on the enemy's side, to your advantage.



Zhi (智) [Free/100/200/400/600] - the wise lose neither people nor words. To hold one's silence in need of speech shall cost them people; to speak in need of silence shall cost them words. This virtue of Wisdom determines your ability to read the room, make decisions, interact with people, perceive that which is not apparent, and act with intelligence and discretion. For free, you possess the very basic common sense and ability to make inferences, but not much else. For 100 Points, you possess a greater breadth of experiences which you can draw on to determine which effects your choices and actions will have. For 200 Points, you possess foresight to remain multiple steps ahead of those you interact with and to construct plans which account for the unexpected. For 400 Points, you have such intelligence and experience that few can hope to match you, and the ability to discern and read others with frightening precision. For 600 Points, you are wise beyond your years - and those of your seniors, even, as you remain unshaken in any situation, for your foresight and predictive ability might as well be a Singularity of its own. Truly, perhaps even the Xianhuang Anamnaworm could have learned something from you.



Yong (勇) [Free/100/200/400/600] - the ability to overcome fear, to act decisively. Have too much of it, and risk becoming a brute; have too little, and risk becoming a craven. It requires balance and harmony. This virtue of Courage determines your ability to control your emotions, your martial prowess, your determination and stubbornness in the face of obstacles, and to overcome adversity, be it fear or enemies. For free, you learn the very basics of self-control and self-motivation, along with basic physical conditioning. For 100 Points, your body will have become hardened enough to be worth something among the unaugmented fighters, and with a healthy body will have a clarity of mind to withstand surface level terrors and emotions. For 200 Points, you are at the pinnacle of what an unaugmented human could achieve, with healthy body free from disease and usual wear, and able to exert itself to its fullest without tearing itself apart, as well as the self-control to distance yourself from turbulence in your heart, so long as you maintain composure. For 400 Points, your body is like that of a trained Family Hierarch Candidate, with all the inherent augmentations and effects of boluses, while your mind will have become a fortress shaken only by the supernatural. For 600 Points, your physicality is the greatest in Hongyuan, save for the Heishou Adepts, and such a healthy body harbors a mind which maintains a titanium grip on its composure and emotions at all times, even in the face of horrors beyond the mundane.



Ren (仁) [Free/100/200/400/600] - the benevolence of the heart; the compass of behavior that dictates respect toward every human. This virtue of Humanity determines your empathy, your moral righteousness, the ability to act kindly even in the face of malice, and the foresight to build a better future. For free, you possess the very basic ability to peer into surface emotions displayed by others, and to maintain the most basic view of morality as you see it. For 100 Points, you can peer past the

surface-level mask which others present you, and maintain the conviction in what you believe to be right in the face of some adversity. For 200 Points, you possess the ability to resonate with the heart of humanity to understand not just what someone is feeling, but why they feel as they do. For 400 Points, you conviction in righteousness is unshakeable, and you can objectively evaluate your positions by the effects they have on others - both in the short term and in the long term. For 600 Points, your humanity, your empathy is an all-encompassing ocean, embracing every heart, allowing you always find a way to maintain your conviction while treating everyone with the respect they deserve - even if that is "none" - while also impressing upon others that respect and kindness are not meekness, and that you, yourself, are to be treated with respect and dignity.

Sin Affinity [200] - "sin" is a peculiar name. A demonization of common human desires and wishes, of emotions that all of us are so prone to. There is no shame in being sinful, in truth. It is better, in fact, to embrace your sins and learn to control them, than eschew them until they boil over. You have a particularly fine command and control over your emotions, able to suppress or call upon almost any emotion at will, be it searing rage, excitable happiness, all-consuming gloom, measured curiosity, or any other, really. Not only can you self-regulate your emotions, you can very easily identify your emotions, if they are really yours or if you're being influenced to feel them, suppress them, or mentally link certain triggers to emotional responses.
- **Sin Resonance [400; Requires Sin Affinity]** - power can be found in emotions, even ones considered harmful. The sheer strength of Wrath, the assuredness of Pride, the unshakeableness of Sloth, etc. The stronger you experience any of the Sins - Wrath, Lust, Sloth, Gluttony, Gloom, Pride, Envy - the more powerful your attacks become, along with gaining some quality relating to said Sin. When you're feeling Envious, your attacks might subconsciously target your opponent's weak spots; when you're Slothful, you might be better at parrying, blocking and deflecting; etc.
- **Sin Resistance [100/200/400/600; Requires Sin Affinity]** - certain emotions bring with them hallmark behavioral patterns and methods of expression. Rage carries wild abandon and the sacrifice of precision in favor of raw strength. Pride brings overconfidence and surety in one's steps, sloth - lethargy and unwillingness to move or be moved, etc. You have learned to recognize such things, and to guard against them. Pick one of the following: Wrath, Lust, Sloth, Gluttony, Gloom, Pride, Envy. For 100 Points, you reduce all forms of incoming damage from individuals experiencing the chosen emotion by 10%. For 200 Points, the incoming damage is reduced by 25%. For 400 Points, it is reduced by 50%. For 600 Points, it is reduced by 75%. You may purchase this option multiple times, gaining a resistance to a different Sin, up to seven purchases.

Spring Cultivator [200] - suddenly assuming the responsibility of a prestigious position can be a lot. But not to fear - for you are ready and willing to learn! You are a star pupil, with unending morale for education, wonderful enthusiasm for learning more, and mind like a sponge which absorbs new information and quickly sorts it into easily remembered and quickly recalled shelves and boxes. Not just that, but you're such a good student that it seems you inspire your teachers to be better, allowing those who teach you to grow in their own field and become better professionals and educators through the process of mentoring you. All your memories of education are sure to be wonderful ones!

- **Hierarch Maker [200; Requires Spring Cultivator]** - the student becomes the master! You have grown to where you no longer just a spectator and subject of education - no, you have become a teacher yourself! Not only are a great mentor, able to impart any knowledge you have onto others with remarkable ease, but you can qualitatively measure your pupils' progress with hard numbers that will always be objective. Any learned skill you possess can be passed onto your students within a month, regardless of complexity.



Night Drifter [200] - drunken mastery is, perhaps, the best kind of mastery. I don't know if all your drinks just so happen to be laced with H Corp boluses, but either way, consuming alcohol slightly boosts your body's regenerative capabilities. Not just that, but your drunken swaying is somehow unpredictable enough that most opponents just can't hit you, and the loss of control inherent in lowered inhibitions induced by alcohol consumption bestows upon you a hysteric strength that lets you pulp the bones of your enemies with bare hands. All of these effects, or course, scale with the percentage of alcohol in your bloodstream (or is it "blood in your alcohol stream"?). Also, you're immune to alcohol poisoning. Won't help you with hangovers, though.

- **Emptiness of Sound [200; Requires Night Drifter]** - the slight friction from the tips of your toes, the ruffle of your clothes, your breaths... erase them all, erase every ripple and echo you leave upon this world. You don't necessarily vanish from the senses, but your presence becomes hazy, as every single sound, every single ripple upon the air you would normally leave, is erased. You are completely soundless, even in the middle of combat - producing not the wooshing of air around your weapon, not the echoing footsteps against the floor, not the ruffle of clothes, not even your breathing. You simply disappear from the sense of hearing, and with that - disorient the other senses as well, become hard to pin down, and hard to anticipate.
- **Emptiness of Form [200; Requires Night Drifter]** - to have a form is to provide your foes with clues to predict your next move. Forget the weapons in your hands. Forget your structured forms. Break the mold, become the flow, let only your will remain. There is a certain clownish quality to your swaying movements, but also a randomness unpredictable to anyone, not even those who mastered this art themselves. Your movements do not adhere to any strict form nor follow any rigorous kata, and yet still exert that same power and strength without petting your opponents predict your next move.
- **Emptiness of Mind [200; Requires Night Drifter]** - try not to force the direction of your heart, empty your desires and intentions both. Stab without thinking; penetrate without gazing. Your movements become instinctual, one with the world, absent intent and feeling, and thus all the more potent for they are unmarred by imperfections imposed by a mortal mind. Even with your senses obscured and your mind obscured by either outside forces or your own emotions, your body continues to move and strike.

Ruins Explorer [200] - the Ruins are a dangerous, desolate place, no less fraught with danger than the Outskirts. And yet, many people, sent here by corporations, Associations, and their own greed

alike, make their way down here, beneath the City streets, in search of Rivers, Artifacts and power, in pursuit of magic and strange phenomena. You are among their number, drawn down here, but unlike most, you seem to have a natural knack for this kind of exploration. You have an affinity for scouting and exploring ruins, caves, catacombs, dungeons and other such dark, dank, subterranean locales, always seeming to know how to proceed and where rhe exit is. Moreover, you seem to have a 6th sense telling just where treasures and loot are, though such directions are vague at best.

Charon Intuition [200] - you'll get there... eventually. The path may not necessarily be the best one... or the most efficient... but you'll get to your destination one way or another. You seem to know how to get somewhere even without directions, maps, and having never seen the place. Just knowing that you have to get somewhere seems enough to stir you in a rough general direction of the place or thing you're going for.



Clasher [200] - contenders, are you ready!? Ready, set, go! Whenever you enter a contest of skills or attributes - where your own characteristics are directly pitted against another's - you can always numerically quantify your likelihood of victory - whether you'd be hopeless or merely struggle, whether you're neutrally matched or if the outcome favors you, or if you'd straight-up dominate your opponent. Moreover, you can quantify the odds of victory and loss for others as well by merely taking a look at the two opposed sides.

Vroom-Vroom [200] - bus driver's on strike until additional candies are provided. With a wave of your hand, you can summon a heavy train-bus hybrid from behind a corner, going full-tilt, full speed ahead, right at your enemies, who are starting to look a lot like speed bumps. The bus will hit them, do whatever damage getting hit by a multi-ton heavy vehicle would normally do, and immediately reverse back to wherever it came from, disappearing until summoned again. You can

only do so every so often, but perhaps the infernal truck-kun can be bribed with sweets to circumvent its cooldown?

- **Choo-Choo [400; Requires Vroom-Vroom]** - this bad boy has been the bane of many a LobCorp manager! Similar to how you can summon Mephistopheles, you can summon the WAW level Abnormality, the Express Train To Hell. It does exactly the same thing, but better. It travels in a straight line from where you summoned it, chugging down and killing everything in its way! It bypasses walls and other obstacles, leaving infrastructure intact, but it will invariably reduce everyone it runs over into a fine red paste smeared over the walls and floor. Not even their souls are safe, as this is a train to Hell, as the name implies, so it has some infernal influence of its own, ripping away people's souls and turning them into stray clumps of ectoplasm and enkephalin, as a spiritual counterpart to what happens in the physical realm.

Lethe's Oblivion [200] - having drunk from the River of Oblivion, you seem to have not forgotten your past, but instead gained the ability to forget. You may suppress your memories, be they spanning only small periods of large chunks of your life. These memories are not gone, and can be regained, but that would require enormous effort. In their place you will find these spans of forgotten time replaced by fabricated, blurry memories made up by your subconsciousness. If you were to forget your entire life this way, you would be an entirely different person, living a past that never was, made up by your unconscious mind.



Under Carmine Auspices [200] - that voice whispering in the back of your mind may seem... strangely human, and strangely foreign, at times. And not for naught, for there is a very human existence permeating the Ohr, a mind once belonging to an imperfect, selfish mortal nestled throughout the Light. And now, you may choose to surrender yourself to her will. At will you may choose to let go of your own struggles, and ending the effect of any fate, destiny, luck, fortune,

and other inscrutable forces on you. Instead, your course will now be charted by none other than Carmen herself, who will shape your life to best suit her own vision. She will tug the strings of probability, sow cracks in reality through the manifestation of EGO, Distortions and Abnormalities - be they related to you or not - and will be the guiding hand who orchestrates every event in your life. Whether that's a good thing or not... depends entirely on how much your views align with hers. You may also shrug off her controlling and guiding hand, subjecting yourself to more impartial forces of destiny and fate once again.



Mirae-Mirae Glimpses [400] - there lay a River in the Ruins. A tributary, known as Mirae-Mirae, or "Future-Future". Those who drink from are shown a picture of the future, and often become obsessed with it. However, even glancing into its waters is said to give a glimpse of what is yet to come. You seem to have been affected more than most, as after looking into its waters, you continue seeing these glimpses. You will occasionally witness glimpses and fragments of some possible futures - sometimes only a few seconds ahead, sometimes weeks or months ahead. You cannot control the frequency or the content of these glimpses, but you have a perfect memory of these glimpses, able to vividly and perfectly recall each one of them.

- **A Drink Of Future Waters [600; Requires Mirae-Mirae Glimpses]** - it seems you could not resist the temptation of knowing what is yet to come. It seems you have drunk from the tributary which connects to that which is yet to transpire. And yet, rather than be driven mad, singularly obsessed with the vision you have witnesses, your eyes have instead been opened. At will you, you may glimpse into the future, seeing the billions of billions of probabilities, how certain decisions and actions and random happenstance will play out and affect the world, witnessing an innumerable amount of domino effects at once like kaleidoscope. You may choose how far into the future you want to glimpse - be it only a few seconds, or weeks and months. The shorter the predictive timing, the less strenuous it is. However, prolonged or repeated use in a short span of time will

leave you with a debilitating headache so powerful you will physically unable to use this power for some time.

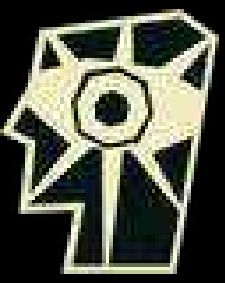
Flow [400] - perhaps the overflowing of your cumulative experience, perhaps something more. But there is a certain niggling force on your shoulder, pointing out that you should go that way, an abominable but irresistible pressure. Whatever it is, Vergilius calls it "Flow". You seem to be able to tap into this force yourself, forsaking your agency and letting things play out as they will. This is this, and that is that. It will lead you to success, yes, but it will do so apathetically, efficiently, often times inflicting great suffering and costing those around you. Should ride along the flow, be assured in your success and triumph - it will even lead to the most benefit for the most people... only, those people benefiting from it rarely happen to be the ones you hold close and dear. Should you follow this great flow, you can surely overturn even the City itself in its entirety. And yet, it is in ruins that success is buried. And if you choose to disregard this flow, great ripples can spread from your actions, altering fate and destiny irreversibly, as even the smallest ripple can eventually become a riptide. Though, maybe forging on despite such consequences would let you find your own, unique flow...

White-Haired Experiment [400] - it would seem that Angelica and Argalia had another sibling they were unaware of. Having been experimented on in an unspecified manner, by an unspecified corporation, for an unspecified purpose, you boast an albino-like complexion, with skin pale and the whitest snow and a hair of similar color, while your physical capabilities far exceed any normal human. What other may spend fortunes to obtain via augmentations and various improvement procedures, you possess in spades by your very nature. You are far stronger, faster and tougher. But more than that, your very genetics hold within them an unknown potential, borne from the intermingling of reality-defying technologies and borderline-magics of the Outskirts. You learn and grow far quicker, can master almost any skill, and even things which require an inborn predisposition to use are easily mastered by you, as you will find that you have whatever prerequisites, inborn potentials or random affinities which may be necessary already lying dormant in your genetic code.

Waters of Immortality [400] - quite an impressive feat. It seems you have not only ventured into the Ruins, but have managed to find the fabled "River of Immortality" and drink from its waters. You are biologically immortal, meaning you no longer age. Your cells and DNA don't seem to accumulate the damage of everyday life that everyone else does. You are persistently youthful, remaining in your prime no matter how much time passes.
- **Rejuvenating Waters [400; Requires Waters of Immortality]** - it would seem that the waters of the River of Immortality had a bit more of a potent effect on you. Rather than simply remaining youthful, you have a small regeneration factor. Your wounds stitch back together, and you can even grow back organs and limbs, though the process is slow and takes time - certainly not combat applicable. Beyond that, you seem immune to disease and various defects inflicted by pathogens, and various venoms and poisons no longer seem to have any effect on you.



Instinct [400] - a type of work to satiate physiological needs. Nourishing, cleaning, healing, etc. You are a pro at this type of work, and can do everything required by it. At a glance, you can identify any physiological deficiencies or needs experienced by any individual, and can get to fixing those right away, be it by activating nourishing sequences, adjusting fluid intake, repairing collapsed tissues, adjusting homeostatic integrity, etc. Moreover, you're an expert in the field of physical therapy, and can not only fix someone's physiological deficiencies, but can also help them become better - train them, so to speak. Suppress static body responses, classically and instrumentally condition, alleviate physiological needs, reinforce neural stimuli, etc., until your subject becomes a beast who feels no fear, can operate for days on end without sustenance, can crush a man with bare hands and shrug off smaller caliber bullets altogether.



Insight [400] - a type or work involving analyzing the subject and their environment. As it requires in-depth analysis and collation of all gathered data into comprehensive points, it requires a high level of intellect. You can rather easily observe and analyze any given individual and their immediate environment, and draw conclusions from such observations in a matter of seconds - although you seem to specialize in the observation and analysis of environment over the individual residing in that environment. In fact, you're so proficient at this that you can analyze the air quality, perform multilateral analysis, examine the stressors present in the environment, etc., all in a matter of seconds. And although your real area of expertise is the environment, that doesn't mean you can't get in-depth insight about the subject, as you can monitor their gestalt indices, analyze behavioral patterns, check their sentience and selective memory, analyze their existential awareness, perform phenomenological observation, analyze psychological and physical isomorphism, etc., just as quickly - that is, in a manner of seconds.



Attachment [400] - a type of work to satiate social needs. Typically involves acting as a playmate or a companion, or otherwise satisfying social needs. You are highly proficient in this type of work, and can easily identify when someone's social needs are not met or are being ignored, and can easily fulfill such needs all on your own - very easily, too, as a few minutes of chatting with you is worth several hours of avid socialization in terms of fulfillment. And you're not just operating on "vibes" either - you have a solid base in terms of understanding of psychology, neurology, psychiatry, behavioral therapy, etc. Thus, by just communicating with someone, you can clock their oxytocin and vasopressin receptor activities, identify their individual preferences, analyze their relation formation mechanics, etc. As such, you can pretty easily brainwash someone, or change their behavior to your preferred state extremely easily - a few minutes, or at most hours, of conversing with you is enough for someone to have their mental state and conscious and subconscious behaviors altered.



Repression [400] - a type of work to restrain emotions. While the other works focus on handling desires, this one stifles them. This work involves regulating various emotions and desires, not entirely dissimilar to therapy. You are extremely proficient with this kind of work, allowing you to identify one's neuroses, complexes, and other such mental idiosyncrasies, and terminate them with great efficiency. However, it's not just mental aberrations which you can identify and terminate, but also all mental processes and everything resulting from them - emotions, desires, complex personality traits, memories, etc. Not only can you treat hysteria, evict impulsive behaviors and repress neuroses, but you can also terminate memories, disassemble complex ideas in one's mind, ideologically isolate them, repress their instinct and disrupt their attachments, differentiate libido, impose or break superego, and accelerate mental repression. All of this is trivially easy for you. You can cure someone's mental disorder just as easily as you could turn them into unfeeling, emotionless automaton.

Abnormality Whisperer [400] - in a certain mirror world, in a certain branch of a certain Wing, a certain blonde bloodfiend is renowned as a spectacular employee who wrangles and handles Abnormalities and other such monsters like no one else. You can now similarly resonate and handle Abnormalities and other such similar entities. You could order an uncontained Meat Lantern back to its cell like a dog, have regular conversations with Fragments of the Universe despite its voice dealing psychic damage, and keep the infamous Queen of Hatred contained via temporarily sharing one singular braincell with that silly girl. This affinity for Abnormalities also spreads to other monstrous entities, allowing you to pet pretty much every beastie you could ever want. If not friend, then why friend shaped?

Fortuneteller [400] - there exists a commodity more valuable than money, believe it or not. Developed in the backstreets of District J, a peculiar Singularity may extract "wishpower" from people, refining "luck" into a tradeable currency. You seem to be a dedicated fortune teller - able accurately measure someone's fortune by having them draw special lots - but also extract said fortune by manually refining this "wishpower" from people simply by laying hands on them. You drain someone of their luck, ending up with a talisman-like piece of paper containing a quickset tattoo. The tattoo, once applied, lasts only for a while, and adds the entire luck of whoever it was taken from to the one it is applied to.

Fathomless Psyche [600] - the mind is a strange thing. A state of being, a consciousness, and yet all the subconscious and even unconscious things that make one up. Sometimes a tangible item, in the form of an EGO. Sometimes a beast, as either Distortions or Abnormalities. And sometimes, a place where one can escape to. Fathoms of the EGO, a tangible world made manifest from one's own psyche, and yet different from the psychoment manifested as Effloresced EGO. You may now open a way into your own Fathoms. The Fathoms are your mind, your memories and experiences, as parataxical and strange as they are in your own perception of them. It is a limited dimension, containing the replaying of events you have witnessed, your experiences and thoughts manifesting as characters and persons that never actually existed. The exact environment and

layout of it depends on which experiences most define you. A war veteran may find himself back on the front lines, endlessly repeating over and over. A woman of modest means, who has known hunger and cold throughout her life, would find herself in a frozen palace made of ice and inhabited by frosted over corpses. A man wronged by a lack of time would find himself in a strange place of clockwork and timepieces. Either way, this place is filled with your memories made manifest. When you enter this dimension, your Fathoms, you leave behind an entrance, through which others can enter, and you may exit. The strange architecture of the Fathoms and its inhabitants - your memories - will attempt to stop the intruders, though they are only as strong as your own psyche is.

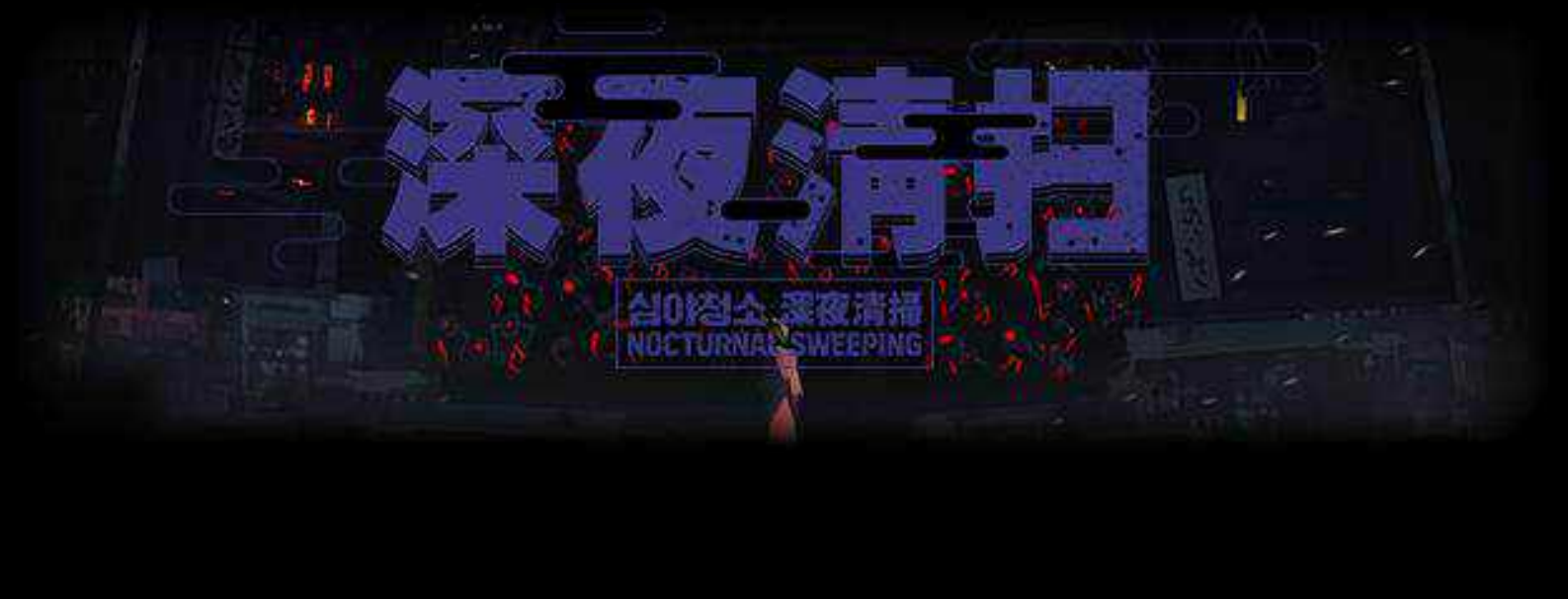
Identity Extractor [600] - you look in the mirror and see the "what if", and then think to yourself "why not". You occasionally - though rather frequently - get glimpses of parallel universes, where things played out differently. You can infer how certain action may affect yourself, others around and the world as a whole from these brief glimpses as it is. But you can also grab onto them, not let these possibilities go. And when you do, you end up bringing a sliver of a person's identity to this reality - maybe it is a piece of your own alternate self, maybe it is that of someone else. You never know. Point is, these Identity shards will allow whoever they are an identity of to gain a measure of memories, skills and abilities of their counterpart. With enough shards, they may even gain the ability to fully transform into this alternate identity of theirs at will. You can only perform these identity extractions whenever you get a glimpse of other realities, and you cannot control whose identity shard you're pulling - you can only be assured that it will be someone you're in some capacity allied to, not anyone hostile.

- **Walpurgisnacht [300; Requires Identity Extractor]** - the widely distorted timelines now come into play. Timelines jumping left and right, the space-time distorting and the wave form with it. Probabilities and possibilities normally impossible, are now feasible. Every three months, you impose a change upon your ability to pull identity shards, instead reaching into the wildly different and distorted timelines. Timelines that took place in the past, or the future, or entirely different worlds. Timelines that make no sense, even from an interdimensional perspective. From these timelines, the identities you pull are such that you would normally find repugnant - versions of yourself and others aligned with your worst foes, or living entirely different lives and times. Taking on the benefits of these identities also carries drawbacks - the memories are invasive, and may temporarily distort and alter the personality of those who assume them - usually for the worst. However, these distorted identities are, as a rule, much more powerful than regular ones. Exceptional abilities and skills, and the ability to draw on a much greater percentage of these powers than for conventional identities.
- **Refracted Through Glass Pane [400; Requires Identity Extractor]** - usually, you may only "equip" one Identity at a time. To overlay multiple Identities at once is... dangerous. Suicidal, even. But... not always. There are some who have managed to withstand such high Refraction coefficients. And you stand on par with Garnet when it comes to your ability to manifest multiple identities at once. That's right, you may overlay up to 5 different identities at once, gaining access to their abilities, equipment, memories, skills and other such things, all at once. However, such a Refracted state is dangerous. Unstable. You may only maintain for a time before you begin to

degrade, suffering ego corrosion, losing yourself, and ultimately succumbing to your psyche dissolving in the web of Mirror Worlds. The amount of time until you must cease using multiple identities depends on how many identities you're using at a time. You will also get an acute feeling and ample warning of when it is time to cease such activities.

Gesellschaft [600] - Gesellschaft knows all. Your mind is unique in that it has a peculiar connection to the weave of spacetime and of the wave form. In your mind, you can access a semi-psychic network of various yous from different realities, timelines and universes. Even without your input, they are active and near-constantly communicating and discussing various topics. Some of them have access to normally classified information on account of working wherever it is that holds that information. Others have a lot of technical know-how on account of dedicating their entire lives to a certain craft. A lot of them are coordinating, having some alternate selves split the learning process, or being responsible for learning some specific secrets that require lifelong dedication to acquire, and then sharing them with the network. You can simply listen in to these alternate selves communicating, or you can even request specific information - there's bound to be some version of you that knows what you're talking about. Of course, they can also just decide that you're not ready yet, and refuse to give you anything, but that's just the kind of risk inherent in such a system.

Nocturnal Sweeping [600] - Sweepers are many, a veritable tidal wave of semisolid humanoid bodies bound in leather and metal - thousands of them, a tsunami of things that look human but aren't, raising taller than buildings. You can summon a wave of Sweepers at will. Sweepers on their own aren't particularly strong, though stubbornly resistant to actually dying, and capable of forming their limbs into hooked blades of solid blood with which to tear apart bodies or trash. They will manifest in unspeakable and frankly ridiculous numbers out of various openings around you - sewer grates, dark garage doors, storm drains, vents, pipes, and other such places - as well as simply manifest from darkness - shadowy alleyways, obscured corners, unobserved crevices, etc. They follow your lead, flowing through the street like a wave of thousands of bodies, killing anyone they come across, and cleaning up any trash out on the street, without actually damaging the infrastructure. If you wish to dismiss them, they will hide away in the same crevices and places they appeared from over the course of a minute.



Shin/Mang [600] - the power of Light made manifest. Much like some of the truly legendary figures in the City, you have access to Shin. You see, capital L Light is a form of energy intrinsically tied to the human emotions and psyche. People accumulate Light just by existing. The more intense the situation they find themselves in, however, the more Light they generate. You have managed to develop a fighting style based on pure emotion, wherein every move, every attack, every defense, every block and parry, every punch and kick and stab and shot, all resonate with you, evoking in you certain emotions, thus generating Light in large amounts. That alone is now enough, however. You also possess the ability to manifest that Light physically. It appears as Shin - a glowing aura of warm, golden fire. This aura alone is capable of increasing your durability and toughness by orders of magnitude, allowing you to survive what would have normally reduced you to a red mist. Moreover, you can further harness Light, by manifesting Mang - rings of glowing golden light. This pure psychic energy possesses sufficient power to turn a regular hit from a normal punch into an earth-shattering artillery strike - and that's with a single ring of Light. You can pour various amounts of this accumulated Light into your attacks to regulate just how powerful you want them to be. And if you feel that just empowering physical attacks is too brutish, nothing stops from manifesting that Light as a powerful blast of psychic force all on its own, or perhaps further increasing the power of your other abilities, such as EGO, spells, perks, or whatever other capabilities you may have.

Magic Circles [600] - there are certain forces that exist in this world beyond even Light, EGO, Abnormalities, Singularities, and other incredibly improbably and inexplicable things. Things that one can only describe as... magic. And that what they are - magic. The likes of Der Freischütz, Queen of Hatred, King of Greed and Yesterday's Promise, all utilize a shared system entirely different from the usual ontokinetics of Abnormalities and Distortions. You now count yourself among their number, as you can manifest "magic circles" - ephemeral structures with innate meanings and functions that can be modified and combined. At first, you'll be limited in your applications of such power - only able to manifest one or two circles at a time, restricted to such functions as "penetration" to enhance your projectiles or send out magical ones, or "search" to make your attacks homing or locate a certain item or individual - even such simplistic magic circles can be utilized to great length in the right hands. But as you grow in power and skill, you'll be able to expand your skillset - layering circles to rival the magic bullets of Der Freischütz, bridging gaps between spaces to teleport, converting emotions directly into energy and attacks, forming magically enforced contracts and warding off areas, and many other mystical applications. Moreover, this system can be studied and decoded, and later be taught to others.

☆Arcana Maiden☆ [600] - forsooth, thou hath been chosen by Arcana to be a magical maiden, smiting evil and eradicating darkness with the power of love and light! Unlike regular "magic", yours is derived from "Arcana" - a powerful, yet inscrutable entity, bestowing magical powers upon randomly selected individuals to transform them into Magical Girls! Whether you're a girl or not, you have been chosen in a similar manner! You can undergo a flashy transformation at will, donning a cute outfit with frills and ruffles and patterns and buttons, and boosting your magical power by many dozenfold! You can utilize it more flashily, by deploying magical circles which each

have their own structure and effect, from transforming emotion into energy beams to bridging spaces together. Alternatively, you can use this magic power more discreetly, directing with your will and intent, manifesting it as floating swords or corrosive strikes. Beware, however, that such power has corrupting properties, and should you be weak of will you may fall into a state of "hysteria", perverting the ideals for which you stand!



Drop-In

Tabula Rasa [100] - to start anew. It is a great opportunity to leave your old life behind. Sure would be great, wouldn't it? In the future, shenever you pick an Origin that would normally have documentation, memories and history in the world attached to it, you can instead choose to have it function as a Drop-In option, with no additional memories or history in the world beyond the skills and abilities inherent to it.
- **[CLASSIFIED] [200; Requires Tabula Rasa]** - knowledge is power. If your enemies know about you, they can prepare, lay their plans and ensure they can fight you. Not anymore, because you won't let them know anything. At will, you can choose to render any information about you that is stored in a physical and/or digital medium inaccessible to anyone - files will require a clearance level that doesn't exist, documents written in scrambled, indecipherable codes and ciphers, etc. Other may realize that there is information to be known - but they won't be able to make full use of it.

Politely Charismatic [200] - in a world where everyone is some measure of dickish, even the barest manners can be interpreted as empathy and charm. Good on you, then, as you're perfectly aware of any and all etiquette norms, social conventions, and acceptable mannerisms in any given situation. Moreover, even just basic politeness will be interpreted as not just a given, but as a special effort to be acknowledged and taken into positive consideration. And, of course, anything more than that will have a proportional increase in social value.
- **Meekly Charming [200; Requires Politely Charismatic]** - everyone loves the underdog. And no one can resist the kicked puppy look. So what if you adopted the bearing of a kicked underpuppydog? There's something about you that just makes people sympathize, empathize and generally look favorably on you when everything is stacked against you, and you're in a pitiful situation. The worse the straits you find yourself in, the better everyone will think of yourself.

Chainmaker [400] - momentum is what counts in combat. To seize the initiative and not let it go. He who strikes first most often strikes true. You can mentally form "chains" of attack for yourself and others, linking attacks, skills, abilities and strikes in such a way as to form a combo that cannot be broken or interrupted until it has already run its course. When you get going, you cannot be stopped until you stop yourself. All your enemies can do is buckle up and weather the storm. Also, you have a great acumen for small unit tactics, allowing you to apply this same effect to those under your command or those you're fighting alongside.

Clockface [600] - you, uh... got something on your face. It's a clock, you got a clock on your face. You can choose if you want to look like Dante or not - what with the clock for a head - but either way, somewhat unlike his capabilities, you can selectively turn back the flow of time for select people, undoing whatever physical or emotional scars they may have gained, while allowing them to retain their memories and skills acquired. But be aware that doing so is excruciatingly painful the more you want to affect - turning back time for just one person will cause you unspeakable

aches that will make you want to die, while doing so for an entire group will actually knock you out and induce neurogenic shock from the amount of pain you experience. And there's no way to mitigate it. So, ya know... be careful, is what I'm saying. That, or get used to it.





Backstreet Rat

Out Of Sight, Out Of Mind [100] - they don't like you. They despise you and your kind. They'd rather keep you in the dark than face the suffering they've caused. No matter. You're just as happy letting them burn in the limelight. Those that are generally considered "your betters", or above you in the social ladder, tend to not pay much - if any - mind to you. They'll walk past as you're begging for handouts, they'll turn a blind eye as you're smashing a storefront. So long as your stink doesn't touch them in particular, they couldn't care less about filthy poors like you.

Rat's Nest [200] - you know these weird and winding roads like the back of your hand. You have to, or else you'd get swallowed by their serpentine shapes. Spending some time in any given area grants you an instinctive understanding of its layout and structure, how to get somewhere from someplace else, what roads to navigate and how. Perhaps you could even devise shortcuts through untread areas and paths that others shun for one reason or another. Stick to the shadows, and tread the roads carefully.

Urbanite [400] - a city is just as much an ecosystem as a jungle or a desert. It is a grey landscape dotted with towering monoliths, infested with vermin, scavangers, lone predators, packs of hunters, and scuttling rats like you. And much like any ecosystem, it is the clever that find their niche. You just so happen to be one. You're a great scavanger, able to salvage items and components from otherwise unfixable debris; the awareness of your surrounding is much higher than average, with you able to feel someone's heavy gaze linger on you; and as well, you're nimble - darting between buildings, jumping from rooftop to rooftop, scaling ledges and ladders in seconds; your presence easily lost in a crowd, you need only find a few other people to lose a trail; and your immune system - no longer will digging through garbage carry with it a risk of infection and disease. You're an animal - one perfectly suited to surviving in the City.

Teach Them Fear [600] - the Backstreets are cruel. They're uncaring, cold and littered with detritus and refuse of those who didn't make it. What makes you think you could do better? A simple fact - you're barely human. A wolf wearing a sheep's skin, your capacity for empathy is, if not diminished, then definitely selectively ignorable. And the less you empathize with others - the easier it is to hurt other. The less you care, the more you distance yourself, the less other can hurt

you, and the more easily you can bring yourself to hurt others. You possess a single-minded cruelty, sadism and the capacity for inflicting suffering that few - if any - can rival. Even in the midst of combat, rather than kill someone, you would rather slowly, painfully take them apart bit by bloody bit until they're writhing in agony, and their comrades can do naught but submit in fear of the same thing happening to them. The fear you inspire is rooted in a simple, lizard brain desire to not be hurt. Keep in mind however, that if you push too hard, they may just snap and break... and when steel breaks, there's always shrapnel...



Fixer

What and Where [100] - there are some things that any and every resident of the City must know. A certain level of general competence. You now possess the extremely rare and valuable power for this setting - common sense and basic intuition. You can puzzle out a situation rather quickly, can tell when you're unwanted somewhere by someone, when and where you shouldn't stick your nose, and other such basic necessities. This also translates to being able to find work for yourself, to ensure you don't sit in your "office" jobless all day.

Combat Prowess [200] - while Fixers do, sometimes, just look for lost cats all day, a lot of the time they don't. Most Fixer work involves fighting and killing people. Dangerous people. And if you're working solo, you must make up for the lack of numbers with your capability. This perk bestows upon you some basic combat capability, but more importantly - the capacity to quickly learn more when it comes to fighting, and incorporate the newly learned skills into your fighting style.

Lone Wolf [400] - there are certain types of people who work and fight on their own. The common denominator? They're all strong enough to work on their own. In fact, sometimes, having others nearby just cripples them. You're one such individual - you fight best on your own. So long as you're engaged in solo combat, with no allies on your side, you get a significant boost to your combat prowess - both in terms of raw physical characteristics, and skill. Your capability at least doubles when you're fighting alone.

Grade One [600] - the peak of what a normal man can achieve in the world of Fixers, Grade One Fixers are valuable, top-tier professionals. Not nearly the same as Colors, but those freaks have some magic stuff going on with them. You are now a Grade One Fixer. Beyond the inherent combat prowess, you would need to have to reach such a rank, this perk also boosts your professional capability. Whatever profession you take on, you immediately become the most advanced person in that field, your technical skill and acumen for that profession bordering on superhuman. This relates to all aspects of the profession you occupy - technical skills, inherent physical characteristics, etc.

Nest Civilian

Under Wings' Cover [100] - the Wings protect their Nests, to an extent, as it is where they do business. You, as a resident of one such Nest, know that fact very well. Every Nest has its own rules and taboos that one must abide, lest they find themselves on the other end of a wrathful corporation. You are familiar with the rules, cultures, taboos and nuances of life of every Nest, and can further discern such things for any place wherein you reside, Nest or not, rather easily.

Technical Expertise [200] - everyone has a job in the Nest. They would be a useless drain on resources otherwise. You included, of course. You are, generally speaking, familiar with the technologies used in the City, and can effectively repair them and maybe replicate some of the simpler, mundane stuff that does not rely on reality-altering Singularities. Beyond that, you're a professional and hardworking fellow, and can rather easily become acquainted and good at any non-combat related job.

Feather [400] - Nests and Wings exist to protect the corporations' proverbial eggs. What are these eggs? The people of the Nests, perhaps? No, Singularities. The people... are mere Feathers - disposable, to be used and thrown away as the Wing requires. Nonetheless, working for a such a callous master has its benefits, still. You are rather adept at handling technology that violates the mundane understanding of the world and the laws of physics, able to quickly determine its functions, uses, limitations, and other parameters. You can also, rather easily, define such empirical parameters for any other supernatural phenomena you encounter and closely examine them to perhaps find a better use for them, or extract some resources from them... perhaps even turn them into a replicable technology, given sufficient amount of time and effort.

Cuculus Canorus [600] - so much as looking in a vaguely Singularity-adjacent direction is often considered a taboo, as these mind-bending and reality-defying technologies are the precious assets around which entire megacorporations are built. For you, however, there is no obstacle too big. You're proficient in all manner of corporate espionage, infiltration, and other similar areas. Moreover, you're an expert when it comes to supernatural technology and replicating it. Not quite reverse engineering, but replicating its functions at a glance. Of course, with sufficient observation and examination, you may be able to fully plunder the depths of such things' abilities and origins and fully reverse engineer them, but for now, even a brief glance is sufficient for you to come up with a way to replicate even the most fantastical functions of Singularities, so long as you actually observe them.

Outskirts Resident

Living In Living Hell [100] - the Outskirts are a hellish place, whatever human-like beings living there constantly beset by horrors of all stripes and kinds. To merely survive in such a place is no small deal in itself. And you are certainly a survivor. You know how to survive - and in fact thrive - in inhospitable and outright hostile environments. How to build shelters that avoid notice, farm crops on infertile ashlands, even create walls and gates to ward off some smaller - and less determined - raiders and monsters. Note that this concerns the more civilian aspects of survival, and not outright combat - while you can fashion tools out of available materials, and even use them as weapons, they will not stack up even closely to actual battle implements.

Sentimental Hardening [200] - villages getting wiped out is a normal occurrence, isn't it? It is only natural that when beset by roving bands of raiders, warbands of pillaging monsters, exclusion staff of corpo blacksites with orders to leave no witnesses, and who knows what other horrors, only the strong would survive. People dying - even people close to you - is a natural course of life. You're long used it, and death of even your closest loved ones barely phases, prompting little reaction beyond a shrug and a "Huh." before you move on.

Hunter [400] - there is a dire need for the wicked things of the Outskirts to be quelled and culled. To be hunted, so that you in turn won't become the prey. You are one such hunter of wicked things. You have a mental bestiary full of descriptions and bits of trivia regarding the various beasts you encounter - merely fighting whatever creature you face for half an hour is enough to fill in an entry. And moreover, when facing beasts greater than yourself in size, you gain an increase to your speed, agility and strength.

Urban Scourge [600] - you have something mixed into your ancestry. Maybe somewhere in your lineage an unholy coupling took place, maybe you were a result of hideous experiments, maybe it was the gruesome work of a particularly lustful raiding monster. Either way, you're not wholly human. In fact, it would be more correct to say you're a monster wrapped up in human skin. There's something about that sets you back in human perception from the normal, and into the uncanny valley. You can choose to activate this effect at any time, lending you a strangeness, and certain inhumanity which sets everyone on edge, deceiving their instincts and their usual ability to be judges of character. You'll find it is easy to manipulate someone when their perception of you is distorted in a predictable manner. And as if that wasn't enough, when sufficient stress is applied to you, the inner monster shall come ripping out of the human skin wrapper it is normally bound in. What some may misconstrue as a Distortion, is in truth a natural function of your body, meaning while you grow powerful, large and tough, and adorned with natural weapons, you don't suffer from any kind of ego corrosion.

Librarian

Warm Reception [100] - it is the librarian's job to receive their guests with warmth and professionalism... even if said reception involves blood and combat. You possess not only the organizational skills necessary to sort all kinds of media and books, but also an instinctual understanding of combat - how and when to apply focused strikes, when to dodge and strike, when and how to press light attack and when to back off with light defense.

Patron Librarian [200] - each floor of the Library has its own Patron Librarian. And, naturally, they each have some affinity for their respective topics. History, Technological Sciences, Literature, Art, Natural Sciences, Language, Social Sciences, Philosophy, Religion, and even General Works. And now, you count yourself among the Patron Librarians, rather than being a simple assistant librarian. Pick a subject of study. You now possess an almost supernatural affinity for learning and deepening your understanding of said subject. The broader the subject you pick, the lesser the effect - something as broad as "Science" would have a barely noticeable result, "Technological Sciences" would work a little better, "Medicine" would produce much better results, "Anatomy of the nervous system" would allow you to absorb information relating to it like a black hole. Additionally, whenever you handle books or other media, you can rest assured that you'll never accidentally damage them or degrade their quality in any way.

Bookwalker [400] - certain beings sometimes inhabit the books of the Library. Abnormalities are unstable a lot of the time, and require specialized environments to live. These books, so malleable in their contents, can provide it. And sometimes, the Librarians are required to enter them to extract the EGO Pages of these Abnormalities. But why is it that only the Abnormality Books can be entered, and not others? You reject such a notion, and can enter into any book. Their internal world is shaped by their contents - a fictitious story may take the form of the world of which it tells the tale, while a science textbook would look like an abstract realm of equations and formulae with no solid form. Whatever form it takes, however, you can reside in there for however long you would like, and can even bring items and people out of that book-realm and into the real world.

Book Resolution [600] - one of the most peculiar properties of the Library is that those who meet their end in this place do not leave behind a corpse leaking blood and bile and other vital fluids. No, their bodies are instead resolved into Books. And now, you carry this property with you everywhere. Anyone you kill, you can choose to instead transform into a Book. This book will contain all their memories, skills, all the information they possessed and all the experience they lived. Moreover, these Books are special in that they carry the Light of whoever was made into them, allowing you to align your own Light - your very being - with said Books, or even just certain pages. This would allow you to take on the appearance of the person who was resolved into the book, as well as their skills, techniques, abilities, unique powers and even their equipment. You

can mix and match if you would like to be aligned to only one Book at a time, or multiple. Additionally, being resolved into a Book... perhaps isn't as final a fate as straight-up dying is...



Pequod Town

Pallid [100] - engulfed in that blasphemous white. The Whale may not have spat you back out, but it has certainly changed you. Not the least of said changes is this membranous armor. White, slick, slimy, pulsing with squalid imitation of life. Hard to cut, and cushioning from bludgeoning. Easily pierced with a well-placed stab, but it regenerates, for better or worse. You can, at any time, call upon the Pallid Whale's "gift" and gain an additional layer of protection in the form of its disgusting membrane.
- **Phase Two [200; Requires Pallid]** - the membrane pulses, writhes, breathes. It is alive. And you - its host. Were you to perish, so would it. And so, it will keep you living. Should you sustain grievous injury, the membrane will expand, fill in the wounds with its pale tissue and seal the damage. You may even survive an otherwise lethal attack this way, but only once in a long time. For the membrane will need to recover from saving you. And the scars filled out with its pallid tissue will remain visible and pulsating even long after they would have healed otherwise, and your mind will be worse for it, affected more by the pale thing. At the very least, your speech patterns.

Captain's Orders [200] - you'll soon see the sunlight and breathe the acrid, treacherous air of the City! You'll make it out! Your freedom is close at hand! You're an amazing motivational speaker, able to whip a crowd into a frenzy, or speak to someone's desires despite knowing them for all of a day. This motivation is so strong that it inspires incredible loyalty to you, should you use this gift right. And more, this loyalty and motivation may even be able to resist corrupting and degenerative effects of whatever horrors you come across. Not indefinitely, no, but enough to make a difference.

Gut Guide [400] - you've explored every nook and cranny of these innards, you know this circulatory system like the back of your hand. Now, put that expertise to good use. Not only can you, in your mind, dissect the anatomy and the fleshy composition of any foe you look at, you can pinpoint their weak points, how to exploit their biology for the greatest benefit, where to inject the venom for it to do most damage, where to stab the harpoon to rip out the most painful innards. You can also use these fleshy, visceral remains for your own benefit. Craft from grafted flesh, butchered meat and chopped up bones things and objects, from harpoons to boats with blood-run engines that belch bilous, acrid gas. You know how to take apart a body after it's been killed, and put it back together in a different way, as something useful to you. As a benefit, this also makes you an amazing surgeon, able to remove cancerous tumors and burrowing parasites with equal ease and minimal time expenditure.

Abyssopelagic [600] - yes, spread that evil... engulf it all. Whales are evil things. They pervert the world into a horrid parody. They turn humans to Mermaids, their oil dissolves your very sense of self, and need I even mention the horrid evil of the Pallid Whale? No, of course not. You're inside one, you know full well its horror. And yet... it seems that instead of becoming a mindless

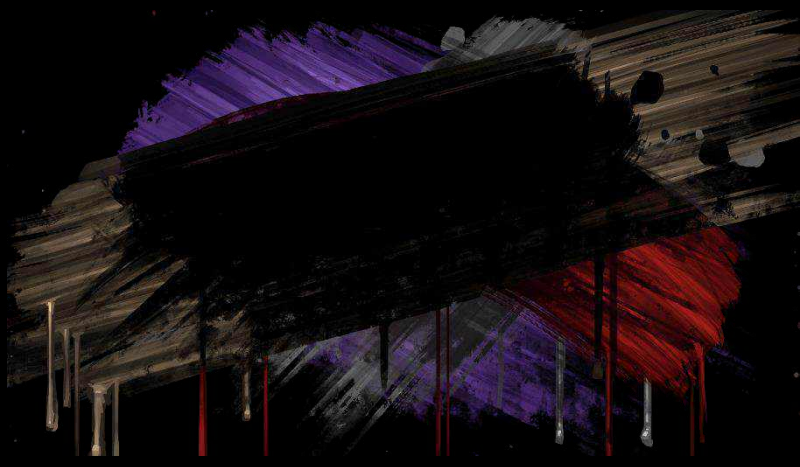
Mermaid, you yourself have become a human Whale. Instead of regular body oils and subdermal fat you produce Whale oil and blubber, which can dissolve a person's sense of self, their very ego with prolonged contact. Everything you touch carries with it a small dose of corruption. And those exposed too long to your presence? They turn feral. They devolve, their bodies transmute into pelagic abominations known as Mermaids, ones serving you. Their bodies distort and become distended, elongated and fish-like, covered in slimy scales and with bulbous soulless eyes, claws and fins sticking out every which way, covered in barnacles and algae. You yourself, of course, are immune to such corruptions, even from other Whales.



Wuthering Heights

Butler [100] - Excuse me. Here is a cup of afternoon tea, courtesy of this house. Please, enjoy your time here. You are not just a fixer, you are far more than that - you are Butler. A fixer hired directly to a family, whose contract has been passed down for generations. And you have perfected the craft of your predecessors. Not only are you proficient in all manner of housekeeping tasks as any Butler or Maid is, you apply that same diligence to combat. After all, it is your responsibility to open the door, clean up the estate... and take. Out. The trash. Over generations, the art of combat has been refined into a strict discipline you are proficient in. Silverware-turned-throwing knives, briefcases used as bludgeons, parasols swung about as rapiers, ornamental mantlepieces used as actual weapons. You are as deadly as you are diligent - though, be careful not to spill any blood on the carpet - you'll have to clean it up, after all.

Echoes of the Mansion [200] - Mistress spoke of ghosts when she was a child. She ceased, eventually, but that is not because she stopped hearing their voices - she merely learned to stay quiet. You are "gifted" in your ability to hear and see restless spirits of the deceased. Be they haunting melodies, anguished wails, or quiet sobbing, you hear ethereal voices and see apparitious figures out of the corner of your eye. These ghosts, however... seem to have a soft spot for you. They tend to reveal their secrets to you - cryptically and unclearly, of course, but they nonetheless communicate with you in a limited capacity. Riddles and half-remembered truths, pages fluttering on a corpse-cold wind, ink fading in on an aged parchment, flickering lights and strangely-acting electronics, poignant looks and circuitous routes, all point you towards something important.



Erased [400] - I'm sorry, but who... are you? You'll have to reintroduce yourself, I'm afraid. At will, you can choose to render yourself... inconsequential. The memories of you that others have will simply... fade away. Over mere minutes, you can choose to chip away at your existence, erasing your own self, committing an ego suicide and subsequently making other forget you. Physical marks of your existence will remain, and may be used to reconstruct some snippets of who you once were, but the memories will be gone forever. Only those with a strong enough will and a powerful connection to you personally, as well those immune to meddling with their mind will remember anything at all of you... including you yourself. By erasing your existence, you will forget your own self, erasing any ego, and sense of self you may have had, turning yourself into a blank slate.

Wuthering Storm [600] - seven heartbreaks, seven strikes. Each, a signal of mourning. The storms so characteristic of the moor where your family house stands opulent and imperial, you seem to bring by yourself wherever you go. At will, you may invoke the wuthering winds, howling their dread lullabies; the biblical downpour, washing away any color other than drab gray in murky rainwater; the overcast skies, clouding the firmament until it is as dark as your heart; and, of course, the dread lightning, striking wherever you wish. Each instance of strong emotions is a lightning strike. With enough emotion and heartbreak in your veins, you could call down a thunderous lightning strike with each heartbeat, reducing all surroundings to rubble. And each strike is, moreover, more powerful than is normal for even such horrid storms - each lightning strike can take out an entire district's power grid, if only for a few seconds.





Love Town

Should Make Squares...? [100] - what a poor, simple-minded beast... at least you can no more comprehend the tragedy of your existence than a cancer cell can comprehend its maliciousness. Your simplistic mind simply cannot comprehend complex concepts, meaning that things like sadness, grief, madness, insanity, trauma, may as well not exist to you. Not because your mind is strong enough to endure, but because you simply do not understand them.

The Power of Love [200] - don't you love them? Don't you want to protect them? Of course you do. Whenever you're fighting side by side someone you love - platonically, romantically, or any other way - your physical capability easily doubles - speed, strength, endurance, everything. And the more you love them - the greater this boost in power. And it's not just you who experiences it, either - your loved ones do, as well. If you were, somehow... conjoined... you would reap double the benefits.

Shimmering [400] - strange energies permeated that accursed WARP train. Some of it must have rubbed off on you. A strange, scintillating substance seems to finely dust your skin, refracting and amplifying your own native Light. Any arcane resources, such as mana, Light, or any other means by which one can utilize magic or otherwise sorcerous abilities, all seem to somehow multiply within you, restoring and renewing at a far greater pace than normal. Additionally, if you somehow become conjoined with another living being, your available pool of such arcane resources will - at the very least - double, and regenerate at an even faster pace.

Dernier Armor [600] - may your wrathful wailing fill the air. If you or one of your loved ones receives any significant damage - something that would constitute approximately half as much damage as you can reasonably sustain - your flesh will fill out and burst with new meaty mass, constituting new muscles and limbs - tendrils of powerful flesh tipped with boney and keratinous tissue, capable of folding people as if they were sheets of paper. In addition to that, your physical prowess will improve by at least three orders of magnitude. This applied to you and to your loved ones who fight by your side, meaning that you could become a legion of fleshy, powerful abominations should you encounter a severe enough threat. These changes to your body will recede once you, or the one who sustained the damage, have healed.

Mirae Life Insurance



Switcheroo [100] - you work for an insurance company, deception is kind of in your job description. You're good at lying - specifically, at legalese, loopholes, conditional contracts, lies of omission, and other such tricksy schemes which don't lie outright, but rather aim to pull the rug out from under someone. If anyone files a claim with you, they'll be in for a rude awakening as you lay out, bullet point by bullet point, why they're not eligible.

Equivalent Exchange [200] - as long as the conditions are met, the payout will fill in for financial damage. Of course, one must first estimate what the damage is actually worth and how much to pay out. You're good at that - at a glance, you can determine the monetary value of any given injury, damage, wound, etc., relying on factors such as market value of medications, the availability of medical services and their costs, the severity of the damage, and past experiences - all factors which you don't need to be consciously aware of, but rather are factored in automatically whenever you estimate something. But this is useful not just for monetary estimates, or for putting prices om injuries - you can estimate the monetary value of anything you look at, be it an item, a service or a person. And you can estimate not just the monetary value, but also approximate its worth using other metrics and measurements, such as equating to another item or service you're familiar with.

Insurance Benefits [400] - y'know, life insurance is a thing for a reason. When the insurers aren't trying to screw you over, it can be really helpful, especially when it comes with benefits, such as your own plan! Whenever you suffer damage, you replenish some resource you may need to use - mana, magic, Light, fuel, etc. You replenish enough to use whatever ability or skill requires that resource. If you have multiple resources which need to be replenished, all of them are replenished! Not just that, there is also an additional effect - any negative status effect you may suffer is nullified upon you suffering damage. It may be an effect that is already ailing you, or it could be an effect which would be inflicted by the attack which triggered this effect. This also includes diseases (including genetic and/or congenital), but not injuries. This secondary effect can only activate once every 6 seconds.

Multi-Party Payout [600] - a very useful type of contract, which awards multiple parties when certain conditions are met. Whenever you suffer damage, all your allies and friendlies are rewarded - their physical characteristics (such as strength, speed, toughness and even regeneration) are boosted by three orders of magnitude for ten minutes, their resources (such as mana, magic, Light, fuel, even stamina) are all replenished halfway to full capacity, and all their abilities, skills and powers - supernatural or mundane - are also boosted to be three as effective as

powerful as normal for ten minutes. You yourself don't get anything, but hey, that's what friends are for. This effect can be triggered once every three minutes, and the effects of it stack, though triggering this effect does not renew the duration of boosts granted by its previous activation. The only caveat is that to trigger, the damage you suffer must be inflicted by someone with genuine malicious intent - so don't try to cheat the system. That would be insurance fraud.



Heishou Pack

Completed Treatment [100] - you have completed your treatment regimen to become a beast of the Heishou. Which branch, exactly, are you? Choose - Mao (hare), Si (serpent), Zi (rat), Chou (ox), Shen (monkey), Chen (dragon), You (rooster), Wei (goat), Yin (tiger), Wu (horse). You possess certain features related to the animal associated with your branch, alchemically instilled in you via regular ingestion and other administration of boluses. A Si Heishou may possess venom circulating in their veins and skin replaced with patches of scales, their eyes turning slitted and able to see in the dark. A Mao may possess rabbit-like feet for extreme speed and agility, and acute sense of hearing able to sense a pin drop in a downpour. Moreover, you may further develop certain skills and features based on your Heishou branch - a Si may turn their limbs into living serpents, a Mao may move fast enough to call cutting galeforce winds around themselves like a shroud, etc. It is all a matter of training... and perhaps some more bolus consumption.

Apothecary Of Umbral Beasts [200] - the secrets to Heishou boluses are tightly kept by the Elders of each branch. And for good reason - they are based on the creatures of the Outskirts, coming dangerously close to breaking the Head's taboo. However, that doesn't seem to concern you. You know how to produce the Heishou boluses of your chosen branch - Mao (hare), Si (serpent), Zi (rat), Chou (ox), Shen (monkey), Chen (dragon), You (rooster), Wei (goat), Yin (tiger), Wu (horse). These boluses induce mutations and bestow strange alchemically-imbued abilities onto the consumer, turning them into a Heishou. Moreover, should you get the chance to examine other Heishou of various branches, you may be able to reverse-engineer the boluses which led to their mutations. Moreover, you can even develop new, yet similarly mutagenic boluses based on the creatures you encounter.

Heishou-Xianren [400] - each branch of the Heishou Pack is overseen by an Elder - a Xianren. It would seem you are one of such Xianren. Not only is your combat experience great enough to eclipse any other Heishou Adept, your mutations are much more extensive. Any powers that you have which are based in biology affect you far more extensively, becoming much further developed. A quick metabolism would go from a somewhat useful peculiarity, to the ability to digest anything and resist poisons and venoms. A slow metabolism would let you operate withou food or sustenance for weeks. A genetic quirk which let you build up muscles a little faster would become the ability to temporarily bulk up your body to grotesque proportions with a veritable mountain of muscles, with all the strength that comes from such. Any other biological quirks of yours are similarly amplified.

Heixian Transfiguration [600] - many have tried and failed to reproduce boluses of the Heishou, or even create new ones. Only one has succeeded, though. In her final minutes, Jia Mu revealed Forbidden Pill of Hongyuan - Completed Heixian Bolus. It allowed her to change her form into that of various beasts, inspired by the Heishou Packs. It seems you have ingested that same bolus, as you can now do much the same. You possess the ability of shapeshifting, though not just any

shapeshifting - you can warp and twist your body into parts of the disparate creatures which inspire the Heishou - Mao (hare), Si (serpent), Zi (rat), Chou (ox), Shen (monkey), Chen (dragon), You (rooster), Wei (goat), Yin (tiger), Wu (horse). Turn your arms into living serpents, with venom virulent enough to turn a river poisoned and scales tough enough to withstand being used as whips, grow wings of the rooster with enough strength to allow you flight and feathers sharp enough to be used as shearing swords, turn your jaw and mouth into that of the tiger with enough bite force to chew through solid steel as if it were raw meat, or even grow to the size and length of a dragon and expel infernal flames from your mouth.



Corporations

The ABC

Taboo Hunter [100] - Taboo Hunters are Fixers employed by Wings, the megacorporations of the City, to pursue those foolish enough to break the laws of the Nests they reside in. And Taboo Hunters of the Head, of A, B and C Corps, are the most fearsome of all, for nothing is out of question when pursuing those who would dare break the Head's taboos... such as not paying taxes, or infringing on copyright. You seem to instinctually know when someone breaches or violates a law or taboo to which you're beholden, with a vague internal compass pointing to the violator. The closer you are, the more accurate this compass is.

Beholder Of The Eye [200] - the Eye and its Beholders of B Corp hold the privilege of knowing everything. Of holding and manipulating all secrets of the world. You instinctually know whenever you are perceived, and can access the perception of whoever is viewing you. Be it their sight, hearing, smell, touch, taste, any sense perceiving you can be hijacked by you as just another point of view. You lose access to their perception when they stop perceiving you, and accessing too many people's points of view at once is strenuous for your mind as you struggle to process all the incoming information. With enough use, you may even learn to access security systems, such as CCTVs and other digital and mechanical spyware devices and systems, rather than just the senses of individuals.

Executioner Of The Claw [400] - second only to the Arbiters of the Head, Executioners of the Claw are powerful individuals carrying out the more mundane missions of the head. That is not to say are any less terrifying than the Arbiters. The Claws utilize special serums, seemingly based on the Singularities of the Wings. How, precisely, these serums are extracted from abstract technologies, is unknown, but what is known is that they are terrifyingly effective, and allow one to use the properties of the technology they are based on. Much like the Claws, you can refine the functions of various technologies into consumable serums. Of course, to do that, you need to have access to the technology in the first place - either a piece whose function you wish to refine, which will be destroyed in the process, or have the ability to replicate and build that technology yourself. Refining a teleportation device into a serum would allow whoever consumes it to teleport for a time; refining a gun would allow one to spew projectiles at sonic speeds from their own body; refining a hydraulic press would increase one's grip strength to be equal to said hydraulic press. Any technology can be refined into a serum, really.

Arbiter Of The Head [600] - in common parlance, Arbiters are known as "power scaling tools". For they do not wield any one weapon, nor do they possess a singular power. No, they have access to an array of abilities, each relating to a Wing - or rather, the egg these Wings protect. Singularities. Every Arbiter may call upon powers related to, or based on, the Singularities of the Wings. And you seem equal to them, at least in this. Pick a Wing - or, rather, a Singularity. Be it an "official" Singularity with a megacorporation built around it, or an "unofficial" one, such the Ring's Corridor,

the enhancement tattoos, the luck-altering "wishpower" of the Backstreets of District J, etc. You gain a power based on that Singularity. If you pick the Fairies of F Corp, you could "unlock" someone and flay them in a matter of milliseconds, letting their muscle fibers separate like so much thread and their cells fall apart with nothing holding them together; Moonstones of M Corp might let you turn someone's mind blank, turning them into an obedient puppet; etc. You may wield this power at will, and may even discover some rather... creative uses for any given Singularity with experience. You may purchase this multiple time to acquire multiple such powers, with each purchase after the first being undiscounted, regardless of Origin.



鸿 园 生 命 工 程 集 团

Hongyuan Bioengineering Group

Family Hierarch Candidate [100] - becoming the Family Hierarch takes not only diligent research, but also martial prowess. You must not only find and present a method to escape aging and death, but also prove your worth in a battle royale. Thankfully, you're likely to succeed - or at least survive - both rounds. Not only are you more capable than a regular human in terms of physique - having been afforded the best training and boluses - but also posses sharp skills and intellect. You are proficient in a martial art emblematic of the Eastern parts of the City, rupturing your enemies' internal organs and sucking the breath out of their lungs with your breathing techniques. You can also teach this Rupture-Breathing martial art and its Bursting Strike, Breathing Siphon techniques to others.



Eldtree Mutation [200] - the Condemned of Hongyuan are a grisly sight - wailing, emaciated, pierced by roots and bark, denied death and perpetually suffering. Nonetheless, the experiments done on them yielded results. You have certain traits of a plant organism - no need to breathe, biological immortality, hardened skin (courtesy of the cellulose now present therein), and the ability to sustain yourself by photosynthesis. But beside that, as you age and grow stronger, you may discover new abilities stemming from this mutation - the ability to turn your skin to bark, sprouting impaling roots, strangling vines and blooming flowers from your flesh, bleeding sap and resin in place of blood, and others.

Xianren Research [400] - each of the revered elders has found their own answer, their own method to be free of aging and death. If you wish to one day stand among them, you must also find one. Thankfully, you seem to be preternaturally good when it comes to research - specifically, research relating to life extension, lifespan, medicine, immortality in any and all forms, be it cybernetics, life support systems, memory transfer, mind upload, cloning, plant hybridization, genetic splicing with other immortal lifeforms, body-hopping, medicine, cytorevitalization, reincarnation, anything to preserve the mind, soul and consciousness beyond death, or avert ans avoid death in the first place.

Xianhuang Anamnaworm [600] - the Immortal Emperor, the founder of H Corp, has lived on through his metamorphosis into an Anamnaworm - a being that devours, replaces and splices memories and minds of others. You seem to have inherited some form of those ability, as you can choose to sprout a worm-like slug from your spinal column, which bears your face and contains your mind, memories and soul. Should this Anamnaworm burrow into someone else, you will suborn their mind and body, inheriting their abilities and strengths, memories, experiences and learned skills, while taking over their body entirely, earning yourself a new skin. Your awareness will be split between the two bodies, and should one die, the other will continue on. You can have as many of these suborned bodies at once as you want.

Shi Family

How To Use Human Resources [100] - throw peasants and plebians at the problem until it all goes away! That's what they're there for! You possess a knack for a ruthless kind of management, where you know exactly how many numbers you need to solve any given problem, no matter the cost to human life. You can also choose to turn off your sense of empathy and sympathy, allowing you to be free of the shackles of feeling bad for others!

Charge Blade Style [200] - the Shi Family, for the most part, prefer weapons and enhancements which utilize and weaponize electricity. You, yourself, are not only knowledgeable on how to use such implements - gaining instinctive skill to wield them whenever you hold them - but can also apply this knowledge even without them. You know how to preserve your energy, maintaining your momentum and the kinetic energy behind your strikes, amping up over the course of a fight to them release it in a single explosive burst of strength. This style of fighting can be deceivingly powerful, allowing you to save up your strength until the right moment, only to then shatter your enemy with a single series of strikes.
- **Charge Fist Style [200; Requires Charge Blade Style]** - rather than stockpiling simply kinetic energy, you have mastered an advanced form of the more common Charge Blade Style - the Charge Fist Style. This advanced form of martial arts turns your limbs, your fists and feet, into biological cathodes, channeling and discharging electricity, both internally generated and by drawing on the surrounding electric fields, making each strike spark and crackle with current. And

as with the Charge Blade Style, you can accumulate this charge to later release it in one devastating lightning-backed strike.

Shi [史] Charge Circuitry [400] - the Shi Family widely utilizes tattoos and enhancements resembling circuitry, which do, in fact, carry electric charge which can then be manipulated. Not only do you have such electric tattoos all over your body, they're both piezoelectric and act as bioelectric charge amplifiers. In layman's terms, the more you move and get hit, the more charge you generate - charge which you can then manipulate and direct, to a degree, allowing your strikes to lash out with bolts of lightning, covering yourself in an electric shroud like a tesla coil, or otherwise directing this accumulated charge. Be careful, though - one wrong move, and the countercurrent will shock you just as much you're shocking your enemies.
- **Revered Circuitry [200; Requires Shi [史] Charge Circuitry]** - rather than regular Shi Circuitry tattoos, you have a perfected version of them, more stable and more powerful, etched deep into your nerves and muscles. They allow you to generate and store electric charge passively, without need for movement or other methods of accumulation - though such passive generation can prove to be detrimental to the long-term health of your nervous system. Not just that, but these tattoos are actually capable of acting as bridges for nerve damage and of agitating your cells into rapid cytoregeneration - that is, healing bodily damage. Indeed - accumulate enough charge, and these tattoos will act to heal you!

Eye Pinion [600] - it seems you have taken the same experimental Bolus as Shi Yihua. The effects seem more stable for you, though. At will, you can reveal eye-spotted, fleshy feathers all over your body, bristling and hanging like a gown. Not only do you share the senses of all the many eyes that sprout on those feathers, even after they are detached, but those feathers themselves are razor-sharp and cut through flesh and bone with ease. You can hurl them like daggers in wide, sweeping fans, or wield them as individual blades. Any feathers that you lost will be swiftly replaced, ready to be thrown once again. In this state you also possess a heightened regeneration, regrowing lost biomass so long as you have some biomatter to consume, be it blood or flesh or any other kind of sustenance to keep up with your rapid regrowth. You can also revert to your human appearance at will.



Xue Family

Fragrant Scent [100] - you have a very distinctive "you" smell - not bad, nor unpleasant, not necessarily. You can pick what kind of scent this is - be it a pleasant floral fragrance, a refreshing herbal trail... a stale, tomb-like air... you get to choose what kind of scent follows you around, be it fitting for a high-class lady, or a frothing-at-the-mouth ashen-skinned zombie.

Jiang Shi Constitution [200] - you seem a little... undead. Your skin is a sickly, ahsy grey, your eyes are a manic, glowing amber, and you give off an earthen scent of a fresh grave. However, you are now immune to most forms of poison and disease; your own saliva is teeming with bacteria and may as well be a posion; your muscles, hardened by rigor mortis, can exert strength much greater than a human; you don't give off a heat signature; and you have weirdly strong leg muscles, allowing you hop and jump as you will.

Maddened Restoration [400] - you don't take to revival particularly well, it would seem. Any time you die and get brough back - be it via Life Insurance or some other in-setting method, or Perks, you gain more and more features emblematic of undead - ashen skin, foul breath... pathogenic bite, immunity to diseases and venoms, acute senses, numbness to pain, the ability to ignore damage not done to your brain, etc. These symptoms and abilities wil progress the more you get revived. And even beyond that, your psyche seems to deteriorate with each revival as well, lessening your restraint and increasing your bloodthirst and savagery, allowing you to use your perks, abilities and skills more ruthless and more effectively, as even subconscious regulators and limits corrode over time.

Jarmancer [600] - much like Xue Pan wielded the Jar of Loneliness and commanded a legion of cursed jar monsters, you have a knack for this tricksy sorcery without the need for an artifact. You can summon Jar Monsters, resembling desiccated and skeletal humans wearing cracked clay pots, which will fight for you, inflicting your enemies with poison, harmful curses, and ripping at them with sharp, skeletal fingers and half-rotted, jagged teeth. They can even reproduce by stuffing humans - or their remains - into the jars they are wearing, and later expelling new Jar Monsters. They aren't particularly powerful individually, but you can summon many of them, and they can inflict some nasty curses. You can also recall them at any time. As if that wasn't enough, you can use this kind of sorcery for other purposes as well - sealing evil spirits and entities in jars reinforced with talismans, manifesting venomous demons and brewing virulent poisons using Gu sorcery, using special jars to contain your own soul and become an immortal akin to a lich, suck away curses and bad karma using these earthen vessels, and many others uses that you'll have to discover.



Wang Family

Savvy Dealmaker [100] - the people in your family seem to have a tendency for making alliances and deals with others, from Wang Zhao and Limbus Company, to Wang Dawei and Shi Yihua. You also share this trait, having a knack for making allies and profitable (for yourself, at least) deals. You just have an instinctual skill for negotiation, and can discern which groups and or people are worth your time and effort.

Enigmatic Mien [200] - you have a particularly indecipherable demeanor and a mien that gives nothing away. You can maintain a poker face that is impossible to see through or cold read for anyone in even the most stressful situations, even when everything you've planned for goes horrendously wrong, not even an ounce of it will show on your face.

Take Them Out! [400] - your real strength lies not in direct combat, but in commanding your retinues of Deathrite Monks and mercenaries. You're a good tactician and strategist, but even than that - you know how to keep yourself out of the harm's way. You always manage to keep at least a few bodies between you and your enemies, and so long as there's someone to keep fighting in your stead, you will always manage to make your escape. As well, being in proximity of the wicked energies of Deathrite Monks has rubbed off on you, allowing you to siphon vitality and energy of your allies to heal yourself, granting them ferocity and strength in battle in return.

Deathrite Monk [600] - whether you utilize the talismans of Q Corp, or something more esoteric - either way, you are a master of various curses, evil eyes, and other such sorceries. Following the teachings of the Spirit Talisman School, you can make and utilize ominous Fulu - paper talismans - to inflict curses and misfortune, casting them as spells and bringing down heavenly tribulations on your enemies. Some advanced techniques, such as Soul Siphon and Proliferating Misfortune, can even allow you to absorb the energy of your foes or affect entire groups at once. It's a matter of mastery. You can also create more of these talismans yourself, and not just ominous ones, either - you can create sealing talismans, summoning and blessing talismans, just as well as hurting talismans. In addition, your proficiency allows you to use these spells and talismans out of combat, such as warding off an area from intruders, binding fortune and good (or bad) karma to a location, etc.



Jia Family

Familial Scheming [100] - the Jia Family is known for its scheming and plotting, for their manipulations and string-pulling. You are no different - you are a great schemer, able to concoct plans so thought-out that few could conceive of unraveling them. You're especially savvy if the plan is to acquire or usurp political power, or an important seat, or anything like that, for that is when you become truly formidable.

Precious Jade [200] - you needn't do anything except glimmer on... much like a certain Jia Baoyu, you possess a jade eye. In moments of emotional turmoil or other high-intensity situations, it will sparkle and glimmer with a jade glow. But its primary function is to be a recording device - a window into the world. While Jia Baoyu's eye was for the Xianren's benefit, yours is only for yourself. You can review the audiovisual recordings of everything you have seen in your mind, with perfect clarity. You have a mental archive of these recordings, which contain everything you have personally witnessed.

Jialan Guard [400] - the Indigo Guards of the Jia Family. Jialan Guards [賈藍隊] are elite bodyguards, protecting the members of the Jia Family. You seem to have received some training from them. You are a powerful combatant, in both physicality and skill, able to outspeed, outgun and outmaneuver most foes. You are especially trained, however, in defense - of others, not of yourself. Whenever you act in protection of another, your skills and physical power multiply the longer the clash goes on, the longer the battle progresses. In addition, you always manage to keep a cool head, keep track of all the enemy combatants and of the targets of your protection, and can easily maneuver between them to always maintain distance between your master and those who would seek to harm them.



Wisdom of Bolus-Making [600] - Jia Mu ascended to the seat of the Family Hierarch by grace of her wisdom - of her political savvy, and of her knowledge of H Corp Singularity - the boluses. Those alchemical pills which hold endless potential. You now share her skills and knowledge in eastern alchemy. In your hands, those mystic arts come true, and various otherwise mundane ingredients and concoctions gain mystical and surreal properties. Not just that - you know how to combine them - not just the formulae, but the necessary circumstances, such as the time of day, week, month and year, temperature, Feng Shui, the energy of the room, the person who does the mixing, everything that can possibly influence the outcome of the mixture and change the resulting bolus, you instinctively know it all and can track it all seamlessly. With enough experimentation, you may devise such boluses that turn one into a Heishou, allow for shapeshifting, grant some imperfect form of immortality, or any number of effects.

Kong Family

Restrained Rage [100] - you have suffered greatly. You have witnessed horrors and atrocities, been shunned and had your reputation besmirched by parasites, vultures and traitors. By all means, you have every right to be mad, furious - consumed by vengeance and hatred. And yet... you keep the fire restrained. Rather than letting an uncontrolled fire rage inside you, you can control your emotions, no matter how intense, and channel them into purpose, transform them into other, more positive emotions - the burning inferno of hate can become a warm bonfire of compassion and justice. The best revenge is living well.

Tiandao [200] - the Way of true humanity... of justice and righteousness. Of kindness, compassion, and empathy. You follow the philosophy of Kong Qiu, and are always able to see the good in people, even if takes a good, long while for it to blossom. You have an incredibly developed sense of empathy, and a skill for cold reading, and are thus able to tease out the true thoughts of people, and can tell if and when they have even an inkling of good worth redeeming in them. Not only that, but for your own self, you will never lose track of your own good, of your humanity, sense of justice and compassion, and can always follow the path laid out by this philosophy.

Answer Me, Jia Baoyu [400] - if they're not going to give you a straight answer... you'll have to beat it out of them. You have a way to apply percussive therapy to people, as engaging in combat with you always seems emotionally charged for your opponent, and always pokes and prods at them in just the right way to reflect upon themselves in the midst of being whaled on by you. Combined with some poignant questions and comments from you, and they'll be forced to look deep into themselves, whether they want to or not, reflecting on their life, choices, goals and actions. You can quite literally beat the answers out of someone, and give them therapy by beating some sense into them. Now go ahead, and engage in a "dialogue".

Infinite Song of Erudition [600] - Kong Qiu is, perhaps most importantly, a teacher - to his students, to his brothers, to seemingly everyone. Even when his students are being obstinate, he maintains that that is merely the winter afore the spring of potential can blossom within them. Thus, you, too, are such a teacher. You can draw latent potential in everyone - and, truthfully, everyone has that potentiality to be great. By some means or others, you'll always be able to draw the wellspring of potentiality in others, raising them up emotionally, intellectually and even physically. And you, yourself, are no slouch - so long as it is in pursuit of bettering yourself and others, rather than power for power' sake or some other asinine reason, you can master any discipline, skill, ability or technique in a fraction of a fraction of the time it takes normally, and can later teach it to others in just as efficient a manner - even things that normally cannot be taught, you can find a way to teach to others.



K Corp

Food Department [100] - ah, what delicious chicken this is! Juicy meat, encased in crunchy, golden-brown skin! Not only are you a cook to put the finest chefs to shame, but all food cooked by you seems to be incredibly healthy - no matter if it's deep-fried and greasy, that it came from a can, or that the ingredients were spoiled. Your cooking it just simply made it both delicious and healthy.
- **Bromatologist [200; Requires Food Department]** - food science is the greatest science in the world! And you - its great apostle! You have a rather narrow and specialized expertise in bioengineering - specifically related to food. Livestock that produce the most tender meat that you could eat raw, poultry whose meat is free from the risk of salmonella, hyper-nutritious milk, vegetables with both the taste and texture of meat straight from the stem, candy trees, cotton candy plantations, onions that taste like strawberries, anything is possible! So long as "anything" is food.

Drone Operator [200] - drone warfare is pretty common nowadays. These machines are useful, they rarely fail their operators - unlike human resources - and can complete tasks without putting anyone important into danger. They are also very expensive. So, when someone gets hired to operate them, they are the best of the best - and that's you. When operating machinery of any kind, it is as if you become one with it. Its body is your body, and you control it just as easily as you would your own flesh-and-blood using nothing more than the controls available to you. Your senses even perform beyond what the equipment of the machine you're controlling or piloting should be capable of - hearing without receivers, seeing without cameras, etc. Mind, that this only applies to the machines you control via legitimate means, using intended interface - breaking open the code of some drone from a kilometer away won't work for this.

Helapoiesis [400] - it is as it always was, and how it always will be. You can choose to secrete a bioluminescent blue liquid in place of tears. When ingested or otherwise consumed by another living, biological organism, this substance will reverse their physical state to their previous one, the potency of this reversal depending on the volume of the liquid administered. Be careful, as

overconsumption can lead to cellular disintegration, as your physical state reforms back into primordial protein strands.
- **Tearful [200; Requires Helapoiesis]** - you're a tad stronger on the emotional side. That, and your tear glands are working overtime. When you cry, you can choose to secrete up to 5x the normal amount of fluid. This also applies to any other substance that you would secrete via your tear ducts. This still requires fluid from your body, so if you're not careful you will quickly dehydrate yourself.
-- **The Binding of Jumper [200; Requires Tearful]** - I'm sure more than a handful of biologists would like to take a closer look at your tear glands and tear ducts, as they can produce some serious pressure. Whenever you cry, you can choose to release your tears under a large amount of pressure, thus "shooting" your tears like a water cutter. Of course, if your magical healing tears get into the wounds, that would count as consuming them, so there is a good chance you will just reduce your enemy into goopy piles of deoxyribonucleic and ribonucleic acids.
- **Sorrowful Revival [400; Requires Helapoiesis]** - your tears' effects are potent. Very much so. To the point the dead may just walk again should you weep over the bodies. Your tears, when administered to dead biological organisms seem to bring them back... if somewhat wrong. They will move around, they will fight and obey commands, and yet their eyes will leak bright blue fluid similar in appearance to your own tears, but with none of the benefits. In truth, they are merely undead puppets, with no soul or sapience.

Excision Staff [600] - you yourself seem to have been taking your own product. Ah well. You are now, at all times, hopped up on HP sludge - not just the tears of K Corp's singularity, but a modified version of hypernutient sludge saturated with medical nanomachines... and also the tears. Which means your regeneration is... quite formidable, to say the least. Any wounds you get, heal before they can spill blood, limbs regrow in a matter of seconds, and nothing short of instant obliteration will put you down for good. Moreover, your body is artificially adjusted to be fit for such functioning - tougher, stronger, taller, better metabolic processing and reaction times, etc. But if anyone else were to get some of your body fluids on or in them... rapid cellular breakdown as their body is unable to handle that level of activity.
- **Wrong Way to Use Healing [300; Requires Excision Staff]** - that... is not right. That's not how you're supposed to play the game! You've learned to utilize the property of your body secretions to induce rapid decay and degeneration of organic tissue... by weaponizing it. You may choose to secrete some of the hyperactive HP sludge out of your nails, teeth, or to instantly coat whatever weapon you're holding with it. This HP sludge will rapidly enter the metabolic circuit of whoever you strike/claw/bite, causing various changes, such as large, cancerous growths appearing all over the victim's body, blocking their airways, limiting mobility, obstructing senses, and generally being a pain. They may even turn into fluid-filled cysts that burst and cause bleeding, swelling, infections, etc. And it's not out of the question for this process to overstimulate the cellular structure of the victim, causing a breakdown that leaves them a decayed sludge of disintegrated DNA strands.



Lobotomy Corporation

Good Deeds, Good Nights [100] - you seem to be built... incorrectly. Be it due to a freak mutation, or a deliberate experiment, your body possess the property of positively responding to treatment and medical attention. Even the most grotesque mutations and mutilations - hell, even death itself - won't prevent your body from being healed, regenerating, and stitching itself back together. If you died, this won't bring you back, but it'll ensure your corpse is in pristine condition!

Scripted Years [200] - Ayin was able to predict much of the happenings which he and his corporation would face, and was able to write a comprehensive script for Angela to stick to. This foresight and, in all honesty, sheer intellect needed to achieve this is now yours. You have an incredible talent for foresight, predictive planning, and preparing measures and countermeasures, schemes and contingencies meant to account for every smallest variable. Hopefully, your sense of empathy is more developed than Ayin's, so you won't ignore the roles other people can play in your plans, even if they are of artificial origin.

Potentiality [400] - having worked with the many people employed by Lobotomy Corporation, you have learned to discern the true value of a man. Who has and hasn't that potential for greatness, to grow beyond what they are now and develop into people of power. Ambition, drive, and the inborn potential of any given person - all things you can discern at a mere glance. Beyond that, you can cultivate this potentiality in others, assisting and nurturing their growth and development - physical, mental, emotional. Should a clerk have the potential for it, if it is not yet realized, even if it is nearly impossible for it be realized under normal circumstances, you could raise them up to the level of the most fearsome agent, team captain, or even a department head of a branch facility. Not just that, but you yourself have that selfsame potentiality to grow and develop beyond your current level - you need only time and opportunity.

Extraction [600] - Abnormalities... horrid entities, formed from the deepest, darkest fears and terror of Humanity's collective subconsciousness. Every anxiety, every uncertainty, every horror, every pain and torture ever experienced can be made manifest in the form of a misshapen, anomalous beast. And it seems you have now just the right set of skills to pull them out from that Well of Humanity. Every three months, you may reach into the Well, and grab onto a

manifestation of some deep-seated fear, anxiety, uncertainty or pain - be it experienced by humanity as a whole, or by any given individual - and pull it out, manifesting an Abnormality. In the immediate aftermath of this extraction, the Abnormality will be unstable, weak, unused to the presence in the physical reality, and thus easy to contain. However, should you dally for even a minute, it will regain its full strength and act according to its nature, be it ripping apart those around it in gruesome ways, multiplying at speeds beyond reason, infecting the thoughts of others, altering the local spacetime, or whatever its nature may entail. Sometimes you may get lucky and pull a Tool Abnormality, to be used at your leisure. These Abnormalities have multiple uses, but most obvious ones are energy generation - as they produce large quantities of Enkephalin - and EGO Extraction, manifesting weapons and armor based on the Abnormality.

Employee

Unbreaking Cog [100] - defective parts, ones which jam the machine and interfere with its functions, get replaced. So... don't be defective, I suppose. While you can still suffer temporary bouts of mania or psychosis, you will never fall into straight-up insanity. You will quickly recover from most mental maladies, so long as the item, phenomena or being that caused them in the first place is removed from your presence to give you time to recover.

Cognition Filter [200] - there exist some things which can drive a man mad with a mere look. For this reason, Lobotomy Corporation has a special little trick called Perception Filters, which automatically block out such harmful things from your senses. You are essentially immune to infohazards, cognitohazards, and are spared the wrath of Abnormalities which affect people who perceive them, as you simply... don't perceive them. Or, well, you do, but in your mind that which would be harmful is instead replaced or altered in some way as to neutralize its effect. So, you can still "see" that something's there, but you won't truly see its form if doing so would be detrimental to you. You automatically know when something is filtered in this way, and can turn it on and off at will. This filter can also be applied to other senses.

E.G.O. Expert [400] - one of the reasons working with Abnormalities is so important. Not just energy the energy they produce, but the items derived from them. Your time working with these beings and extracting energy and equipment alike has taught you some things. You can extract EGO Gear - or something approaching it - from any entity which has a human-like psyche - that is, it must be sentient. The gear extracted will, of course, depend on what its source is, and can take on many forms - clothes, armor, weapons - both melee and ranged, accessories, or maybe even changes to one's body.

Qliphoth Field [600] - the thing that keeps Abnormalities from truly decimating everything. Qliphoth Deterrence is a technology which pacifies and weakens Abnormalities. Somehow, you give off a somewhat modified version of this effect. In an area around you, Abnormalities, Distortions, Peccatula, EGO, other Light-based phenomena and similar supernatural effects and

beings are significantly weakened and pacified. With time, the power of this effect will grow to the point you can disable such things outright, but at the start you'll merely weaken them to the point where they can, in fact, be beaten by regular mortals.

Sephirah

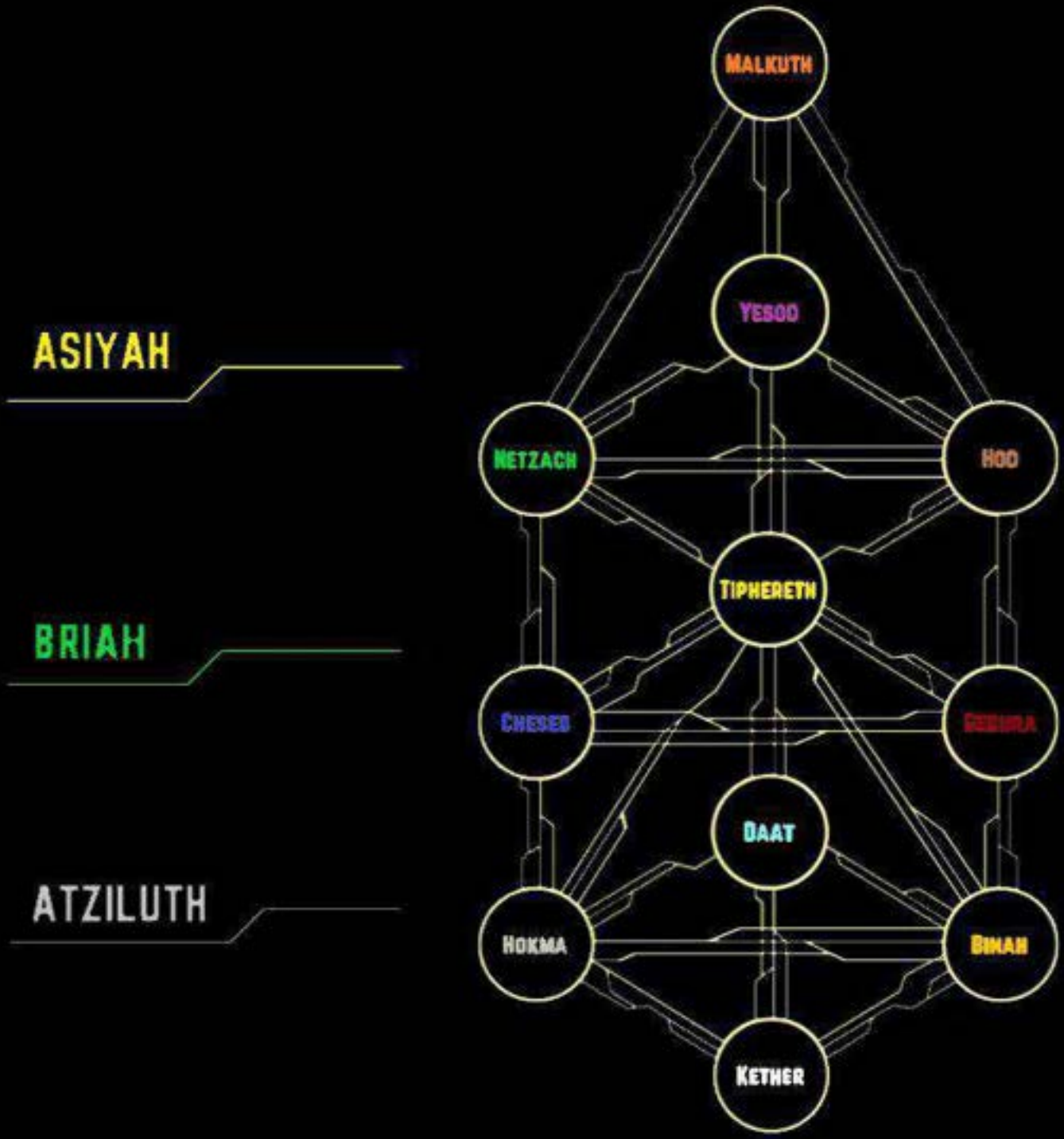
Department Head [100] - the Sephirah are heading off a department each. It makes sense for them to be at least somewhat good at administration and management. You're proficient when it comes to delegation, multitasking, paperwork, and other aspects of managerial work - nothing supernatural, though.

Filtered [200] - it wouldn't do if a certain manager found out about your... situation... ahead of time. That technology which keeps people safe from various cognitohazards can also be repurposed to conceal things which they have no business knowing. You can adjust how others see you - quite literally. You can adjust your own image in the perception of others. This doesn't actually change your body, nor how others think of you or their opinion, but it does affect how you look in their eyes. You could be a boxy android that barely resembles a human, but others will look at you and see a handsome man or a beautiful woman, etc. This also applies to others senses.

Realization [400] - we all have our own traumas, our regrets and things that keep us up at night. What matters is our ability to grow from these experiences - our ability to face the fear, and build a better future. You are resilient and reflective, as you can look deep into your own psyche and improve your own self by facing inwards. Every moment of weakness, every trauma, every regret, every phobia and struggle you've gone through, you can examine under a delicate scalpel of introspection, and from these things you can derive valuable lessons and strengthen yourself, becoming wholly unafraid of things that once struck terror into you. Be it your newfound willingness to stand up straight, rationality to maintain discretion, your burning hope to be a better person, fearlessness to keep on living, expectation of the meaning of existence, courage to protect, desire to be faithful and trustworthy, the foresight to face the past and the strength to break a vicious cycle. Each lesson you learn will make you stronger - in a very tangible, physical manner, allowing you to manifest something akin to EGO or EGO Gear based on your realizations - as well as mental. You can also help others undergo this same realization as you.

Qlipha Manifestation [600] - what others may call a "Core Meltdown", you will instead call "having had enough". At will, you can choose to enter a "Meltdown", altering your body and form to more closely correspond with your deepest image of yourself, distorted by your fears and realizations as it may be. It can range from a humanoid form, to something completely unrecognizable. In this state, you will begin distorting and altering nearby reality, introducing various faults in it. The exact nature of it depends on what your form is - and, consequently, what your traumas and realizations are. It may take the form of messing with nearby machinery,

causing those nearby to fall into madness and panic, altering the flow of time, changing the bodies and minds of nearby people, distorting space, neutralizing or empowering certain effects. The only thing for certain about you in this state is that is that the only way to end it is either for you to end it manually, or for someone to confront your own traumas and make you face them, forcing you to grow past them one way or another.





Nagel und Hammer

Unfilmable [100] - of the most important Taboos of N Corp is the prohibition on filming or otherwise photographing their Nest. This one comes with not just fines and penalties, but with the personal attention of Taboo Hunters. Any photographs or videos taken of you all invariably come out as mangled and corrupted, complete gibberish. Even artistic representations come out unexplainably garbled, as the illustrators just can't explain how it is that they simply cannot depict you in any coherent manner.

Enemy of my Enemy [200] - is my friend, as the saying goes. You seem to have the unique talent of pissing people off, and then finding others who are also feuding with said newly-pissed people. So long as you and another person share an adversary or rival, you get along perfectly, regardless of differences in ideology, methods or personality. The more intense the rivalry with your shared enemy, the better you get along. You could very easily persuade someone to join your cause or work under you so long as you have a common enemy.

Ego Shield [400] - EGO Gear has an interesting property that can be unlocked - it resists being destroyed. Being psychoment constructs extracted from Abnormalities, it seems to have a limited mind of its own, throwing all it has into defense when it senses imminent destruction, generating a nearly impenetrable force field. And if something as simple as EGO Gear can manifest it, what's stopping you? You can strain your mind and psyche to its absolute limit to manifest a force field around which blocks most forms of physical damage. The strength and size of this force field largely depend on how close to destruction - to death - you are. Being on the verge of death would make this barrier damn near impenetrable and able to encompass several people in size, while trying to manifest it at perfect health would bestow it the durability of glass and the size barely enough to cover your body.

Canned Experience [600] - the Singularity of N Corp is used to extract experiences from people and process them into consumable substances. Interestingly - and, perhaps, somewhat depressingly - their most popular item is the canned experience of suicide. Either way, by touching another living being, you may extract their experiences, memories and skills, generating a thick, viscous substance somewhere between slime and paste in the process. This substance is what contains the experiences, and can be consumed orally, topically, dissolved in water, mixed into food, injected into muscles or bloodstream, etc. Initially the person whom the experience is

extracted from doesn't necessarily lose said memories, but repeated extractions will, eventually, cause this effect, and eventually render them braindead. Note that experiences can only be extracted from organic, biological creatures, not mechanical entities - and even cybernetics or prosthetics will reduce the quality and quantity of extracted experiences, making them muddled and messy.

Inquisition

Kleinhammer [100] - Stahl und Feuer! You shall be the instrument by which the unclean heretics will be purged! So take up your tools, soldier, and go nail some prosthetic heathen! You're proficient with wearing heavy armor such as chainmail and full plate, wearing helmet does not restrict your vision, and you have plenty of brute strength to heft your warhammer and nail-sword!
-**Mittelhammer [200; Requires Kleinhammer]** - stronger! Better! You're a far more devout adherent of the NuH doctrine, and your merit has been rewarded. You never feel fear or doubt, your physical characteristics are permanently boosted by the substances administered to you, and your mind is sharp enough to command squads of Kleinhammers with ruthless efficiency and effectiveness, employing the best tactics and strategies one could devise for any given situation.
--**Großhammer [400; Requires Mittelhammer]** - the second in command. The One Who Grips values your counsel. To a degree. You are larger, tougher, stronger than any normal human has any right to be - or indeed can be without the supernatural being involved. You can heft massive nail-zweihanders and hundred-pound hammers as if they weighed nothing, and can rip apart people with your bare hands. Your healing factor, ensured by the regenerative substances flowing in your veins, is truly insane, able to recover from a state of near-death back up to your peak condition in mere minutes.

Human Experience [200] - what those metal-bodied heretics fail to understand is that what makes a human is not the shape nor the mind, but the experience. Humans are uniquely fallible beings. To be a human is to experience pain, and it is to learn from it. You've taken the lesson to heart. Pain doesn't bother you at all - you still feel it, but you're able to put it on the back-burner and simply elect to ignore it as if it wasn't there. Same thing with fear and doubt.
- **To Live With Pain [200; Requires Human Experience]** - every time you feel pain, you grow from it - every instance of your pain receptors firing minutely expands your synapses and ganglia, it improves the efficiency of your myelin sheathes by a little. The difference may be only nanoseconds or fractions thereof from each individual instance of pain, but over time - it builds up. You reflexes improve, your reaction times and perception speed, your processing and responsiveness.

Inquisitor [400] - nobody expects the German inquisition! As an inquisitor, you're proficient in interrogation techniques, torture methods, confession extraction, investigation and detective work. And combat, of course. You're one of the finer fighters of Nagel und Hammer. You also have

a particular talent for sniffing out heretics - you can quite literally tell, via a sixth sense, when something you, or an organization you belong to, would consider heretical or taboo is nearby, and can follow this sense to its source quite easily.

The One Who Grips [600] - with an iron fist you shall strangle the heretic, the mutant and the demon alike. The filthy inhuman metal will meet your steel-clad grip and yield before the strength and certainty of flesh. So long as you remain pure of any metal or synthetic modifications to your body, you will find your will stronger than any alloy - enough to crawl back from the brink of death, and push past even the most lethal wounds to keep functioning. You could be decapitated, and you'll be able to pick your head up and stick it back on. You could be bisected, and you'll live long enough for the two halves to finish off your enemy and get medical attention. A shot to the head will have you plunging your fingers into your brain matter to pull the bullet out. So long as you remain pure, you will simply refuse to die. You could hold off and slaughter entire squadrons of heretics at a time and come out battered and on the verge of death, but functioning nevertheless. There are limits - complete obliteration and reality bending of various kinds is able to put you down, as can the dissolution and degradation of your mind and will - but it is unlikely they will be met.





P Corp

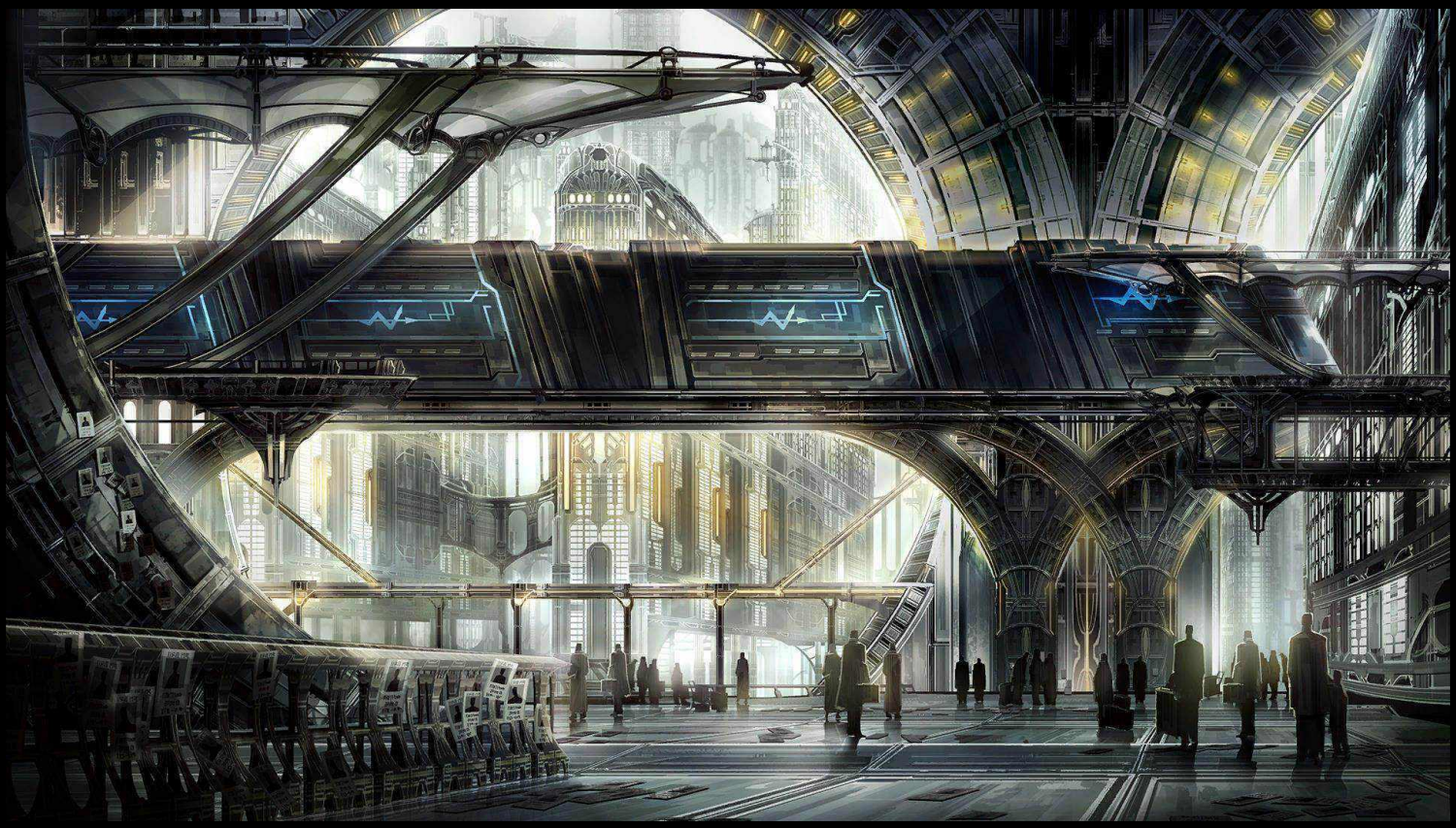
Architectural Planner [100] - P Corp specializes in creating safe spaces, and that is reflected in their Nest. It is widely considered one of the most secure and safe places, as even wide-scale disasters result in basically no collateral. Most of it is the result of their Singularity, yes, but city planning and architectural considerations also play a part. You are an exceptional urban planner and architect, and can design logical and convenient city plans, point out design flaws in buildings and can almost instantly come up with ideas on how to fix them and make said building more safe and secure. Your stern command can probably fix the worst, most flimsy, erosion-prone structures.

Martial/Compression Department [200] - as P Corp is still a megacorp, it needs to deal with some troublesome situations and individuals. This is where its Martial and Compression Departments come in. Their own military forces, they deal with whatever problems P Corp may face that require force to solve. You are now a part of one of these Departments. You are an expert when it comes to urban warfare, sieges, breaching and clearing enclosed spaces and structures - in terms of both tactics and strategies, and actual, tangible combat skills. You can turn any environment into a combat advantage and utilize any urban structure to your own ends.

Edificial Stabilizer [400] - the buildings in P Corp's Nest just... can't be destroyed. They bounce and fold and bend but never break. You can now induce a similar effect in an area around you. You can spread this power, let it take hold in nearby structures over a period of time. By the time it is done, said structures will be nigh-indestructible. The material they are made of will bend and fold but not crack nor break, it will scorch but not burn, sizzle but not melt, etc. Now, whatever happens to the people inside the buildings when said structures become perpendicularly bent... that's another story.

"Safest Place In The World" [600] - make your own shelter from the sea of blood and tears. You can designate any structure which can fit a person inside to be a "safe space". The exterior of this structure then becomes invulnerable and impervious to all damage. The interior space of this structure will continuously expand the longer it remains a "safe space", with new rooms, corridors

and facilities appearing over time and matching the style and function of the initial space. This expanded internal space can and will grow to eclipse the space the exterior of the structure occupies, becoming larger on the inside. The amount of such "safe spaces" you can maintain depends on your level of familiarity with this ability - as you continuously use it, you'll grow to be able to maintain more and more such impervious structures.





RRR

Survivor [100] - you've been down there in those damnable Hatcheries. That living hell of a selection process, where you had to kill and eat clones of yourself. But now you're stronger for it. Honed, trained through experience. You're physically fit, and can fight continuously, without stopping or resting for... weeks, months possibly. Fighting doesn't take much more energy from you than just regular day-to-day living.

Graze The Grass [200] - never felt better! These suits and weapons are really goddamn nice, aren't they? You possess a singular, unquenchable bloodlust typical of 4th Pack Rabbit Team. You don't care who you fight or how long, you throw yourself into combat with wild abandon, fighting with a berserker-like ferocity. Your instincts and senses are sharper, you care little for pain - if you can even feel it at all at this point - and the adrenaline and bioelectricity pumping through your veins and muscles makes you faster and stronger than average, even at the risk of you tearing your own tendons and muscles. You experience a maddening, euphoric high whenever you're in combat.

Brainwave Focusing [400] - you seem to have picked up some tricks from the Reindeer Team... although, I'm not sure you're gonna like using them. You can focus your brainwaves and neural signals into psychic energy, which you can use to telepathically drive people insane, or just flay them alive with telekinesis. Of course, to achieve any significant effect, your initial brainwaves must be rather powerful, meaning your brain and nervous system must work overtime. Thankfully for you, this perk comes with the option to put your nervous system into that overdrive state... which has some side effects. Interminable icepick migraines, constant chronic aches all over your body, irritability, confusion, audiovisual hallucinations, weakness, constant hunger, hypoglycemia, fever, shakiness, dizziness, nose bleeding, occasional bout of unconsciousness... small price to pay for psychic powers, eh?

Rabbit Protocol [600] - rabbits have come to graze the grass. I'm not sure how, but you can now call on the full might of R Corp Hatcheries! At will, you can summon a team of R Corp Rabbits, who will proceed to kill everything in front of them with wild, euphoric abandon. Not just that, you can just... keep summoning them. They'll all be clones of one another, as if you were just spewing them out from a single template, and there's no limit to how many you can call on at once. You may as well summon a flood of bodies. With further training and usage, you may even

learn to summon Reindeer, Rhino, Raven, Ram and Rat Teams, each specializing in different things and different aspects of warfare - crowd control, demolition, reconnaissance, frontal assault, infiltration, sabotage, etc.





Salpippyeo Agroindustries

Green Thumb [100] - you should probably start a garden or a farm... oh, wait. Yeah, you have a natural affinity for gardening and otherwise cultivating and growing plants - from simple lawn grass, to rice paddies, to flowers to trees. Under your care, they seem to grow faster and with less difficulty, adapting to and thriving in environments which would normally lead to them withering and dying.

State Councilor [200] - it takes a lot of administrative knack to run an agroindustry business. Something that you, thankfully, have in spades - you possess great abilities as administrator, foreman, manager, and everything in between. Not just that, but the feudal society of S Corp seems to have influenced your skillset as well, as you are proficient in matters of governance, courtly business and throne room mannerisms and etiquette. These things come naturally to you, like a sixth sense of what to do and say.

Three Rivers [400] - there is an exceedingly small amount of people who know of the rivers beneath the City. Whether you do or don't... is somewhat irrelevant, as you have your own rivers, which you can find a way towards. Wherever you are, you are always around 1,000 li away from a sight of three rivers that no one but you seems to be able to find or see - a white river as high as the knee, a yellow river as high as the waist, and a red river as high as the neck. Should you, or anyone you lead to these rivers, pass through all of them, you will find yourself transported to a pocket dimension of sorts - the Fields of Seocheon. Boundless field of flowers and blooming trees, cared for by spiritual attendants. You can rest here, hide here, or even pick out a patch of your own to plant a garden of whatever plants you desire, and it will be cared for by those same attendants. Search for a bit longer, and you may find flower with strange and mystical properties growing here. To return from these Fields, you need only cross those rivers once again, in reverse order.

Kkotgamdok [600] - flowers can be such wonderful things. Fragrant, beautiful, useful when utilized in teas and medicine. And there is such a wide variety of these flowers, is it any wonder that some of them have effects which would seem magical or supernatural to the uninitiated? Take, for instance, the Hwansaengkkot - the flowers of reincarnation. Salsalikkot revives the flesh, Pisalikkot, which revives the blood, and Bbyeosalikkot, which revives the bones. Administer them

together, and you have yourself a living body where there was once only a corpse. Of course, it would still lack its mind, for want of Sumsalikkot and Honsalikkot, which revive the breath and the soul, but still. You can now cultivate all these flowers of reincarnation, able to grow them and harvest them, either alone or en masse. And not just them, either - you can cultivate a wide variety of flowers, from useful ones - such as flowers which grant wealth and a good mind, or ones that cause pain and strife. Uleumkkot (Flower of weeping), Useumkkot (Flower of laughter), Bulbuteulkkot (Flower that brings fire'), Bujadoelkkot ('Flower that brings affluence') Ssaumkkot (Flower of combat)... all these and more are all yours to grow, harvest and use however you wish.





TimeTrack Corporation

Watchmaker [100] - tick-tock, tick-tock, goes the clock. And now you know why it does. You have a lot of practice assembling timepieces and time-measuring devices in T Corp factories. Now, thanks to your experience, not only can you put together incredibly complex and delicate machinery rather easily, you can also tell the flow of time unassisted. Your sense of time is perfect, at all times - not even temporal anomalies can distort your perception of yourself and others in time.

Littérateur [200] - T Corp prides itself on their inventors and innovators, hosting an annual Invention Expo, to show off great inventions, establish patents, and hire on promising new talents. You seem to be one of those! You possess great skill with mechanical creations, cogs and gears are your friends and you know how they're best used. Not only are you innovative to begin with, your mind is sharp enough to pick apart other people's creations - you have already figured out what's going with T Corp's mechanical, tick-tocking and whirring power armor and prosthetics, and can easily replicate them already! And this is only the beginning - you will come up with great things with that inventive mind of yours, I'm sure! Just don't forget to register with the Patent Bureau.

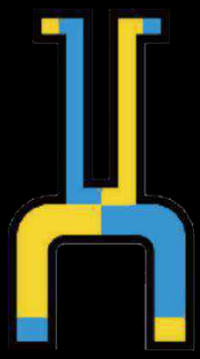
More Time In a Day [400] - some people have a lot of time on their hands. Quite literally, in T Corp. Some can afford to purchase more time for themselves, allowing them to do more in a day than others. How does this manifest? Well, to everyone else, they would seem like they're moving in fast-forward. You are now one of such bourgeoisie - where for most people, a day is only 24 hours, your day is a whopping 50 hours! To you, everyone appears to move and act in slow motion, while to everyone else you look to be in fast-forward. You can dial it back as much you want, either going back to the standard 24 hours, or even farther back to something like 10, or even 4 hours a day, or anything in between, and then return to your sped-up time at will. You're not slowing or speeding anyone down but yourself - you're affecting purely your own, personal time. Though don't worry, you won't age any faster.

- **Golden Time [200; Requires More Time In a Day]** - mister big shot over here! Not only do you own enough time to speed up your personal time, you can afford some emergency time as well! If you are ever hurt in a significant manner, to where you would lose your life, no you won't. You will instead trigger an emergency measure known as "Golden Time", which will accelerate your body's natural regeneration, or even - paradoxically - reverse your own flow of time for a short duration,

until you're good as new! However, this measure is very time-consuming, and will need to replenish its time after being activated, so it will not be usable for another, say, 10 years, or until your next Jump.

Time Ripper [600] - oi! That isn't registered with the Patent Bureau! You possess an uncanny ability to simply rip away the time of others. Doing so will leave them suspended in a position of quantum, temporal superposition, intangible and unable to move or be hurt for however long you took from them. If you took 50 hours from someone, they would remain like that for 50 hours. If you took 300 hours... you get the idea. There isn't really a limit to how much time you can steal from someone, but taking too much at once will cause temporal bloat in you, and can lead to different parts of your body experiencing time at different speeds, and such an instability can simply cause you to just... rip yourself apart. So don't get too greedy now. But once you have acquired some time for yourself, you can use it for all sorts of things! Improved speed, increased regeneration, pausing time (or rather speeding yourself up to the point nothing is moving in relation to you), creating areas of distended time, timeline pockets separate from the conventional flow of time (and thus from the rest of the timeline), or maybe even distorting space (since time-space is an interlinked continuum). You're not gonna achieve time travel, though, so don't even try





U Corp

Seadog [100] - attention on deck! Every member of the U Corp must possess some degree of knowledge as to the operations aboard seaworthy vessels, and you're no exceptions. You have memorized the duties and orders of operation for vessels of every type, class, and tonnage, and possess a strong enough voice to be heard over the roaring waves, the pouring storm and rolling thunder, so when you issue orders, you'll know they'll be followed. This also includes all other miscellaneous knowledge a sailor would have - how to tie strong knots, hoist the sails, cook various sea critters, make minor repairs to the vessel, use various navigational tools... and even the more gruesome stuff, like how to properly keelhaul someone.

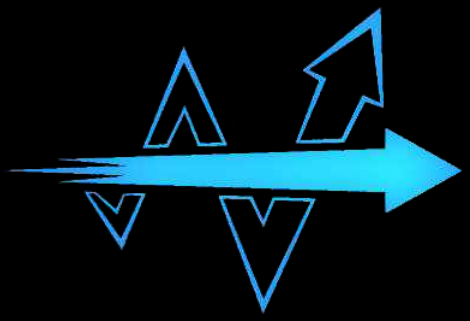
Unwritten Rules [200] - the Great Lake is a strange, arcane place, where laws of reality and of common sense come second to the laws these waters set for themselves. Luckily, you have a good head for this kinda thing. You can easily memorize convoluted, arcane, nonsensical and borderline superstitious laws, rules and customs. Your mind in itself is structured like a labyrinthine palace, which you easily navigate to retrieve even the most complex rituals which should have no basis in reality. Of course, the more grounded and scientific knowledge does not benefit from such a "perfect" memory - only folklore, unwritten rules, unspoken customs and byzantine procedures. As a bonus, you're rather well-versed in cryptography.

Whaler [400] - the great calamities and the dreadful pests of the Lake, they prowl its waters and devour those caught unawares. But you'll show them. Your harpoon, well-whet for this very occasion, will pierce their hides and reel them in like the overgrown fish they are! When participating in naval combat, the vessel you're aboard will suddenly become sturdier, faster, more maneuverable, its armaments more deadly, and its crew more competent. Be it against privateer ships or monsters from the sea depths, these attributes will only grow the greater an advantage your enemy seemingly possesses. Of course, at some point, you're going to hit the point of diminishing returns, where this perk alone will not make up for the enormous difference between you and your foe, so... maybe hold off on going the way of Captain Ahab.
- **Whalepunk [200; Requires Whaler]** - there is a reason to hunt whales - what can be harvested from them. Their blubber, their bones, their meat, their baleen. And you know all about their value, and how to extract it from them. With even simple equipment, you can refine blubber into

whale oil, which you can use for fuel, explosives, as medicine or tallow, or even incorporate it into metallurgic and alloying processes to create the Tuning forks U Corp is known for. You can carve amulets and protective wards from whalebone, cook and can whale meat, turn their scales and hides into leather and clothes, and use their organs for other various purposes.

Tuner [600] - U Corp is known for their Singularity - their tuning forks, which allow things to combine and separate without any seams. You seems to, uh... be... a tuning fork yourself. Somewhat like Trash Crabs found on the shores of the Great Lake, you can fuse various items and even organisms to yourself seamlessly, as if you were always a single being to begin with. Fuse with armor to become larger and more protected (while turning the metal it's made of into an organic material), fuse with guns and weapons to truly wield them as extensions of yourself (while granting firearms and ranged weapons unlimited ammo, as you start regrowing it withing yourself), or even fuse with other people and creatures to start sharing senses and abilities (and nervous systems). And when you're done, you can just as easily separate from what you've previously fused with, while removing whatever extra properties were granted to the objects and beings that were - for a time - one with you.





WARP Corporation

Cleanup Agent [100] - there is a pressing need for qualified, ruthless and mentally resilient staff members among the ranks of WARP. For good reason - what really happens aboard those trains is the stuff of horrid nightmares, and the corporation needs special agents to... take care of the problem. For better or worse, you're now among the ranks of W Corp Cleanup Staff. The sight of blood, gore and body horror barely phases you anymore, and your actions and movements tend to generate more static charge than is normal, resulting in your weapons - hell, even just your bare hands - discharging said electric charge at whoever is unfortunate enough to be on their receiving end. It's not particularly much - about equal to a standard stun gun, unless you make a concentrated effort to accumulate more and manage to not discharge it prematurely - but it still counts for something.

The Jaunt [200] - it's longer than you think, Jumper! It's longer than you think! There is an eternity within the Warp Trains, thousands - no, tens of thousands of years condensed into measly 10 seconds. Normally, the W Corp staff are afforded special cryostasis pods, but sometimes... accidents happen. They get damaged, or your access key gets broken, the software bugs and glitches - there is a myriad reasons why one of these pods can become inaccessible. And then... you're stuck. In that hell. However, for better or worse, your mind is more resilient than most. Even after thousands of years aboard those hellish cars, your mind simply doesn't break. You're quite literally incapable of going insane, mad, deranged or otherwise crazy - you remain perfectly lucid and in control of your mind. There is no blissful oblivion of delusion for you. As well, if it's any consolation, you cannot sustain any mental aberrations or mental illness or disorders.

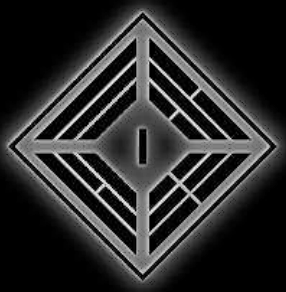
Biomorphic Restoration [400] - with the way everyone aboard Warp Trains... fares... it is quite a wonder how they manage to get everyone back to their proper form before returning them into the world. Well, they achieve with the help of their highly qualified staff... and a Singularity. Which you seem to have inherited a bit of. With a mere look, you can effectively discern and sequence the DNA of whoever you look at - no need for any equipment. Moreover, if you put together enough genetically compatible biomatter, you may be able to restore it to its previous state - collect all the arms and legs and organs of someone, and you can turn them back into a human with a wave of your hand. The only caveat is that the memories of the subject may get rather messed up - they will not remember large chunks of time prior to the restoration - and you need

sufficient biomass for this process to take place - and said biomass needs to have come from the same source. If either of those conditions are not fulfilled, the result will be... not that different to what takes place aboard the trains.

Dimension Shredder [600] - the signature weapon of W Corp employees, Dimension Ripper weapons operate by, well, forcefully ripping open a rift into another dimension. There are several ways this can be employed - opening said rifts through the opponents and using the otherworldly edge of said portals as cutting implements, or perhaps phasing the weapon through the rift and past the whatever armor the enemy may have, or maybe using said portals to strike from unconventional angles. Now, normally, these weapons are very energy-intensive, but you... you seem to have a knack for using them without actually needing specialized equipment or excessive energy reserves. At will, your swings can open such a dimensional rift and use it in any way you wish, though keep in mind that it only remains in place for a scant few seconds, and whatever is caught in it when it closes will be cleaved in two.



Associations



Hana

Threat Assessment [100] - the Hana Association is responsible for evaluating and assigning threat levels to the verious entities and phenomena in the City, as well as testing and grading Fixers, Offices and Associations. As a member of the Hana Association, you have a good head for threat assessment, able to mentally place any object, entity, location or phenomena in relation to yourself and others in terms of power and danger, doing so at a mere glance.

Four Trigrams [200] - Geon, Gon, Gam, Ri. Air, Earth, Water, Fire. The trigrams represent the fundamental principles of the earth and harmony between them, much like Hana itself keeps the peace and harmony among the other Fixers, Offices and Associations. But they also have a much more practical application. You may craft the likeness of any of the trigrams into talismans, amulets, and other kinds of symbols, which can then be burned for beneficial effects - Geon for swiftness and agility, Gon for sturdiness and stability, Gam for wisdom and skill, and Ri for strength and power. Each will have tangible effects, making you stronger, tougher, faster, etc.

Impugnatio Ultima [400] - whenever the Hana designates something a considerable enough threat, there is never a shortage of those seeking to take down that object of their ire for a neat bounty. Being one of the Hana, it is only natural that that same privilege of designating undesirables is yours to wield. You can designate any being, object, location or phenomena as a "threat", giving it one of the following rankings - Canard, Urban Myth, Urban Legend, Urban Plague, Urban Nightmare, and Star of the City. Those given a designation will find that everyone will perceive them as a threat or a danger, and everyone will be aware of their ranking and their overall power levels, they will be far more likely to attract hostile attention, those capable of combat will be far more likely to challenge them, and everyone wishing to track their location and actions will find it much easier to do so. The degree to which these effects manifest depend on the ranking which the subject was designated with.

True Trigram Formation [600] - they say that the pen is mightier than the sword. For you, that truth is quite literal. You can manifest and control ink, forming it into solid weapons, barriers, tools, etc. You can control not only liquid ink, but also solid and dried ink, allowing you to alter writings and documents, as well dry and solidify any ink under your control. This ink can be used

to form magic circles, talismans, and other such symbols, should you be aware of how to use such mystic arts in the first place. You can control up to approximately 40 liters of ink freely, and beyond that it gets straining, though you can expand your capacity via training. You can also sense any ink nearby, whether it is within your line of sight or not, which can be used to find ink to control, or even to read text without needing eyes.





Zwei

Client's Shield [100] - Zwei are the shields protecting their clients. Each a great fighter, yes, but they fight even harder when it is their mission to protect someone - or something. Whenever you engage in combat on behalf, or in protection of someone else, your physical ability and skill increases beyond your norm. This increase is proportional to what you already have in your possession, so be sure to keep up with your regimen!

Stand Your Ground [200] - you've no duty - nay, no right - to retreat so long as danger persists to your client. It is thus imperative that you hold the line and push back the attackers. You are immovable - when you find a spot you're ready to defend, you cannot be pushed aside or brushed off. You cannot be knocked prone, you physically cannot be moved by an outside force (other than instant movement, such as transposition or teleportation), and you can move to block or otherwise intercept attacks made within 5 feet of you in all directions - even if they were aimed at someone else. Mind you, this doesn't grant the ability to withstand damage of the attacks you intercept nor does it negate them, and neither does it protect your environment from being damaged, so be aware of your limits and surroundings.
- **Castle Doctrine [200; Requires Stand Your Ground]** - you are a one-man wall, a living fortification. The range within which you can intercept attacks expands to 30 meters in all directions, centered on yourself. When you're physically too far away to make it in time, the damage that would have been done to the intended target is instead transferred to you.

Experienced Protector [400] - after working in this field as long as you have, it's really no wonder you managed to develop a kind of sixth sense. Based on an ephemeral feeling - based on the vibes of any given situation, you can accurately gauge how dangerous it is, and if any trouble will be encountered. Once it has been established that the situation will end in violence and will bring danger to yourself or your client, you can more accurately determine the cause - where the attack will come from, how it will be executed, who it will target, etc. - with more traditional deductive reasoning, for which you also have a keen mind, able to pick out minute details and otherwise insignificant factors that wouldn't mean anything to others, and infer from them additional information about the danger you or your client find yourselves in. This process takes barely more than a minute, and would help you casually push someone out of the way of a killing blade, evade

a bullet by just a hair, warn your allies, and negate whatever advantages an ambush may have granted your attackers.

Tank [600] - you may as well classify as an armored vehicle rather than personnel, what with how tough you are. Whatever the toughest piece of equipment you have on you - be it a shield, a piece of armor, a ring made out of an enchanted metal, anything - has its toughness applied to all your equipment, and your own body. This also applies appropriate resistances to the elements and various supernatural effects and status conditions. If you wield or otherwise have something "indestructible" in your loadout, you will not become indestructible, but your toughness - as dictated by the most durable item of yours that isn't indestructible - will be further boosted by 150%. You can also choose to have the density of whatever material your "toughest piece of equipment" is made of apply to all other items (and your own person) affected by this perk, altering their weight.





Shi

Stealther [100] - assassination is no simple task. It takes discretion, certainty, and skill. One must remain silent if they are to execute a target and extract unopposed. You seem to have an advantage in stealth, your body somehow being less photorefractive than normal, light seeming a little dimmer around you, shadows that much darker. When hiding in the dark, even things that should normally give you away - the glint of a bared blade, eyes glowing with lethal intent, sweat glistening in the barest light - provide not a single photon of light.

Desperate Struggle [200] - one of them more common attributes of Shi Association Fixers is their near-constant exhaustion. Their missions are tough and demanding, they each have a time limit, and each Fixer takes on multiple tasks a day. Not even their wounds have time to heal. So, you just got used to it. You're immune to exhaustion-induced loss of consciousness, or dissociation and loss of focus caused by tiredness. Continuous operation won't make you space out nor lead to mistakes. You'll still feel like shit, though, and your health is still fucked. Additionally, your wounds close just a fraction faster, and seem to stop bleeding within a minute, even if it's a major artery that's been severed.

Execute [400] - taking out a target takes planning. Meticulous planning, and precise execution. You have just the head on your shoulders for such. Your propensity for short-term strategy is second to none - you can vividly pre-construct, in your mind's eye, how a given situation will play out, and how you can take advantage of it. This isn't precognition, mind, and relies on you having enough information, and correct information - if you get fed misleading or false info, you get a case of GIGO - Garbage In, Garbage Out. But, once you've constructed this plan of yours, you can put your body on autopilot as it executes this plan precisely as intended, with mechanical efficiency.

Boundary of Death [600] - standing on a razor's edge at the precipice of death. Only then can the sanctity of life - and of its ending - be truly understood. When you linger in a state of such disrepair - your body broken down beyond reason, hovering mere nanometers above being dead - your ability to inflict death increases substantially, now that you're so close to it and understand it so thoroughly in your own experience. Your strikes become killing blows, slashes severing threads

of life as if cutting cloth, the wounds you inflict being inexplicably more deadly and serious. Where once a shallow cut may have been just that, it will now have both severed a major blood vessel and split a debilitating nerve ending. A stab that may have once been dangerous but nonlethal will now have ruptured the heart. Damage inflicted by you shan't heal, and those killed by your blade won't rise again, regardless of their nature or abilities. And yet, there is a price to pay. The scars you accumulate in this state won't heal, your regeneration and toughness rendered null in the face of such proximity to death itself. Your supernatural means of survival won't help you, and if you fall over the edge - your journey shall be at an end. And it shall take but a gentle push to be sent over the edge...





Cinq

Declare Duel [100] - Allez! Much like any member of the Cinq Association, you're a master fencer and a proficient dueler. So long as you focus on only one foe at a time in combat, your speed, strength, and initiative will be just a little more impressive than they otherwise would be. Mind, that this increase is proportional to what you already have in your possession, so don't forget your training!

Precise Distance [200] - in a duel, distance is everything. It dictates the speed of the engagement, how either of the participants can - or can't - leverage their reach, it informs the actions of both combatants in regards to openings and offensives. And now, you have an eye for controlling it. You can precisely measure the distance between any two objects or people with a single glance, and collate it with other observations to determine how long it would take to cross that distance and at what speed, etc. Moreover, your movements are precise, almost mechanical, as if your every step was measured by a ruler.

Fencing Speed [400] - just as important as distance, in a duel, is speed. It dictates one's ability to take advantage of openings, to deceive the opponent with feints and fake-outs, to evade the attacks with dodges and blocks. Good thing you're faster than most opponents you'll ever face. Your muscles are capable of bursts of extreme efforts, propelling you with extraordinary speeds for short amounts of time. Your base physical strength determines the exact speed you're boosted to, and your base stamina determines for how long you can keep these boosts going. However, be assured that even a noodle-armed nerd who hasn't seen the sun in 10 years and been subsisting on instant ramen for about as long, will be capable of superhuman speeds, if only for a second or two.

Blade-Trance [600] - let the blade guide you. One with the edge, one with the point, one with the weapon. Whenever you wield a bladed melee weapon, you can choose to enter a kind of trance-lile state, blocking out most of your outside awareness to focus on just one thing: the enemy. It's as if your blade gains sentience and guides itself into your opponent's skull. Your body seems to defy physics, moving at blazing speeds, inhuman strength and with impossible precision, batting

aside any and all obstacles between the point of your blade and the enemy's ocular orbit, your weapon behaving as an extension of you, your assault in this state is a thing of terror and beauty at the same time as you leave your enemy not a millisecond to catch their breath, skewering your foes one after another without so much as breaking a sweat, all unnecessary flourishes and extraneous movements cut down until you're moving as efficiently as possible. Even the flimsiest, shoddiest weapon in your hands, when in this state, can snap and break the finest steel with such finely-tuned precision that even molecular imperfections and microscopic artifacts are ruthlessly exploited.





Liu

Inner Ardor [100] - surrounded 10 to 1? That just makes it fair. As a member of the Liu Association, you entire specialization and combat style revolves around fighting more than one foe at once. When engaged with more than one enemy at a time, you receive an increase to your physical characteristics - strength, speed, toughness - that builds on what you already have. The better your shape to begin with, the better the results of this increase.

All-out War [200] - the jobs taken by Liu fixers are internally referred to as warfare, and for good reason. Liu Association specializes in all-out combat involving multiple combatants on both sides. And while Liu fixers are often outnumbered, they're never outmatched. This is thanks in part to their coordinated teamwork. Whenever you act in a group, you instinctively tend to cooperate and bounce off once another - without even realizing it, subconsciously, your actions and those of your comrades will trend towards more team-oriented ones. Assisting your comrade who is about to be overwhelmed, taking advantage of an opening provided by someone else to free them up, moving to cover the back of another, and similarly having others assist you as a natural course of action - your teamwork skills are incredible, allowing you overcome forces several times larger than your own.

Fiery Waltz [400] - there are many ways to lead. One could be cautious, retreating at the sight of insurmountable odds to try again later. One could be persistent and furious, throwing themselves and their men into the fray until victory or bitter defeat. But Liu Association is neither. Victory isn't necessarily won in battle. Even when war is inevitable, one mustn't hope for victory after starting the war. 'Secure a path to victory before engaging in warfare.' The Liu engages in battles that are already won. Therefore, it's crucial to assess the strength of the ally and the condition of the enemy before you determine if you should advance or retreat. And you can do that, quite easily in fact. You possess a sharp mind for large-scale planning, strategizing, tactics, and a keen sense of when to advance, when to retreat, and when to employ which stratagems. Point is - you don't participate in a war that cannot be won, and thus you always ensure a path to victory with you keen tactical intellect and battle acuity even before the fighting starts.

Tiěshānkào [600] - Liu Association is known for their fire weaponry. Each fixer is equipped with gauntlets, swords, or other weapons that burst into flames and set their enemies on fire, burning bright and hot. All that is required is friction and fuel. And you seem to have taken it to the next level - as you no longer need workshop weapons and special gear to set your enemies alight. By aligning your attacks just so, you create and harness air resistance itself. Friction against air molecules themselves producing enough energy to kick-start rapid oxidation - fire. With enough practice, you may even harness air resistance to create large sparks - striking air as if it were a solid substance - to even more effectively use this ability. Each of your strikes sets the enemy alight and puts fire to your foes, be it with your bare hands or with a weapon of choice. With sufficient training, a single strike from you may unleash a stream of flames comparable to a jet engine or a flamethrower.





Seven

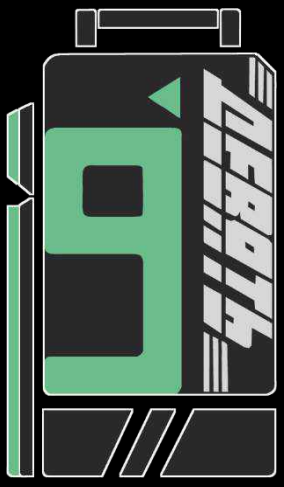
Barista [100] - when I'm feeling a bit down, I like to indulge in some black tea. Seven Association runs coffeshops and teahouses for their employees to do something besides investigations and paperwork. They say it is quite therapeutic. You are a great barista and a tea expert. Your senses are sharp enough that can pick out different blends of coffee and kinds of tea by smell and texture alone, you are observant and intuitive enough to take a measure of a man by watching him brew and drink his beverage, and what beverage he chooses, and you can easily pick out which blend someone will most enjoy by just looking at them - by sharing a cup of tea with someone, you can tell more about them than some of their friends. Of course, this also comes with comprehensive knowledge of everything there is to know about coffee and tea making.

Intuition [200] - growing up in the backstreets gives one a certain kind of understanding of the world. How do you know how that that guy is the culprit? You just do, damn it! While you can't list "gut feeling" as valid reasoning on paperwork, yours just so happens to be right more often than not. Of course, actually finding any concrete evidence on someone will require actual investigative work, but nonetheless - it's almost like you have a sixth sense, a gut feeling, an intuition for these kinds of things. It can be deceived, of course - extremely good liars, supernatural illusions, or just people so utterly off-kilter they barely read as humans to you - but more often than not, "vibes" is a decent indicator of things for you.

Post-Contract Management [400] - just a polite euphemism for a no-holds-barred elimination of any employees involved in any incidents following the investigation into said incidents. You have made yourself a name in this business... by being really damn good at hewing heads from bodies and liberating brains with a single chopping motion. To put it simply - you have a particular set of skills when it comes to killing people. You know how and where to strike to liberate their insides, the amount of force needed to kill someone, how to preserve your strength and pace yourself when mowing through scores of human enemies. I pity the poor bastards who get in your way. And it's not just direct combat you specialize in - it is the prep work. Setting up the field of battle ahead of time, ensuring none can escape, cutting off all exits and routes other than the ones that lead to certain death before the battle even began - you can clear entire buildings full of enemies with only a little prep work.

Profiling [600] - following the guidance of the legendary Seven Fixers such as Lady Agatha, you have developed quite a skillset! Your deductive reasoning and the ability to form logical connections is supreme. Not just that - you know what questions to ask, where and what to pay attention to, have an eye for detail sufficient to notice the slightest discrepancies... you're the perfect detective. It is almost supernatural how well you do in establishing connections between even seemingly unrelated causes and effects, and not just that - you always manage to produce the evidence to back it all up. Wouldn't be all that admissible to your clients without something concrete to back everything up. And yet... evidence just seems to materialize in a way that supports your theories. While you could, theoretically, suffer a case of GIGO - garbage in, garbage out - when given bad information and a false initial assumption or thesis, such episodes last shortly, as you always find something to push you back onto the right track sooner or later.





Devyat'

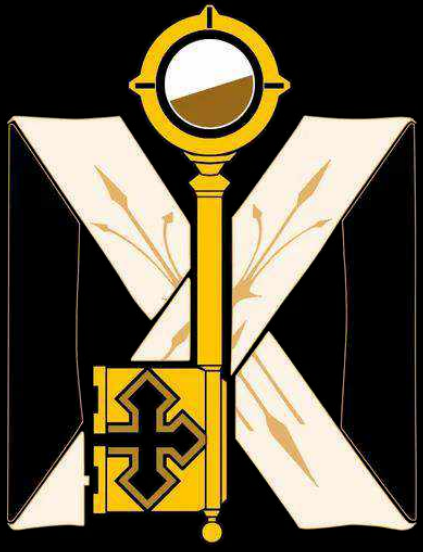
Courier [100] - through snow and hail, through storm and rain, through strife and ruin, Devyat' will deliver your order anywhere in the world! Unfortunately for you, you're the one doing said delivery. At least your experience is sufficient to ensure you don't die on your first job. You have an easier time trekking through difficult terrain and harsh conditions - be they natural or man-made. Furious weather, war-torn landscapes, active combat zones, the very terrain actively trying to kill you - you're bound to encounter it all sooner or later. You get a small energy boost when traversing such conditions, your lactic acid builds up slower and dissipates faster, your muscles grow that tinier bit stronger, your stride that little bit more long. It may just make a difference.

Poludnitsa [200] - bah, who needs an AI assistant in those trunks when you have one in your brain! You have a mental version of the assistant AI named "Poludnitsa" - commonly found in Devyat' Association trunks - in the back of your mind. It automatically scans your surrounding area and compiles a minimap for you to use, can construct routes based on provided specifications, serves as a timer and a reminder for deadlines, provide real-time directions and navigation, and best of all - it does math for you! It can calculate probability of victory in any given fight more or less accurately, calculate your potential payout based on constantly shifting variables, measure energy output of various energy sources within its scan range, and do any other complex calculations instantly, and always be correct.

Delivery Technician [400] - while a derivative of P Corp Singularity, Devyat' courier trunks are still serviced by the association and its technicians and specialists. You just so happen to be one of those. You know the ins and outs of how these strange inventions work - how they distort space and mass, their actively shifting mechanism and transformative properties, the programming and the coding of the Poludnitsa AIs within them, and even the mysterious "decay energy" they output. You can not only service and repair them, you can replicate them and all the associated phenomena, and even repurpose them into other devices and inventions. Just don't let P Corp and the Association higher-ups hear of that, or they might just go back on their "no humans in trunks" rule.

Decay Energy Reactor [600] - as the Devyat' couriers get closer and closer to the deadline of the delivery, with time running out, their trusty trunks begin outputting energy to... help them out. This "decay energy" not only strengthens them, but it can also be rather dangerous - to the point it is not uncommon for trunks to have long lists of previous owners, all of whom died due to being disintegrated, vaporized, melted, dissolved, deconstructed, or otherwise reduced to base particles due to the effect of said energy. Luckily, you don't have to worry about that. You yourself are a source of that energy, after all! You can empower yourself and those around you with a burst of energy at any time, receiving intense boosts to strength, speed and power. You can supercharge electronics to function better, or just function as a walking energy generator - powering all electronics nearby merely by your presence alone. Alternatively... you can emit bursts of intense decay energy that blanket an area, damaging everything indiscriminately, causing metal to rust and melt, concrete to turn to dust and sludge, and people... become withered ghouls before falling apart on a molecular level, decaying into less than husks in seconds.





Dieci

Architect of the Anatomy [100] - your extensive studying had paid off. You have first started noticing patterns, and then learned to correlate them. Architecture is focused on stability and endurance of the structure. And yet, there is always a load-bearing wall that, when knocked down, will inflict great damage. And what is a human body, but yet one more structure, with its own flawed architecture? Not only are you simply good at architecture and geometry, but you are also a great and meticulous fighter, knowing where to strike to disrupt and knock down your opponent, where their center of gravity is and how to leverage it, which muscle group or bone is their "load-bearing wall".

Exhaustive Study [200] - man, it's a miracle you're not behind on your studies. Eh, far be it from a Fixer to look a gift horse in the mouth. When you need to learn a new subject or memorize a certain piece of information or knowledge, you only seem to get better as you get more exhausted. The longer you go without sleep, the less energy your body has to work with, the more fatigued you are, the greater your rate of information comprehension and retention. With this, pulling all-nighters is actually viable. Conversely, the better off you are physically, the less effect this perk has, having zero effect when you're at peak condition.

Keys and Fists [400] - the Holy Relics of the Dieci Association must be produced somehow. Good thing they have you with them, now. Following the tenets of Dieci, through persistent study and learning, you have acquired the ability to reproduce the equipment used by the Association's fixers. Keys that function as research aids and can enlarge to the size sufficient to be weapons, in exchange for consuming the knowledge of the user. Stoles that convert one's academic prowess in exchange for physical power. But not just that - you can create even more items that interact with the concept of "knowledge". Books that immediately bestow a certain skill or information upon being opened, censers and thuribles that produce smoke which obscures the knowledge and memories of those within, crosses whose weight changes on the level of knowledge of those wielding them, scepters that beat the knowledge out of someone and leave them less learned by

the end of the beating, any number of things that have to do with such an esoteric matter as the very concept of "knowledge".

Knowledge is Power [600] - feel the weight of knowledge! You didn't think hauling all those heavy books around was for nothing, did you? Your physical attributes increase in proportion to the amount of knowledge you possess on a variety of subjects. The more complex and/or in-depth your knowledge, understanding or otherwise comprehension of any given subject, and the more subjects you possess knowledge on, the more powerful your muscles will become, allowing you to hit with enough force to snap bones like dry kindling, tear through flesh with bare fists, crack concrete and rip apart metal armatures, lift objects many times your own weight, intercept attacks you would otherwise be too slow to catch, etc. You can sacrifice your knowledge to enhance your physical characteristics and body even further - a burst of power to put you on the same level as a Color Fixer, if only temporarily. Though, using this ability will cause you to forget what knowledge you possess, slowly diminishing your memory and understanding until you're back to average human levels of strength.





Öufi

Under Advisement [100] - you could not verily enforce the contract, if you know not the contract itself. And given how labyrinthine the City's bureaucracy and legalese can be, it requires a certain set of skills to parse such complex legalities. Skills you are, fortunately, proficient in. You have a knack for composing and verifying contracts, spotting various loopholes and inconsistencies, harmful interpretations, missed details, clauses that are impossible to be fulfilled or for which the fulfillment of them will violate other parts of the contract, and other such complex matters which are involved in contract law. Oh, and also, you have the skills of a certified lawyer in the City.

Execution Advised [200] - Öufi arbitrators for contract negotiations and legal disputes are highly sought after and feared in equal measure, for their loyalty is not to the client, but to the contract. Any parties in breach of the submitted legally binding agreement - even if said was the one who submitted it in the first place - will be dispatched swiftly. Whenever you're facing liars, oathbreakers, contract violators, or those in breach of their duties, you gain a significant boost in your combat capability. What would have been a deep cut normally will instead lob off a limb. The caveat is that you must be personally aware of their violation and/or breach of contract - the more details, the greater the enhancement.

Tremor Decay [400] - it is only natural that the sight of an Öufi fixer make all who see them shake in their boots. They are a fearsome bunch, after all. And when they're arrayed in a combat formation against you, it truly is a horrid sight to see. Every single strike of yours carries the weight of that terror. Those you hit with an attack will find their muscles - or the equivalent thereof - shaking under the effect of tiny tremors. Enough hits, and these tremors will escalate to convulsions, shaking, weakness, cramps and seizures. Not just that, your strikes are precise enough to use the amplitude and frequency of these tremors to your advantage, as with enough effort and accuracy you can detonate all these accumulated tremors, rending and stunning your enemies with sheer internal blunt force, ripples coming from within to destroy your enemy. Of course, the more severe the initial tremors, the stronger the detonation.

Final Warning [600] - all involved parties must heed the arbitrator's words - otherwise, what's even the point of a mediator? So long as you are aware of some kind of binding contract, agreement, or obligation that is in effect over someone, your words become ironclad law to said someone. You can freely order around anyone whose legally binding agreements you're aware of. Now, they will most likely be unhappy about the fact, and may in fact retaliate whenever the opportunity presents itself, but at the moment they will follow your command, for they know that if they don't, they will have to face the cold sentence of an Öufi halberd.



Offices



Yun's Office

Exploitative [100] - it may be scummy, but everyone gets exploited and screwed over at some point. You just so happen to be proactive. You can easily identify those naive, inexperienced, foolish, and otherwise easily tricked individuals, and know just how to best take advantage of them and squeeze as much value from them as possible.

Feelin' Good [200] - ah yes, you and your vaunted Grade 9 Fixer senses. Truly, your expertise is wasted on such a small Office. But in all seriousness, you do have a particularly accurate gut feeling and intuition. Not enough to be a forensic, but enough to tell when something's afoot, when something is wrong, and when that mysterious "something" presents an opportunity. On the flip side, you can also tell when said "something" is beyond you, even without needing all the details or information - you automatically know when something is just beyond what you can handle.

Commandeering [400] - Grade 9 Fixers are a dime a dozen, and will bail on you at first opportunity... unless you can keep them in line. Moreover, without some professional oversight, they're next to useless in a fight. Thankfully, they have a capable senior like you to watch over them! You're a rather decent field commander, able to ascertain the situation your underlings find themselves in in mere moments, and to effectively and efficiently direct them with concise, effective commands. Your presence is such that none would dare ignore your orders, and your command such that they bolster the combat effectiveness of those they're given to, enhancing their stance, posture, and improving their defensive capabilities considerably. With a single loud bark of an order, your ranks will close and become an impenetrable phalanx.

Too Slow [600] - combat is all about setup. Positioning, distancing, tactics, strategies, equipment, enhancements, it’s all just prelude to the actual clash. And you? You have a considerable advantage in such clashes. You are a good enough strategist and powerful enough physically to significantly lower the potential payoff of your enemies' preparations. You can lower the upper bound of their effectiveness, be it in terms of damage they can output, speed with which they can move, or protection with which they can defend. At the same time, you can raise your own lower

bound for such effectiveness, making your enemies fragile to your attacks, unprepared to defend, or in fact just making your strikes hit harder than they should.





Hook Office

Sick Maniac [100] - Hook Office is made up of a ton of sick maniacs, former Syndicate members, serial killers, torturers and all kinds of psychotic scumbags. You're one of them. You no longer feel any kind of revulsion, regardless of what sight comes before your eyes. Humans turned into mincemeat, guts and innards strung up as their owner screams in agony, dismembered bodies, doesn't matter. You even seem to enjoy the sight, endorphins and adrenaline flooding your system whenever you witness such atrocities. You lack empathy necessary to feel any kind of remorse or unease when killing and torturing others.

Overpower [200] - you're big, mean guy, and you've got the strength to show for it. Whenever your attacks hit, they hit deep, lodging between the ribs and into the meat. You have superior physical strength, brute force enough to snap bones like twigs. Not just that, the wounds you inflict are surprisingly destructive, tearing up your opponents like a blender. If your weapon or a projectile you launch gets stuck in an enemy, it will be impossible to extract it without inflicting massive damage in the process. Additionally, all your attacks have seemingly supernatural level of penetration - not enough to really bypass armor, but enough that they'll hit an organ instead of falling just short.

Fend This Off [400] - you're a professional ambush predator, and are next to impossible to anticipate whenever you decide to hunt. You attack with vicious abandon, ripping and tearing at your opponent. Your every strike is unpredictable, bestial and brutal as it is, and it is next to impossible to anticipate or defend against your attacks, especially when you get going and strike multiple times in quick succession. And it's not just your attacks that are unpredictable, but your movement as well, making it exceptionally difficult to target you. Your very presence seems to somewhat disorient your prey, and make it harder for them to both attack and defend.

Rampage [600] -crush, stab, slice, rip, tear, kill. You're a monster on the battlefield, nearly uncontrollable and unstoppable. It's like you feast on suffering - every kill heals you, every wound you inflict only making you more eager for the next and boosting your strength and power. There isn't really a limit to how far you can go when you're slaughtering, but it is apparent that you only

get stronger the more blood you shed and the more lives you reap. The more vicious and savage the method in which you kill and the more beastly and horrid the wounds you inflict, the more pronounced this effect is.





Streetlight Office

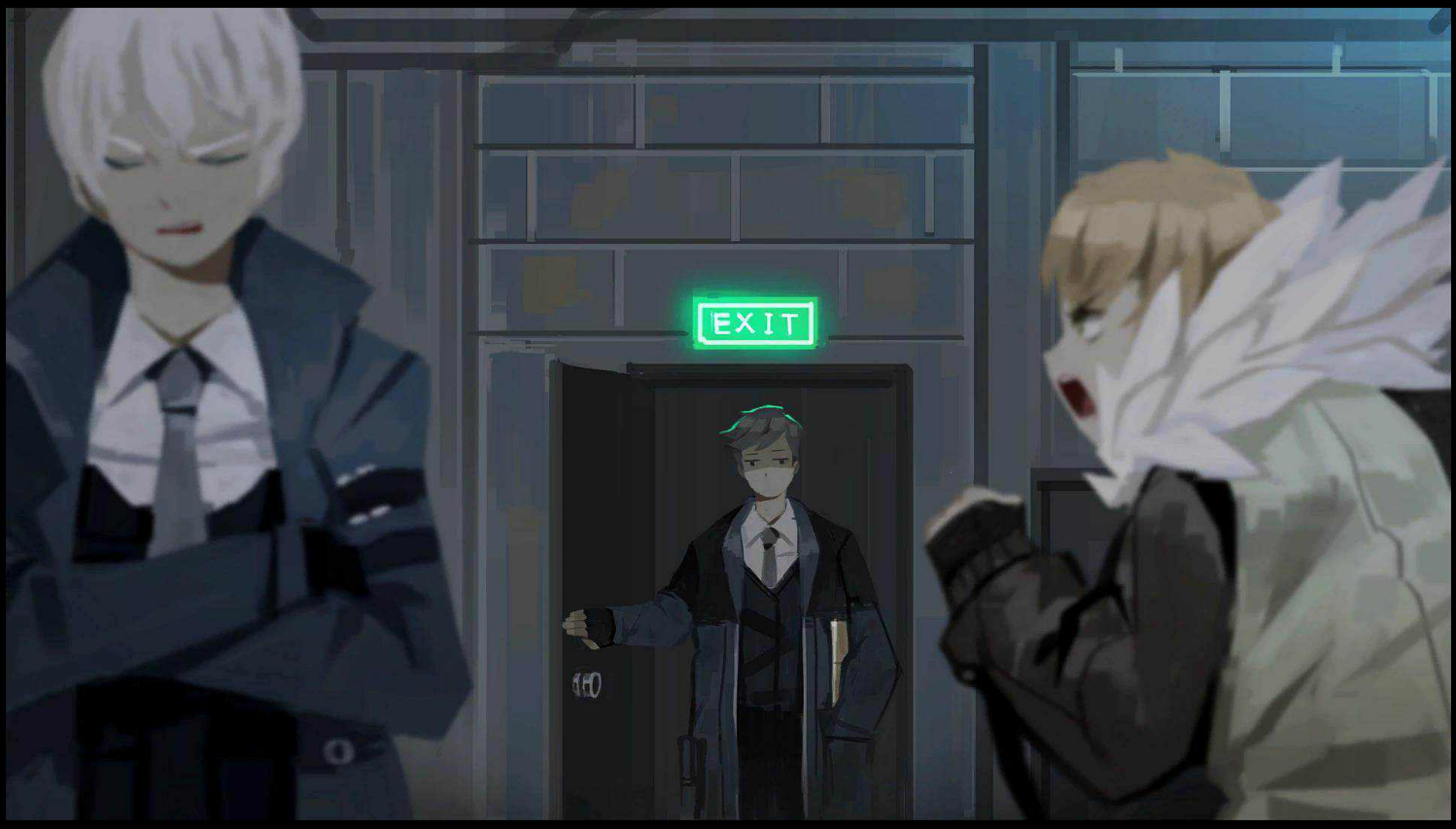
Intel Gathering [100] - those diligent enough to put the proper prep work will see the fruits of their labor. You're good at preliminary information gathering, evaluation and analysis, you know how to scope a joint, how to properly perform stakeouts, how to tail someone without alerting them, and all the more boring parts of being a cop.

Crime Fighter [200] - Streetlight Office boasts a grand total of 0% crime rate in the area they protect! Granted, they only protect about two blocks, but it's still impressive! You're a professional crime fighter, and can tell when an action deemed illegal or prohibited is about to take place within a radius around you - let's say two to three city blocks. You get an instinctive feeling that something is about to happen, and a pull in the direction where it is going to happen. This can detect anything from pickpocketing to multi-million drug deals, to gang shootouts to gruesome murders.

Close Bonds [400] - it is a bad idea to get attached and form personal connections in the business of being a Fixer. It just makes it harder to cope when something bad inevitably happens down the line. But we're all human, aren't we? And you may as well take advantage of what would once be a weakness. You form bonds very quickly, both personal and professional, and the people around you form bonds with you as well, wether they want to or not. You're just so affable that it's difficult not to get attached to you. Even a quick conversation is enough to get someone invested in you and to call you their friend. And whenever you need help, you can always count on your friends to come to your aid. Their intentions may not be pure or altruistic, and they will likely have their own reasons for coming to your aid, but the circumstances will align just so they do, in fact, have a reason to go out and help you whenever you ask.

Calm Mind [600] - a calm and analytical mind is a great asset when you're surrounded by hotheads. Your mind is exactly like that - calm, steady, and under your control. Not only are you far smarter than most, with great rates of comprehension and retention, but you're also mentally resilient - various horrors and anomalies you may face will not be able to easily inflict you with madness, as they do most humans. As well, you possess a far greater level of control over your mind, able to shunt unwanted emotions into abyss to cool yourself off, pick apart any impulses or traumas you may have and resolve them yourself, lock away the fear and grief, and focus on the

goal in front of you. With some training, you may learn to enter a meditative state in combat, perform even complex tasks on auto-pilot, or manually control the secretion of hormones such as adrenaline.





Molar Office/Boatworks

In Times Like These [100] - a Fixer of your rank must be thorough! Try every option until all of them are exhausted! And the more thorough you are - the better the result. You have a sharp mind, and a knack for evaluating the feasibility of any given course of action. Both in combat and out of combat, you can pick through the options you have in front of you and definitively discard any that will lead to a negative or unsatisfactory result - an ironclad feeling in your gut that this is not it. And the more options you pick through and discard, the sharper your mind grows, until you find the one option needed to reach a satisfactory solution.

Stay Calm [200] - even when things look bleak, you must maintain your composure! There's always a way out. Even when you pick through and discard unwanted options in front of you, actively refusing to undertake one course of action or another, new ones will present themselves. Your innovatively and creativity in terms of formulating plans and courses of action grows in proportion to how much you're narrowing down your search for the one correct method - the more erroneous or unsatisfactory options you discard, the quicker you come up with new ones, and the more innovative and daring they are.

Workshop Legacy [400] - once and Office, now a Workshop - and even one of your members' father was a Workshop owner, too! You could say it's in your blood. You're technologically savvy in general - mechanisms, wirings, circuits and machines, you're generally rather handy when it comes to either building or repairing such things. But where your true expertise lies is in shipbuilding, waterproofing, marine scavenging, deep-sea diving and other such things. You can easily design, build and repair any such marine technology, and even innovate on existing one - such as, say, turning a hellbus into a transforming ship.

Grinding The Molars [600] - Molar Office is known for their usage of hefty chainsaw-esque weapons. These tools are rather effective, both in combat and out of it - they quickly remove large amounts of mass, from both living and inanimate targets. You, unlike them, do not need a hefty weapon for such an effect. All your attacks, melee and ranges, actively and rapidly chew through your opponents' armor and body. Every hit that lands abrades massive quantities of matter and mass, blasting it away in a cloud of dust and particles. It is doubly effective when applied against

inanimate objects. You can also induce this sawing, abrading effect by just touching your target for more than a second, and can prolong it by maintaining physical contact with them.





Gaze Office

Cause And Effect [100] - every action has an equal and opposite reaction. Wouldn't it be nice to be able to track all that? Well, now you can. You can vividly visualize the lines of cause and effect for various actions and objects. This will only allow you to visualize already established cause and effect, so no peeking into the future. However, if you're smart enough or have a good enough predictive algorithm on hand, you may be able to do so.

Bzzt [200] - you're electrifying! You have an air of static and buzzing electricity surrounding you like an aura. Whenever anyone attempts to approach you, you can briefly flash this aura to lock up their muscles and make them seize up, becoming briefly paralyzed. You can also flash this aura at will, in general, using it to mess with electronics or charge some batteries. Additionally, so long as you're in contact with some conductive material, you can cause a pulsating current to run through it - if it's a weapon you're holding, it'll grant it the same paralyzing effect; if it's some electronic device, it'll fuck up its functions; if it's a person... ever heard of an electric chair?

Observer Effect [400] - the fact of observation of an event necessarily changes it. While this is true for particle physics, it's also true in social situations - looking at someone for too long makes them uncomfortable, just being present can change how people behave. Why not use this, then? By observing any given person - not even through sight, necessarily, but through any sense - you decompile a person to their very core - their personality, history, abilities, skills, you name it. Even the functions and composition of their equipment is no secret to you. Prolonged observation can yield the deepest, darkest secrets about someone. And the target will know it, and it will make stop whatever they're doing, even in the midst of combat, as if paralyzed for a moment, to assess what this means for them. And even when they resume, they'll be uncomfortable, feeling that uncanny, phantom gaze on them even if you've stopped looking, acting slower and more sluggish for a while.

Structural Analysis [600] - everything has a charge. Everything is made up of atoms and molecules, and all those particles have a charge. So use it. Your vision is capable of perceiving the electromagnetic spectrum, and you can perform full range of spectroscopy measurements with only your peepers. Moreover, you can further analyze items and objects in depth by having the existing charge interact with a newly introduced one. By introducing a current or some form of voltage into a system, you can vividly observe how it spreads and affects everything around it,

allowing you build a comprehensive simulation of the surrounding area for the next few minutes, at least. Beyond that, though, this interaction allows you to easily penetrate even the most protective barriers with your gaze, analyze material composition of the entire surrounding area in milliseconds, identify weak spots, even glean some functions. Additionally, in combat, you can also perceive the electrical signals the brain sends out, and thanks to that, predict how someone is going to move before they do. Sufficiently thorough observation is indistinguishable from precognition.





Dawn Office

Crack of Dawn [100] - let there be light! If you're engaged in combat in a brightly-lit environment, your physical attributes are enhanced - you're faster, stronger, tougher. Not by too much, but sufficiently enough to count for something. Additionally, if the fight takes place during dawn, your attributes are enhanced even further.

Flash of Sunup [200] - you're a star! Your body is bright and warm! At will, you may emit a warm, radiant glow around your body. This light is similar in feel to sunlight (except the possibility of skin cancer), and is similarly warm. If and when your emotions act up, be they positive or negative, this glow will intensify - both the light, and the heat. Even at the lower levels of intensity, however, this light keeps existing flames and fires going and intensifies them. If you're emotionally charged enough, you could even spark entirely new flames and fires with strong enough blows. You'd have to be on the edge of a mental breakdown for such an effect, though.

Stigmatize [400] - wounds unhealing and grievous. Every time you inflict a wound on another, the split flesh leaks flames like ichor. Every wound and injury you inflict ignites with a flash of fire. It cauterizes the wounds and the flesh around the site of the impact catches fire. If you let it, this fire will further scorch your target, but will not spread much without active effort to keep it going. The stronger your emotions - negative and positive alike - the greater the scale of the ignition and the hotter the resulting flame.

Burning Passion [600] - burn bright, like a morning star at the crack of dawn! A harbinger of light, wreathed in purging flames, setting ablaze al who dare stand against you! You can manifest a volatile, angelic shell at will. Two marble wings, silverstone armor, all of it covered in a spiderweb of cracks radiating an unspeakable, volcanic heat from beneath. You can fly and soar on your blazing wings, and emit an aura of intense heat and fire. You can wreathe any object in such flames with a touch, and can exclude any targets within your range from the effects of such fiery inferno. Even standing - nay, even looking at you - is painful, from the sheer heat and light you output. In this state, you're borderline invulnerable, though sufficient enough blow can crumple your shell and let the fiery essence beneath spill forth, incinerating the attacker. However, this

state of yours is draining, to both body and mind, as the longer you spend in this form the more you're affected by your own fire and heat, and the more psychotic you become.





Wedge Office

Situational Analysis [100] - Wedge Office does not, necessarily, specialize in combat, but rather situational analysis and quick, on-the-spot decision-making. You possess an analytical mind, and a knack for combat analysis and deconstruction. You don't necessarily pinpoint or capture all available information at once, but you're strangely good at pinning down the most actionable and pertinent information in a split second during combat, and compiling it into a viable strategy in just as little time. This concerns such things as weak points, movement patterns, possible goals and avoidances of the enemy, and any other immediately actionable intel in a fight.

Unrelenting [200] - you cannot rest until the hunt is complete. You are significantly more resilient and tough, able to withstand even fatal wounds. Should you sustain what would normally be a fatal injury, it will instead seemingly glance off your body, as if you were invulnerable. This effect will persevere for a short time - barely a dozen seconds - but it will turn away any further injury while it lasts. This effect will become replenished once your current combat engagement is over, and will be able to be triggered again in the next fight. Naturally, this effect can only be triggered once per combat encounter.

Transpierce [400] - spear and skewer your enemies clean through! Whenever you perform a stabbing, thrusting or skewering attack, whatever kinetic force you invest in it is automatically multiplied several times over, significantly increasing the power of such piercing moves. Moreover, such attacks cannot be turned away, blocked or deflected, as an unseen force seemingly prevents any parries or deflections from your opposition, and then further multiplies the force of your attack upon contact with armor to blast straight through it. As if that wasn't enough, any piercing, stabbing, thrusting, or other similar form of wound you inflict always ends up being deeper and wider than they should be given the shape of your weapon. It's as if an invisible force enters the wound along with your blade and jostles and widens the injury. This also applies to strikes that don't necessary connect, as sharp air currents and pressure gathers around the tip of your blade, allowing you to inflict wounds even without touching steel to your opponent's flesh.

Wedging Jostle [600] - twisting a blade in the wound is a known way to inflict more pain and damage, as such jostling only further cuts up and widens the already existing injury. It is a known

and beloved method for Wedge Office to inflict additional harm on their prey. Your weapons themselves seem eager to further tear up your opponents. You can induce vibrations of various frequencies in the objects you hold - be they weapons, tools... or people. You can induce vibrations in your weapons to have them saw through your opponents' armor, or increase the frequency to cut through them like butter with the help of hypersonic oscillations. If you apply such vibrations to people, they would be wracked by tremors, their intensity depending on the frequency set by you. With a great enough frequency, you could liquefy someone's insides. Keep in mind, though, that inducing such vibrations requires physical contact.





Full-Stop Office

Going For A Bullseye [100] - you're not planning to use guns without training, do you? You'd be suffering from acute lack of accuracy if you do. Although, I suppose that doesn't apply here, not for you. You're a natural born marksman, and have an instinctually precise aim. With some rough mental math, you could calculate the trajectory of the projectile, the movement vectors of the target, air resistance, wind speed, and all the other necessary minutiae needed to make a precise and correct shot. Additionally, while wielding guns, firearms or other similar ranged weapons, your mental ability is improved beyond the norm, this bonus scaling with what you already have to work with in the brains department.

Make It Count [200] - Few Fixers use guns. Bullets cost an arm and a leg, and foes who are relatively powerful tend to dodge or block shots like it's nothing. Not against you, though. Any bullets or similar projectiles you fire all have a slight homing property - adjusting their flight path mid-air to hit their target, even if they dodge. You can also manually adjust their trajectory once they're fired, swerving to hit weak spots or vital areas, or to hit multiple targets with one shot. Moreover, such projectiles, when fired by you, have increased power and kinetic potential, meant specifically for damaging those with enhanced durability and for bypassing armor with their enhanced penetration. This won't guarantee a hit, necessarily, but boy does it make it that much more likely.

Gunsmith [400] - There aren't many workshops that can craft guns. Setting aside the low demand, the difficulty of acquiring a firearms manufacturing license and the Head's strict guidelines are the biggest limitations. There certainly are workshops permitted to make S-class firearms, but only three to five of them exist in the entire City. You just so happen to be one of them. You know how to maintain any firearm, regardless of what goes into making it work in the first place. You can manufacture any firearm, and can incorporate any technology you have access to into your guns' design and function, including strange and esoteric ones, and even the more mystical kind of arts. Moreover, you can also use these selfsame techniques to manufacture ammunition of all kinds for your guns. You don't even need any specialized equipment of tools, you can make guns and ammo with even the basic things you may have on you.

Indiscriminate Shots [600] - the biggest limitation, when it comes to using guns, are actually the bullets, and the competence level of your opponents. Not much can be done about the latter, but the former? Oh yes. Any gun you get in your hands seems to be mysteriously capable of two additional firing modes - full auto, and fuller auto. Even the slowest, most massive sniper rifle, or the heaviest artillery cannon, when handled by you, can spew out projectiles at an incredibly rapid pace. You can accelerate the fire rate of any ranged weapon you handle by up to fifty orders of magnitude. Additionally, all the magazines, cylinders, and other projectile-storing chambers never seem to run out of things for you to shoot, as every gun gains infinite ammo with no need for reloading, when in your hands. This also applies to truly ridiculous things, such as medieval cannons, artillery batteries, howitzers, harpoon guns, and any other ranged weapon, really.





Cane Office

Energy Conversion [100] - your equipment doesn't generate energy from thin air, y'know! You gotta power it somehow! Thankfully, you can covert kinetic, thermal, electric, and other kinds of energy that come your way into something usable. Note that this does not negate the effects of that energy on you - you'll still get electrocuted if you touch a live wire, you jaw will still break if you get punched. You can store all kind of energy from attacks that hit you in an internal reservoir, converting it into a kind of universal energy that can power anything. While you can't do anything with this stored energy on its own, you can use to fuel your other perks, abilities, skills and powers that require some manner of resources to use, and can substitute all the required resources for this stored energy.

Charged Shield [200] - everyone needs some kind of protection, and with all the fancy tech in the City, who would want to carry around a shield or wear armor? No, you can generate a shield of solid energy to protect you! This shield can block anything, so long as it has energy to fuel it. If you don't have an internal reserve of energy, you can instead carry around the likes of batteries and other electrical energy carriers, which you can then drain to power this shield. You can create this shield in any dimensions you want (you can shape it into a sword and use it as a weapon, if you're so inclined), but the further away from your body it is, the more energy it consumes; the more intricate the shape, the more energy it consumes; and the more it moves around instead of being stationary, the more energy it consumes. You can also collapse it at will.

Uncanny Strike [400] - why would you ever attack something yourself and get your hands dirty? Wouldn't you rather a solid tendril of pure energy slaughter your enemies instead? You can open a kind of rip, or portal, from which tendrils of pure energy will burst forth and follow your mental commands, be it killing your foes or reaching up to a tall shelf. Now, the caveat is that since the tendrils are made of energy, you need some energy for them to from out of. This perk requires some kind of internal power system to function - a mana pool, a stamina bar, a focus meter, a reserve of spell slots, an internal energy reservoir of some sort - it needs something. But as long as you have a power system to draw from, you can form tendrils from whatever power reserve you choose to use. Moreover, the properties of the tendrils you manifest will differ based on what type of resource you use to power them - ones formed from magic may serve as spellcasting foci,

ones formed from electrical current will shock anything they touch, ones formed from psychic energies will be able to phase through objects, etc.

Energy Beam [600] - KAMEHAME- ahem, wrong franchise. You can discharge powerful beans of pure energy from any point on your body, be it hands, eyes, mouth, chest, knees... your entire face, because why not. Now, to begin with, you first need energy to shoot. This perk requires some kind of internal power system to function - a mana pool, a stamina bar, a focus meter, a reserve of spell slots, an internal energy reservoir of some sort - it needs something. But as long as you have a power system to draw from, you can convert all your stored energy into a destructive beam. Its range is "yes", it travels at the speed of light, and it invariably packs enough of a punch to vaporize a man into one of nuclear shadows in a fraction of a second, at the very least. However, the beam's exact properties depend on what energy or internal resource you use to make it - electrical current will make the beam a swanky blue color and make it electrocute anyone isn't instagibbed by it, in addition to letting off arcs of lightning along its length; mana, or some other magical energy, will let you infuse a spell into the beam to copy and propagate its effect; and so on, and so forth.





MultiCrack Office

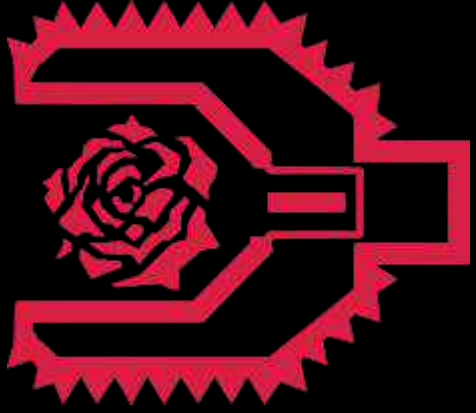
Self Preservationless [100] - those who utilize prosthetics tend to quickly lose their sense of self-preservation, as any damage done to them can be quickly and easily repaired - or damaged parts replaced altogether. This also applies to you - you can choose to simply turn off any psychological limitations that are normally in place to protect you from yourself. You can turn your self-preservation off, choose to use 100% of your available strength - even if that would result in torn tendons or junked servos, inhibit your fear response, etc. You can, of course, turn such limiters back on at will.

Countercurrent [200] - in order to support and use prosthetics, you need to beef up your bioelectricity output! With the help of piezoelectric implants and photoelectric marks, you can easily generate enough charge for all your needs! Every time you hit something - or something hits you - you generate additional current in your body, which is automatically redirected to where it is needed - recovering your stamina, accelerating your cell division to speed up regeneration (if you still have organic parts), overclocking your servos and wiring to accelerate your physical functions, directing it to your coprocessors and auxiliary computing units (or just your brain, if that all you have) to increase your perception speed, etc.! All these processes are automatic, and cannot be directed. Additionally, this generates significant countercurrent which negates any electricity-based attacks against you - lightning bolts, electric discharges, etc., essentially granting you immunity to such elemental attacks.

ProstheTech [400] - a significant portion of your Office's revenue - and your personal savings - goes to replacement prosthetics and other such maintenance. Wouldn't it be nice to have an in-house technician for such things? Well, you now have the privilege of being one! You are a technical genius when it comes to prosthetic limbs - mechanical augmentations especially. While you could dabble in biotech if you wanted, it is only of tangential relation to your real capabilities and specialization. You can make, design, build, repair, maintain, install and adjust mechanical limbs of any kinds - human-like arms and legs, twisting mechadendrites, single-purpose weaponized limbs, etc. This also comes with technical skill for making and installing the necessary brain-machine interfaces, basic cranial and spinal implants, immunosuppressors to avoid tissue rejection, software and debugging for such cybernetics, etc.

Electrocurrent Dismantling [600] - an important part of MultiCrack combat style is the quick hotswapping of their limbs with new ones. This may have just given you ideas for how to separate other people's limbs from their bodies. Any excess bioelectricity you produce can be directed across your body or into your weapons to perform a specialized form of electrolysis. You can use to quickly and painlessly separate your own limbs within miliseconds, or if directed into a weapon, this process will instead initialize a chemical reaction which sharpens your blade into a near monomolecular edge. If anyone is hit with a weapon into which you're directing this charge, the electrolysis will instead separate your target's cells and molecules on a chemical level, severing chemical bonds near instantly and cutting through anything. You can direct this current up the body of anyone touching you, and can induce this electrolysis on them - severing their body parts in a blink of an eye. They need only touch you.





Rosespanner Workshop

Tune Up [100] - thanks to your Workshop's ability to tune up and repair mechanical machines, you've never wanted for work. You're handy with tools and mechanical systems, and can rather easily repair, tune, adjust, or modify machines which operate by analog or mechanical means. While you have some minor knowledge of and skill in electrical engineering as well, your primary talent lies in mechanical engineering.

Turbo Amp [200] - your Workshop specializes in mechanical inventions and weapons, primarily utilizing large, grinding implements, and tuning mechanisms. Whenever you feel a vibration of any kind, you can act as a sort of amp, increasing the frequency and amplitude of those vibrations. Be it sound waves, tremors someone is experiencing, earthquakes, whatever - you can make those vibrations more powerful. The greater the input vibrations, the greater the output, meaning that for your own voice, you might rack it up to shatter glass, but not much more, while powerful tremors will become downright devastating.

Resonant Sync [400] - being in tune with the flow of combat and of your own equipment is important. Whenever you experience any kind of vibration or tremor, you automatically sync up with its frequency and amplitude. This allows you to be unhindered by tremors, shakes, earthquakes, sonic attacks and the like, but also allows you to hit harder and move faster, as you sync up your hits and movements with the peaks and falls of the vibrations affecting you, letting you maximize your potential and kinetic energy outputs. The stronger the vibrations affecting you, the stronger the effect.

Vibration Compression [600] - whenever you're affected by a vibration of some kind, you can simply choose to not be affected by it, instead saving it up in an internal reservoir. You can then release these vibrations - either as continuous vibrations, or as a single pulse which contains the combined kinetic energy of every peak and fall of the stored vibrations' amplitude and frequency. You can "collect" as many vibrations as you wish, and can either keep and release them separately, or combine them to additively increase their frequency and amplitude.

Leaflet Workshop

Smoke Overflow [100] - ahh, you're just so excited you've got steam coming off you! No, literally. Whenever you find yourself in an emotionally charged state, be it major or minor, you tend to give off smoke and steam from your person. Not a lot, but enough to be a noticeable presence. You can turn this on and off.

Steam Punk [200] - you're to working the forge and the boiler, a little vapor won't hurt you! The less pure the air you breathe is - be it smoke, steam, dust, aerosolized particles, doesn't matter - the greater your physical capabilities. Your strength, speed and toughness scale with how much impurities you inhale with every breath - up to three times, if the air is 90%... not air. The boost becomes lesser and lesser the purer the air is. You also become immune to the adverse effects of breathing in all that nasty stuff - but not to airborne pathogens, that's a different thing entirely. Only the physical toxins, pollutants and irritants. You won't get miner's lung or burn your throat and lungs by breathing in scalding steam, but you can still contract some disease or other.

Field Mods [400] - field testing is an important part of an inventor's work. And when said field testing reveals an area which needs improving, isn't it better to just get the modification over with right there? You specialize in In Situ tinkering and modifications. The chaos of a battlefield only helps you focus, the scrap and loot can provide some neat components to be used, and having a use case for your invention right before your eyes helps figure out what needs to be adjusted. The quality and speed of your work significantly improves if you're doing in out in the field. Moreover, you possess a great and extensive expertise in Ad Hoc solutions and modifications. This primarily works for mechanical engineering and machines employing analog mechanisms, but can also work for software and electrical engineering if you really need it.

Immediate Repair [600] - repairing broken things is boring! It's uncreative! It is work that does not befit an inventor! So, just get it over with! So long as you have the necessary components on your person or nearby, you no longer need to actually repair anything - you need only use this ability. It allows you to instantly repair anything, skipping all the necessary steps and just fixing whatever it is you touch, so long as you have necessary components for repair - though tools are unnecessary. It works not only on machines, either - it also works on all your equipment, and also people. So long as you have the necessary medical supplies, you can instantly heal a broken limb, repair a ruptured organ, seal all wounds, etc. Keep yourself and your team in tip-top shape!

Jeong's Office

Bona Fide Gambler [100] - being from the Nest of gamblers has lent you some expertise. You're a proficient gambler, being exceptionally skilled in all forms of card and dice games, as well as all manner of sleight of hand tricks. It's not cheating if you don't get caught, after all. In turn, you can quite easily others cheating at these kinds of games. This also lends a halfway decent instinctive understanding of odds and probabilities.

Bottom Deal [200] - if you're not cheating, you're not trying. Or so goes the old adage. And it's true! Especially for you, since you know very well how to cheat. There are a lot of rules out there, and many of them you cannot break for fear of supernatural reprisal. You, however, can slip these rules, being able to break contracts, deals and rules - mundane or supernatural - as much as you want without fearing reprisal, so long as the other party to the deal or the one who set the rules is not aware of your breaking those rules. If normally breaking a magical contract would result in your soul automatically being taken, with this perk, this won't happen unless the other party has personally witnessed you breaking the contract.

Flip the Table [400] - if things don't go your way... just rage quit and go play another game! Who says you can't do that with combat, as well? You accumulate a kind of charge of luck. If things ever don't go your way during combat, you can burn this charge to alter probability around you and completely disrupt the flow of combat via some drastic event of happenstance. You can rest assured that you'll be plunged into combat by the end, but it'll be different combat! Against different enemies, in a different terrain, and all that! What this event that disrupts the original fight you fled from is... unpredictable. It could be the Purple Tear passing by and thinking that it would be funny to interrupt your fight; it could be a stray WARP train pulling you into a different District; it could be a rogue instance of the quantum tunneling displacing you; it could be honestly be anything. You generate one of these "luck charges" per day, and can accumulate multiple such charges to be used at your leisure, be these uses spaced out or one after another.

Sakura [600] - probabilities and statisticians don't like you. Because you're such an anomaly you just throw off all estimations. Your actions are unaffected by conventional probability, and cannot be predicted by simulated models or numerical predictions. The lowest your chances are ever going to get is 50%. Whenever you do something that is normally unlikely to succeed, there is always at least 50% chance of you succeeding. That 5% chance to hit? Actually 50%. That 1/10000000 chance to win the lottery off a scratch card? Actually, about as likely as winning a coin flip for you. Your odds and chances can be higher, but never lower than 50%. And as previously stated, this absolutely breaks most forms of precognition that aren't straight-up looking forward through time.

Bayard's Office

Offensive Position [100] - the best defense is a good offense! In that sense, who needs defense at all, am I right? You can sacrifice your defensive capabilities to enhance your offensive ones, compromising your stance, posture, guard and other such things to put all the effort that would have otherwise gone to them into offense instead. You can also sacrifice the more unusual forms of defense you may have, if you so desire, to put even more energy into your attacks, with them gaining more power, momentum, and being more difficult to avoid or block.

Readied Position [200] - grounding yourself and finding an easily defensive position and posture, on its own, can shift the outcome of a fight. Whenever you spend at least 6 seconds not moving from a spot, you gain a boost to your physical capabilities, becoming stronger and tougher. You become nigh impossible to knock unconscious, generally more resistant to damage of all kinds, and capable of exerting more force from your position without actually moving. And furthermore, every 6 seconds since this effect triggers, so long as you haven't moved, these capabilities of yours will increase by a small amount.

Pinpoint Breakthrough [400] - throw yourself into the fray with reckless abandon! You can dish out attack with such ferocity that you, yourself, get dizzy. You can attack in such a way that you lose concentration, focus, and grow more dizzy and staggered with every attack, eventually falling unconscious entirely. However, for every ounce of lost composure, the power of your attacks is multiplied five times over, carrying more momentum, more force behind them than they reasonably should. A single punch could burst someone's skull into chunks with this kind of force behind it. Moreover, this force behind your strikes grows greater and greater as you grow closer to losing consciousness, up to ten times multiplication.

Faultless Strike [600] - Bayard's Office is a Grade One Office for a reason. You're extremely skilled in combat - to the point that you can improve on pretty much any technique you encounter. If any perk, skill, ability, etc. require the usage of a resource - stamina, mana, spell slots, Light, focus, or anything of the like, you can reduce this cost down to only a tenth of what it originally was. Moreover, if any of your abilities or perks has a downside, such as reducing your own stats, leaving you weak, or any other downside to using it, you can reduce said downside to only a tenth of what it originally was, as well.

Charles' Office

Comes Palatine [100] - Charles' Office is known for being a Grade 1 Office consisting of just a few elites, handling any request with ease. Subsequently, being among them, you are a top-tier Fixer. Even without the various augments and enhancements prevalent in the City, you are a monster in terms of combat skill and ability. You are about as skilled in terms of combat as a human can possibly be - all forms of combat, with any weapon, including bare hands. As your physical capabilities increase, so does your skill in combat automatically grow to make the absolute most of them.

Suffocating Presence [200] - the pressure felt by small fries in the presence of a truly powerful individual can be difficult to put into words, that sheer, dawning understanding of their difference in power. You now exude this same kind of suffocating pressure. It is less a physical effect than a psychological one. If you at or above someone's level of power and strength, this pressure might make it difficult for the other person to think much else other than comprehending the difference in skill and power between them and you. If you are below someone in terms of power, you give off a sense of danger nonetheless - not nearly as overpowering, but enough to put someone on edge and make them think twice about messing with you.

Innamorato [400] - love is a rarity in the City. In a place this violent, this cruel and indifferent, forming attachments - much less affection - for another person is a recipe for tragedy. And yet, people do fall in love. Xiao and Lowell, Angelica and Roland, Heathcliff and Cathy, Taii and Rose and Catt... and all of them grow stronger for it. The desire to fight not just for oneself and the knowledge that another is relying on you is a hell of a motivator. So long you have a beloved of your own, your physical capabilities and fighting prowess skyrocket by many orders of magnitude, and the more present they are - be it in your thoughts, or physically alongside you - the greater this increase in strength.

Furioso [600] - alas, love is not an omnipotent force. Two hearts torn apart are common in the City. Many languish in their pain, many yet surrender themselves to fate and the flow of life, continuing as hollow shells. But... a select few manage to draw strength from their hurt, find power in fury. Xiao's and Taii's EGO manifestation, Roland's rampage, Heathcliff's and Catt's Distortions... and you stand among their number. Whenever a beloved of yours - someone you treasure and hold romantic affection for - gets hurt, your power and strength are multiplied by several dozen orders of magnitude, sending you into a bloodthirsty rage against those would dare hurt them. This culminates with your beloved's death, which, should it come to pass, will grant you a permanent increase in power while also granting you a unique ability based on who they were. However, this only triggers if their death is permanent and irreversible - no farming power levels with resurrection. Moreover, it is guaranteed to significantly - SIGNIFICANTLY - emotionally damage and hurt you, leaving deep, irrevocable scars.

Firefist Office

Literally Who? [100] - I'm really sorry, but... who the hell are you? You show up in a single scene, with a fully drawn sprite, a cool appearance and a tragic backstory, and... promptly disappear. Three quarters of the people reading this won't even remember you exist. You're just so... forgettable. You don't take up a lot of space in the minds of people who meet you, and they tend to just.... forget you. Very easily. Now, forgetting whatever your abilities are is a longer process (if you even show what you can do in the first place...) but is still quite easy compared to most. You'll have to do a lot of re-introducing yourself.

Fan Favorite [200] - despite the fact that Firefist Office is a Fixer Office of, like, 2 people, operating out of a basement, whose whole gimmick is just fire weaponry (which Liu Association also has, and does it better)... people just seem to like you. You even have a dramatic backstory, goddammit! You're very likeable by nature - your appearance, attitude, they just make people like you. The first impressions seem to be universally positive for you.

Firefist [400] - what's the best way to end a threat? Why, it's fire! And if it doesn't work, you simply failed to use enough of it. Not that that's a concern with you. You are an expert on the many uses of fire and the many forms the tools utilizing it take. With a box of scraps and some time you could cobble together a functional flamethrower that sucks in nearby oxygen for fuel; you could probably extract trace amounts of magnesium from some scrap metal nearby and turn it into makeshift napalm; but it's not just destruction you can achieve, and not just weapons you can build. Use your knowledge to fireproof places and devise fire retardant equipment, develop escape plans for if a fire breaks out, improve and invent tools for putting out fires, create means for painless and quick cauterization, sterilization techniques, improve on industrial applications such as pyrolysis, better and more efficient fuels, the sky is the limit! It's astonishing just how much technologies use fire at their base, and you're an expert on all of them simultaneously, and a brilliant inventor.

Unburned [600] - through the fire and flames! Good thing you're so resistant to the adverse effects of fire, given how closely you work with it. Not only does your flesh and skin and hair simply... not catch fire, your homeostasis works overtime to keep you from overheating, keeping your internal temperature stable and non-harmful regardless of external and environmental conditions. This also functions to keep you from suffering negative effects of fever, just as a nice bonus. Oh, you're also immune to the negative effects of smoke inhalation, regardless of what is burning to produce that smoke, be it simple wood or noxious chemicals - as long as it is a smoke produced via burning, you could huff and puff it all day long with no adverse effects.

Fanghunt Office

Delightful Hatred [100] - end them all, those rabid beasts! Torture and death is all they deserve! Your hatred is impressive in its intensity and actionability. You can freely transfer any hatred, anger and rage you feel into more positive emotions - joy, contentment, etc. - and vice-versa. Additionally, you're rather proficient in... "advanced interrogation techniques". Torture, torment, cruciacion and other methods of inflicting pain and suffering are something you're a maestro in. You can even individualize various torture methods depending on the person you're subjecting them to! What fun...

All Things Bloodfiend [200] - rip and tear, until their rotten, diseased blood spills freely, until they stop twitching. Rip out the fangs, so they can't bite; break the fingers, so they can't do their trickery; use blunt weapons, so as to not give them ammunition. For all that your mission is fueled by hate, you're actually good at your job. The more you hate a given enemy or even a whole group, the more proficient you become in dealing with them. Insights into their weaknesses come to you out of nowhere, tactics and strategies to use against them become second nature, knowledge of their strengths and abilities, even those normally hidden, all of that and more. You need only hate, and your proficiency will grow. As a bonus, you get this kind of proficiency when it comes to fighting Bloodfiends, vampires and vampire-adjacent creatures permanently.

Styptic Strikes [400] - Bloodfiends, those feral beasts, use blood for their abilities. Stem the bleeding, plug the wound, and you deprive them of ammunition for their foul hardblood trickery. Normally, you'd need a good supply of styptics for such an undertaking, but thankfully you can do without. All of your attacks, melee and ranged, have a property of stopping bleeding and bloodflow in areas around the impact. Cuts and wounds won't bleed, slashes won't leak any lifeblood. If you try hard enough you can even cause clots to form, blood vessels to become clogged, scabs to form on the inside, and even all blood in the body to become viscous and unable to be pumped despite the heart's best efforts, making someone drop dead on the spot.

Hemostasis [600] - blood must... not... flow. Odd turn of phrase, but that's how it is. So terrifying you are, that in your presence everyone's blood goes cold and still! Not exactly, but the effect is the same. You emit an aura within which any effects affecting blood, life essence, life energy, or any other kind of bodily fluid or vital essence of another living being simply... cease. Bloodfiends won't be able to wield their hardblood arts, blood curses cease their effects, healing and lifestealing won't work, neither will any kind of life transfer, vampires won't be able to drink blood and werewolves of the common variety won't be able to infect people (or even transform), occult rituals involving blood or vitality have no result, etc. The range of this aura depends entirely on your willpower and the level of rage and hatred you're experiencing at the moment - the greater either or both of those, the greater the range. You can turn this effect off and on.

Tri-axe Office

Jump Em! [100] - you're no honorable Fixer! You're a thug, and proud of it! Now jump them, lads! Whenever you enter combat with even just a few allies - or even just non-hostiles fighting on your side - you receive a brief boost in speed and power. It only lasts a few seconds, but it applies to everyone on your side. Additionally, everyone is always surprised when you engage them under unfair circumstances - giving you a few seconds before they collect themselves to get a hit or two in.

Measured Clashes [200] - for a small fry like yourself, who is unable to overwhelm others with brute force, knowing how to apply what little strength you have is an important skill. You know how best to leverage your strength, allowing you to take on enemies several times your better in terms of physical power. And every time you do overcome them, it gives you a shot of exhilaration, of adrenaline. Even just deflecting or evading an attack, or landing a hit of your own, you find your speed increased just that tiny bit for a few seconds, stacking with every clash win.

Unmannerly Attack [400] - there are some things that are simply, silently agreed upon by combatants, a certain etiquette that most people adhere to out of common decency. Or so is the case in your experience. Any and all enemies you face seem to have - or perhaps gain upon coming face to face with you - a kind of honor, manners and moral code they adhere to in battle. No shots below the belt, no backstabbing, no going for the eyes, declaring their intent to fight before actually engaging in combat. Similar things that follow common etiquette. However, you suffer no such restrictions, and can use all the dirty tactics you want. Even if you do, your enemies won't stray from such manners of engagement.

Messy Fighting [600] - as was previously stated, you're no noble fighter, no honorable Fixer - you're a thug, hired muscle, a low-brow mercenary in a world overflowing with them. You fight down in the dust and dirt of Hongyuan, bleeding and broken, and in turn breaking and bleeding others. And when you're down in such dumps, you need every advantage you can get your hands on. Your body is tougher than one would think - depending on how many negative effects are affecting you, your body actually gets tougher - the more effects, the tougher you are. It's as if there is a thin energy shield protecting you from harm the worse off you are to begin with. This thin energy shield can also be used offensively, covering the whole of you - including your weapons, making them cut finer and deeper, making your enemies bleed out faster than usual.

Moses' Office

Workshop Nerd [100] - it's all so cool, isn't it!? All these gadgets and trinkets and weapons and devices, each one serving a unique purpose, made with a skill and technique inherent to their creator and no one else! You just get really, really excited about technology - be it weapons and armor and munitions, or the more mundane, everyday use kind. You also happen to have a good eye for discerning the quality of technology, as well as its pros and cons, even if you yourself aren't necessarily a technician, nor capable of reproducing it.

Distortion Detective [200] - in the City, teeming as it is with Singularities big and small, and with humanities' worst specimens behaving no better than monsters, a new phenomenon has arisen. These so-called "Distortions" are physical manifestations of one's emotions, which overtake and control a person, bringing upon absurdist and magnificent powers. And in a city that was, until recently, drenched in a deluge of murderous ennui, you are the sole person who can detect abnormal phenomena arising from the sea of human consciousness. This is not a complete awareness, but rather a sixth sense of sorts, overlaying your sight, hearing and all other senses. You perceive their emotions and their subconscious fears, phobias, traumas and other aspects of themselves manifest as monstrous forms and figures, which hint that not only is this individual on their way to becoming a Distorted monster, but also granting you hints as to the Distortion-to-be's newfound abilities. Additionally, this grants you a high level of emotional intelligence and allows you to more easily perceive and understand the emotions of others, even if they aren't turning into monsters.

Psychoment Specialization [400] - EGO are such fascinating things. Individually tailored weapons and armor and tools, made manifest from nothing but one's own mind, infinitely malleable and ranging from simple to incredibly complex. It gets your little technician heart in a twist. The possibilities are endless, really. And you know how to use these possibilities. You are a specialist when it comes to technology interacting with various psychoment and other mind manifestation phenomena. Be it modifying an existing EGO with new functions or properties, replicating them (though obviously to a lesser extent) using technology, otherwise deriving certain principles and realizations from the study of such psychoments that can then be applied elsewhere, or even creating devices which can allow one to manifest their EGO or turn them into Distortions or Peccatula, even if they hadn't yet reached the point where either possibility would be presented to them.

Mysteries and Unsolved Cases [600] - as an office specializing in various bizarre cases that seemingly defy common logic, you can expect to deal with a lot of Distortions, these things which manifest from the heart and suffering of anyone wronged by the City. And as a seasoned detective, it is only natural that you keep a mental library of all your experiences with such unusual entities. However, you seem to be... unusually good at drawing from your encounters with Distortions. Perhaps too good. You can take on the form of any Distortion you encounter,

gaining their physical appearance, powers, traits, characteristics, but also their trauma and mental hangups - though only for the duration. You keep a mental library of all the Distortions you encounter, allowing you to choose which form you wish to take on. In future settings, this allows you to copy any "alt form" displayed by others.



The Udjat

Furūsiyya [100] - while a Grade 1 Fixer Office on the surface, they only receive requests from one person. It exists for Lady Dias and Lady Dias alone. You are a not just an exceptional Fixer - you are a devotee. You can rest assured that you will never suffer a conflict of interest with your superior - for you have no interest of your own. You can be used as a tool, and be absolutely fine with that reality of being dehumanized. Because a tool, regardless of how honed it is - and you are honed indeed - is only as good as the one who wields it, and the one who wields you is certainly a cut above the rest.

Mirage [200] - appear strong when you are weak; appear weak when you are strong. All warfare is based in deception. And you are certainly a masterful deceiver. All Udjat suppress their humanity, barely appearing human - clad in black and gold, their faces concealed by masks, not even speaking. This makes them - and, by extension, you - extremely difficult to read. You can adjust your body language, expression, every aspect of how you present yourself to misdirect and disorient your opponent. Appear staggered when you're fine to lull them into a trap; appear untouched when you're bleeding out to hide your weakness. Coincidentally, this malleable aspect of you also makes it easier to learn and master most mundane skills.

Hawk's Eye [400] - the Udjat is the all-seeing eye of Horus, and indeed they act as the private army of Dias, acting as her eyes and hands. You would be a poor eye if you had subpar abilities of perception, and a poor hand if you could not act on that which you learn at a moment's notice. You are entirely absent the delay between perception and the ability to react to that which you observe. Not even a microsecond of latency - you see, and at the very same instant you already act on it, almost instinctually. Moreover, your ability of perception is far greater than a normal human's - your eyesight sharpened to a needle's point, your hearing and smell and touch and every other sense able to see that which remains hidden to even the most seasoned fighter. And your brain, moreover, is capable of processing all that information and deciding on a course of action in the same instant, allowing you to flow perfectly in combat.

Habūb [600] - "pocket sand" is a common joke, and yet it is surprisingly effective. It is course, and rough, and it gets everywhere. Your very strikes and touch seem to abrade the air itself, generating sand out of nothing. And this sand can be utilized by you to a great effect. With some alacrity you could turn any environment into a dune, and conjure powerful sandstorms on the spot. Erode your enemy's weapons and armor, gunk up the mechanisms they utilize, create a covering veil of sand, launch it like a sandblaster, force it into their eyes and airways. With some

more practice, you might even be able to generate black sand composed of obsidian particles, which shred your opponents like microscopic scalpels, or magnetic sand that further interferes with machinery.



Bloom Office

In Search of Flowers [100] - you may not always find what you're looking for. You might never find it - find them. But you keep looking, still. For you have hope. Hope to be reunited, to mend that which was broken. You have an endless, boundless amount of hope in you - a warm, kind thing, that cradles you even when all seems lost. You can always find a ray of hope in your heart to look up, like a flower to the sun, smile, say "It'll get better" with sincere optimism, and keep on keeping on.

Thus Kindly I Scatter [200] - of course, everything has an end. Those buried underground without anyone to remember them. People and stories. Yet, even when someone perishes or vanishes, their traces remain, in someone or somewhere. And you will be sure to hold onto them. You have an impeccable memory, especially when it comes to holding onto the memories of your family, friends and lovers - those near and dear to your heart. And these memories of them, these scattered petals, they will push you to keep going, granting you unparalleled willpower to push on through any hardship or challenge, so long as you hold onto those memories. If you have any abilities or perks that are triggered by being in close proximity of your allies, or having them nearby, merely having memories of them will be enough to trigger those powers.

Fallen Feathers [400] - feathers of a fallen Wing... are not looked on kindly in the City. Scorned, treated as failures... and yet, you still have each other, and your own experiences, don't you? And when it's time to pick up the pieces, you'll take the lead. You radiate an unshakable aura of hope and optimism, helping motivate others by your mere presence, dousing the fires of gloom and self-doubt with a mere few words of kindness. And the stronger your own resolve, the more you motivate others, and the better leader you make. While you may not, necessarily, excel at paperwork or combat, you lead by example of unbroken motivation and determination. People, especially those that share your background, Origin, or those who have so far suffered a catastrophe of some sort, will flock to you, and look to you for guidance and leadership, and they'll take whatever you have to give them.

Staining Rose [600] - by some cruel twist of fate, you have inherited the ability of that same Abnormality which was a twisted gift to Lobotomy Corporation Branch 0-5681. You have a limited ontokinetic field surrounding you, which you can activate at any time. If you do, those within your range - except targets you specifically choose to exclude - will be affected with a rapid-acting disease. This affliction will make them cough up blood-red rose petals as if they were blood and guts. This condition will exacerbate until thorny vines sprout from the infected’s mouth, nostrils, and other orifices, and they choke on the flower petals, and where was once a person appears a rose garden. The progression from the initial stage to the lethal takes barely a day, but even upon only just activating this, the affected people will choke and be wracked by throat-tearing cough trying to dislodge the petals. And even if an infected leaves your range, you will be able to track them, and they will spread this disease to others they come in contact with, as this roseate plague

is extremely virulent. You can choose to free any of the affected people from this affliction at any time, ending the effects of the disease and stopping it from spreading.



Syndicates

Car Pagoda Triad

Wee Wish [200] - lucky you. Go buy a lottery ticket or something. Much like the goons of the Tingtang Gang, lady luck is on your side... sometimes. The riskier the move you make in combat, the more effective it'll be. That ultra-telegraphed slash that would have whiffed for everyone else? It'll nick a major artery. Deciding your plan of attack via a coin toss? It'll land in a way that will end up being more to your benefit. Though keep in mind that this only works for the risks you take in combat, and luck still has a nasty tendency to run out. Taking a big risk that paid off? Then you better hold off on any other gambles for a bit, lest it doesn't pan out all that well for you.

Danza de Pasion [200] - ¡Mueve tu cuerpo! You seem to have had an in with the Los Mariachis at some point, for you have adopted a similar, fast-paced, rhythmic movement and combat style! Whenever you have a rhythm to move to - be it music blasting from the speakers, a live vocal performance, or even just someone tapping their foot on the floor at equal intervals, you become much harder to hit as you twist and step in a manner similar to a dance, while retaliating with strikes and hits in time with the drumline.

Tieqiu Vulgarity [200] - dear lord, you've got a helluva mouth on you. Enough to make even a Great Lake sailor blush! It is honestly surprising that the human tongue can twist in such a way as to describe something so sickeningly gruesome. In fact, much like the crewmen of the Tieqiu Crew, the sheer psychological toll of the vulgarity and profanity you can output is sufficient to straight-up stun and maybe even knock out some people.

Mutilate [400] - they may not take you seriously just yet, but you'll show them! You can choose to concentrate all your luck into one singular attack to make it a devastating one. For a time, the wounds you inflict will be more severe than they should be, limbs flying left and right as you dash between enemies, their attacks miraculously whiffing where beforehand they've been scoring clean strikes - it's as if they suddenly shattered a shipping container worth of mirrors and walked through a corridor made of ladders. Your wish for a devastating blitzkrieg came true, at the cost of your luck for a while after this attack. Once you're done cutting your enemies to bits, you can expect the same level of luck that applied to your enemies to apply to you. Better hope you finished them off.

Piñata Party! [400] - come on, hombre, shake that body like a maraquero shakes his implement! It's a party, after all! What's the point if you're not having fun? And what's more fun than a piñata? And look - all those piñatas, brandishing weapons and glaring at you, perfect opportunity! Your attacks, regardless of what form they take, have a much higher chance of rupturing your enemies' internal organs and causing severe internal hemorrhaging and hematomas. A gentle love

tap on an enemy's forehead with a maraca may just cause the blood vessels in their brain to rupture and leave them dead on the spot. And even if they don't die right away, having to fight while your spleen is a bleeding mush is somewhat taxing, so anyone affected by this ability that doesn't perish on the spot will be severely slowed down and weakened.

Gruesome Welcome [400] - the Tieqiu Crew are a crude people. They're killers, they're butchers. Quite literally, in many cases - they either are in the business, or were in the business at some point, of butchering meat. They've seen their fair share of gore and blood, and they know how the body and its parts fit together. They also know how to pry those parts apart. All your attacks - be they melee or ranged, slashing or stabbing or even bludgeoning - have an increased chance of ripping away a limb from your opponent. Whether you swing a butcher's cleaver or a baseball bat, whether you stab with a rapier or just shoot them with a gun, there is always a chance their limb will fly off in a shower of gore. Also, such a massive shock to the system as losing an entire body part will force your enemy that just suffered such a fate to stand still, paralyzed, while their body processes this sudden development, for a good few second.





The Thumb

Discipline [100] - The Thumb is a courteous, but organizationally rigid group. One must always obey the pecking order, no matter what. At least you're good at it. You are acutely aware of all social and organizational norms wherever, whenever, or whoever you are. You can also turn on an "autopilot" mode, which will ensure that you cannot act in a matter which would breach these norms and etiquette, by physically stopping your body from doing whatever would result in this breach.

Class and Respect [200] - courtesy must be maintained. The Thumb is the most cultivated and humane of the Five Fingers. Just be polite, and know to respect others, and the favor will be returned. So long as you treat others with basic courtesy and respect, you can be assured that the same level of politeness will always be afforded to you in return. Even from your superiors. While it is unlikely to truly influence their decision-making, they will appreciate such a polite subordinate (even if all their subordinates are also polite), and will pay you extra positive attention. Where before you may have been passed over for that promotion to a Capo or even a Sottocapo, you will now be at the forefront of their mind. As well - the more polite you are to someone, the more polite they are to you in return, even your enemies.

Boss's Orders [400] - did your superior allow you to die? No? Then get back to it, Soldato! When carrying out orders from your superiors, you display an unprecedented tenacity and ferocity in following those orders with absolute devotion. When following your superior's orders, your toughness, strength, speed - all physical attributes, really - and even your mental acuity, all increase threefold, being boosted by three orders of magnitude. Moreover, when you're given orders, you know exactly what your boss meant and how best to carry out any given order to please your superior - there can be no miscommunication.

Le Regole [600] - how about you make them an offer they can't refuse? It would seem as if your authority is on the same level as Capo Dei Capi himself. And everyone will respect that - even those unaffiliated with the Thumb. Whenever interacting with someone, they will always perceive you as being above them in the pecking order - or at the very least as their peers. Superiors will

see you as being on the same echelon as them or even above them, powerful people will see you as even more powerful than them, etc. And the best part is? It's true. When you interact with someone, you authority over them and your overal capabilities change to match that person's perception of you. If you interacted with, say, a Color Fixer, they would perceive you as being just as strong as them, and for the duration of that interaction, you grow to be just as strong as them. Now, when you two cease interacting, you'll go back to being your regular self, but still. You're everyone's superior.





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Proselyte [100] - those who have been chosen by the Prescripts will decide whether to become a Proselyte. If they accept it, they will cover their eyes with a blindfold as they serve the role. You are a combatant proficient in fighting with one or more of your senses obscured. Blind, deaf, or whatever else, it doesn't matter to you - in fact, the lack of these sensory distractions helps you focus on your own movements and on following the will of the Prescripts. The more of your senses are obscured, the greater your combat prowess.

Grace of the Prescripts [200] - everyone knows that Prescrips, for all that they're omniscient, can also be very... strange. So no one will bat an eye if you do something nonsensical, so long you just say "the Prescripts told me to do it". You can absolve any action of your of any weirdness, if only you have some kind of excuse, even if it's nonsensical. For now, in the City, claiming that the Prescripts told you to do it will do, but in other settings, any excuse will do, even the flimsiest one. With it, even if you walk up to someone and rip out their teeth, start a spontaneous interpretive dance routine, or yell about poop trains, everyone will just nod as if your actions suddenly make sense and are completely normal.

Blade Unlocked [400] - each Proxy receives a unique blade to wield. Perfectly complementary to their strengths and fighting style. You may reshape any weapon, tool or item you wield into such a blade - or, if you have nothing, simply manifest it out of thin air. This blade is perfectly styled to you - its shape, weight, balance, sharpness, composition, and all others characteristics. If such would best suit you, you could even manifest multiple blades, and even additional mechanical limbs to wield them. However, none of these are up to you, and you cannot consciously change them. They will instead change as your body and abilities change, shifting with each manifestation to better suit you.

Will of the City [600] - do you hear it? The heartbeat of the City? The collective, gathered will of every single human and inhuman being, coalesced into one. The vibrations of people walking on concrete, the thrumming of jackhammers on construction sites, minute subterranean tremors, the screams and prayers of all the humans, all of it gathered into one and made manifest into a

readable, comprehensible order of the Prescripts. Much like the Pendulum itself, you can feel it all. Deep within yourself, you feel an almost precognitive order, made manifest from every single minute vibration. And you can interpret it, same as the Pendulum and the Loom and the Weaver churn out Prescripts, so can you, only you need not the complex structures beneath the Nests. These orders you interpret are nearly omniscient, precognitive, knowing what will happen and how it will happen, and you now have access to this unspeakable wisdom born from the actions, pain and prayers of every human. Whether you obey them or not... the Prescripts have already accounted for it. The City's will is your will, and your will is indistinguishable from the City's will.





The Middle

The Middle Remembers [100] - never forget, never forgive. Each slight must be repaid manyfold. Where most siblings of the Middle carry Books of Vengeance, you do not need one - you can keep a perfect tally of any and all slights, insults, etc. committed against you or those in the same organization as you. You have eidetic memory and perfect recall when it comes to remembering slights and identifying the violators.

Vengeance Mark [200] - show these violators the wrath of a Middle sibling! Anyone who has done anything at all to offend or inconvenience you - from spilling a drink on you, to punching you (even in self-defense), anything at all - is marked with a Vengeance Mark. Those bearing this mark will find themselves taking more damage from you - not by much, around 10% more. However, each slight they inflict upon you brands them with additional Vengeance Marks, whose effects stack - someone who slighted you twice will take 20% more damage, someone who slighted you ten times - 100% more damage. These Marks last until you dismiss them.
- **Vendetta Mark [200; Requires Vengeance Mark]** - the Middle is a family - an insult against one, is an insult against all! Vengeance Mark also applies to those who slighted those in your organization, rather than just you personally, and the effect of multiplying damage taken is also expanded to encompass damage done by members of your organization, meaning everyone in your group can benefit from exacting revenge on those branded by the Vengeance Mark.

Multifold Retribution [400] - payback with interest! During combat, whenever you get hit, you gain the ability to multiply the force and power of your next attack against the one who struck you by several times. You don't have to unleash this multiplier right away however, as you can gain more of this charge by getting hit multiple times. The more hits you sustain, the greater the multiplier to your retribution. This revenging multiplier affects all offensive properties of the attack boosted by it - force, power, whatever additional effects it may have, all of it is boosted in equal measure. Sustaining one hit would allow you to multiply an attack's power by approximately two times; two hits would allow for a quadruple multiplication; three hits - octuple; four hits would let you boost an attack by sixteen times; and so on, and so forth. Keep in mind, however,

that this multiplicator can only be applied to an attack meant for the one who struck you, rather than anyone else - for each foe who struck you, you have different multipliers.
- **MY HAIR COUPOOOOOOOOOONS!!! [600; Requires Multifold Retribution]** - rather than being triggered by a physical hit, you can gain multiplier through being slighted in any way - even out of combat. Having someone step on your shoe is as good as getting hit, as is having your Hello Kitty stickers insulted or having your hair coupons stolen. Each individual out-of-combat slight increases the multiplier you can apply to an attack against this violator.

Revenge Tattoos [600] - the Middle is known for using enhancement tattoos which increase their strength, speed, toughness. The siblings of the Middle gain a new tattoo for each revenge they carry out. You are much the same - you start out with a basic Middle tatto, which glows a bright, neon pink/purple and allows you superhuman feats of strength and toughness - though nothing world-shattering. However, each successful revenge you carry out, you automatically gain a new tattoo on your body. It can be snapping the neck of someone who called you a weirdo, it can be slaughtering the family of a child who stepped on your foot, it can be eradicating a gang who stole from you - no matter how petty or minor the revenge you carry out, you always get a new tattoo for it. And each tattoo makes you even stronger, even faster, even tougher. Eventually, when there isn't a clear patch of skin on you, you'd be able to devastate entire districts with a flick of your hand.





The Ring

Overactive Imagination [100] - an artistic mind is never at ease. As art is meant to comfort the disturbed and disturb the comfortable, your mind is a crucible of ideas that do just that. You view the world less objectively, and more like a collection of canvasses. You can find beauty in anything, and can always find a way to depict that beauty in art - be it painting, sculpture, music, performance, or something more contemporary. You also possess the proficiency in art necessary to make these things come alive in your works, a real talent and learned skill converged in one.

Frosted Doll's Heart [200] - as an artist, it can be so hard to make others see the world the way you do. Your art will be spat upon, trashed and disrespected, purely because someone with no vision doubts your integrity. Well, no more! Your heart is open to all, and thus all hearts are open to you - a very specific kind of empathy, that ensures others not only understand you, but truly see things from your perspective, share your vision, if only for the briefest moment, and indulge in your own perception. And, in turn, the same happens to you - you can very easily understand others, partake in their visions and worldviews and immerse yourself in that fathomless abyss called humanity. This level of understanding and empathy will surely help you better understand that mystery which is the human condition.

Cracked Glass [400] - since the advent of the Mirror and Window technology by first Young-ji, and later Yi Sang, the Ring has been somewhat fascinated with it. And some have managed to implement it within themselves. Similar to Pablo, a Docent of the Ring, you are connected in some strange way to the Glass Window. Whenever you sustain a critical wound or pass a certain threshold for damage, the surrounding world will seem to shatter like a mirror. And in those cracks, you will see yourself, distorted through the blurred shards of Mirror Worlds. For some brief time, you will become a twisted and contorted monstrous mass, made up of refracted elements of yourself. Any further damage will be shunted to your Mirror World selves, and your current body will pilot this contorted and refracted caricature, letting you crush those opposing you. Should you be sufficiently proficient, you may learn escape briefly to Mirror Worlds wholesale, before returning.

Maestro [600] - the artworks created by Ring' Maestros is inexpressible in its substance. Such deep, touching things which seem to affect the world itself, allowing one access to the Corridor,

even. And you yourself seem to be on their par when it comes to artistic mastery. You may imbue your artworks with various mysterious, anomalous properties. Statues which walk and talk, painted worlds which you can enter and exit as if the canvas was only a doorway, music so touching it drives one mad. Your art could rival the effects of Abnormalities, Distortions and even Singularities. However, art exists to be perceived, and it is inherently a commentary on the human condition. Thus, to bestow your art with such sublime meaning and properties, it must encapsulate the human experience... the more, the better. Paint the canvas with the blood of a man wronged, allow the hand of a dying child guide the quill which writes the notations for an aria, compose the scultpure out of a paralyzed and trapped man, play a song on a piano stuffed with bloated corpses desecrated and carved with musical notes... the more "humanity" your art encapsulates, the greater its potential effects. Paints made with blood and rendered human fat, canvasses of tanned human skin, performances which splatter the brains of innocent bystander across the pavement... that is your artistic domain.





Brotherhood of Iron

E-endure [100] - you remember why you got this body in the first place, right? It is strong, needs no food nor rest, just some occasional brain fluid. So live up to it, and stop complaining! You're durable mentally and physically, can ignore or suppress your baser urges and desires - ignoring even the most appetizing meal without so much as a single thought of eating it - and can ignore pain and physical trauma, pushing to keep going, even with horrible wounds, until you sustain critical damage.

C-charge Up [200] - the thing about such metal bodies is that they are energy-intensive. More so than humans. But if you're just a brain, you don't really need all that energy, right? Your body generates excess energy compared to what it needs to function, and you can choose to expel that energy to boost the power of an attack, a move, you can direct it into ionizing the air around you to create an explosion, or just discharge it as an electrifying aura around you for a bit. It takes some time to generate enough charge to do so, but you can do it at regular intervals, and can even "meditate" to generate extra energy if you need it.

D-dried Up [400] - these metal bodies need brain fluid. They'd just how it is. It keeps the brain nice and warm inside its tank, it carries signals throughout the body, and is, in general, a necessity element of it. But you can't always afford it. Good thing that you can, in fact, manage without for a bit. You can keep going even when all the resources are gone - you can lose all your blood and keep going, go for weeks on end without sleep or food in an organic body, go without fuel in a mechanical one, and can even use abilities that require certain resources - such as spells requiring mana or other resources - without having any. It takes a toll on your body, making you stutter, twitch, and gradually weakening you, but you can keep going for a good long while even when you're running on empty.

Y-you Only Live Once [600] - you're not going down without a fight! This metal body of yours creaks and groans, but it has strength in spades, and you will use it! Whenever your life is in serious danger, you can use your own emotions as a means of continuing the fight, drawing energy from your own mental state. When you do, you generate a large amount of energy, sufficient to put you in a berserker-like state of heightened physical ability, your limbs crackling

with sparkling electricity, discharging lightning with every move, and shattering metal and concrete with ease using your bare hands. Though, of course, this increase is proportional to the strength you already possess - the stronger your body to begin with, the greater this boost. In addition, when you do so, the energy you release ionizes the air all around you, causing a massive explosion and paralyzing every hostile nearby. This state of heightened ability lasts as long as the danger to your life persists, and for some limited time once you've dealt with it. Once that is over, you can expect such an expenditure to take its toll on your body and brain, as you completely shut down for - at minimum - several hours, unable to move, to think, to do anything.





Chef de Cuisine

I Can Cook Anything [100] - you wouldn't be much of a chef if you couldn't! No, you're a prolific cook and chef, and know pretty much all there is to know about standard cookery, and cook a conventional meal of any cuisine and culture. You're also aware of the processes that go into cooking, how they affect the result, and all the in-depth minutiae of it all. You're also handy with a knife, a cleaver and a tenderizer, and have a deep and refined palate - far more complex than any normal human could ever hope to have!

Gourmand [200] - truly, your meals are magic. When you cook, the food you produce is so divine that when consumed, it bestows actual, physical, tangible benefits - increased muscle growth, increase in neuroplasticity, a minor regeneration factor, resistance to certain types of damage. Though these are all rather minor and temporary, only lasting a few hours at most, and rarely being more than dozen or two percent increases, it is still a notable difference. And if you use more exotic and/or rare ingredients... who knows, perhaps you could achieve more permanent results.

Instant Cooking [400] - while skimping on time and ignoring the proper process in favor of speed is considered heresy among most chefs, it is indeed a subset of skills that line cooks need to possess. And these skills are also something you possess. You can shorten any process you take part in by about a third, maybe half if you really sacrifice the quality of the end result. Additionally, you can apply this to incredible effect when it comes to cooking, able to have meals prepared near-instantly. And in combat, you can cook meals on the go - slice someone's finger off, and watch as it becomes a tasty sausage in a matter of second under your care; cut off a piece of skin, and look on as it becomes a crispy chip near-instantly!

Pursuit of Flavor [600] - the ultimate pursuit of the entire Backstreets of District 23, and what the Eight Chefs are renowned for. You can most likely count yourself among them, as you can extract unbelievable flavor from anything! You can easily sublimate experience into cooking, drawing out deep tastes and a certain je ne sais quoi that most other meals lack. You can make meals out of anything - humans, monsters, machines, ghosts, reality-warping Abnormalities, you name it.

Moreover, when you make meals using such extravagant ingredients, you can sublimate into them memories, skills and abilities of those who were used in the making of the meal, bestowing them upon those that consume said food. Moreover, even when using regular, normal, mundane ingredients, you can prepare meals that are outright orgasmic - ambrosia that unlocks the depth of flavor in those who consume it that can never be matched by another, a meal that will Flowers of Algernon the taste buds of those who have so much as a single bite.





Stray Dogs

Loosen Up [100] - working hard is important, but it's just as important to know when to rest up. And you, out of everyone, can make the most of your rest. Even a few seconds of breathing, not doing anything, just recovering your strength, is as good as having spent a few hours lounging about. A few minutes? The equivalent of a full night's sleep. You recover your strength and stamina at an incredible rate.

Shocking Blow [200] - working in bursts is sparingly effective. Only sometimes, though. The first attack you perform is always incredibly powerful, but repeated strikes and combos will steeply and rapidly grow weak. You must take some breathers between your strikes to maximize their effectiveness. So long as there's at least a six second break between your hits, you'll be able to maximize the power of your punches and other attacks by at least three times their base power.

Cut In [400] - you're good when it comes to acting on an impulse, making momentary and snap decisions, and are generally pretty skilled at thinking on your feet. You don't necessarily plan so much as you take any given opportunity to cut in. You can almost instinctively spot opportunities to interrupt or break off your opponent's actions or plans, and can act on this opportunity within seconds if not less, guaranteeing that your enemy will have not a second to think under your merciless assault.

Promises Are Important [600] - keeping your word is just common sense. And when someone lacks that common sense, you beat it into them. Anyone you make a deal with, or who makes a promise to you, or is otherwise tied to you by an obligation of some sort, is marked. You are mentally aware of the location of marked targets at all times, and can effortlessly track them down. If those marked dare break their promise to you, they will be severely weakened, as if heavy chains were weighing them down at all times until you willingly dismiss this effect, or end them. Speaking of, your attacks all do extreme levels of damage to those who have broken their promises to you - even entirely unaugmented, a punch from you could shatter their ribcage into a

million pieces and rupture their heart into a puddle. If you are, however, augmented... well, "red mist" seems an apt descriptor.





The Carnival

Tailoring [100] - Clothes? Necessary garments. Can make? Will weave fine clothes. You're a premier tailor out there, and all there is to know about making clothes, working with fabrics, textiles and other such materials. You can very easily make any kind of outfit, fit it perfectly to any body shape or form - even unusual and inhuman ones - and can do so using any kind of thread or cloth, as well some supplementary materials - leather, metal for the buttons and zippers, etc.

Bizarre Attack [200] - the Carnival are... weird, to put it mildly. Uncanny. Bodies entirely unconstrained by anything even approaching human body plan, and their movements and attacks reflect that. You, being one of them, may as well benefit. You move in a flowing and sinuous manner, more like a squid than a human, and it's... very unnerving, especially on a humanoid frame. Your enemies will miss their attacks more frequently, your attacks will tend to snake past defenses due to the enemies miscalculating the defense angles, and in general those around will tend to get the heebie-jeebies. Nevertheless, this mode of movement is - somehow - more efficient than normal human locomotion, so your speed will certainly increase when using this form of transportation.

Feast [400] - as a tailor, you must have your tools, yes? Well, isn't it inconvenient to carry the tools with you everywhere? Well, no more! Your body is merely a shell - a thin layer of finely crafted human clothing to conceal what's underneath. Your real body is made up of dozens of blades, chains, hooks, needles, scissors, seam rippers, soldering irons, shears, rotary cutters, and automatic sewing mechanisms. At will, you can extend these tools from any point in your body, using them as additional limbs and weapons - or, you know, as tools. You can also just easily conceal these implements back up, repairing your human skinsuit upon withdrawing said tools of trade. Additionally, as a matter of course, since you're made up of a mass of metal blades and mechanisms, you're much, much more durable than a regular human could ever hope to be.

Will Make Fine Silk [600] - the Carnival is an underground Syndicate of Tailors, formed after taking hold of a former, now-collapsed Wing's Singularity. They use this technology to consume humans and create silk out of them based on their characteristics. If you want to fit in, you'll have to be able to do so, too. You can reduce a human being - or non-human, any living thing, really - to

thread in a variety of ways. From consuming their body and weaving cloth out of the blood clumps and liquified organs, spinning thread from their muscle fibers, or just cutting them thin enough to produce cloth and thread. These pieces of cloth will possess unusual characteristics, being far more protective and lightweight than normal cloth, while also bestowing upon the wearer the skills and abilities of the one used to create them. Courage, strength, speed, any quality can be inherited. With some finesse, you could endow these clothes with memories of their source material, whatever supernatural or specials powers they possessed, and you'd even learn to combine threads sourced from different people to grant multiple effects at once, or create entirely new ones by recombining the material on a baser level.





Musicians of Bremen

Encore [100] - To recreate the performance half as splendid as The Pianist's, the Musicians of Bremen began to study music. Playing music while sitting, on their backs, and even while handstanding! And you are now one of them, one of these practitioners of the melodious arts. You're an exceptionally talented musician, and can play pretty much any instrument, in pretty much any position, and can copy pretty much any mundane melody by hearing it just once.

Unraveling Sound [200] - in the wake of The Pianist's performance, one could almost see the music take physical form! It is one of those things which moved the Musicians of Bremen so. You can now visualize sounds - be it by way of seeing vibrating strings, a glow corresponding with the frequency and intensity, oncoming waves, or some other method of visualizing music and sound. This sense is not even strictly limited to seeing sound - you can also smell it and feel it, like an extremely vivid case of synesthesia.

Upbeat Performance [400] - move with the music! Nothing raises your elation more than hearing a good beat! Whenever you have music - be it of the more conventional kind, or one of your own creation - you become a much fiercer opponent! The cacophonous sounds will serve as your guide, elevating the power of your strikes beyond human limits, and leading your twirling dance away from enemy strikes. At the same time, your very presence seems to turn music into a wretched and sickening affair, as those you're fighting against will display a much different effect - they'll grow weaker, more feeble, drained and ill, their limbs shaky, palms sweaty, knees weak and arms heavy. It becomes much easier to mow down scores of living instruments when you have a beat to dance to.

The Red Notes [600] - let the screams and wails become a melody! Turn those miserable wretches into living instruments! Whenever you inflict a wound by any means at all, the resulting sounds all harmonize. The whistling of a blade through the air, the loud retort of a gun, the tearing of flesh, cracking of bone, ripping of tendons, rupturing of organs, and the agonized wails of the victim, all becoming amplified into a loud and unforgettable chorus! Such music harmonizes perfectly, and

then resonates with all around! To you and your peers, it is a soothing and healing sound - your wounds knit together faster, your movements begin to sync up to the beat of frantic hearts, and you become a living symphony of agony! And to those who stand opposed to you... this is their swan song, their funeral's requiem. Their hearts beat quickly and painfully until they explode from within their nests, their veins burst and rupture in arterial sprays, their mind and vision become subdued and hazy, and the sound presses down on them like a concentrated sonic assault, leaving them defenseless.





Smiling Faces

Trace of Fumes [100] - oi, fella, you may wanna ease up on the huffing. You have a smoky aura around you, as if you every pore is seeping wisps of tobacco smoke. Stay in an area for a sufficient amount of time, and you'll obscure the whole place with acrid fumes. With sufficient effort, you could probably breathe out smoke like a dragon does fire, blowing thick pillars of sooty vapors. Moreover, this smoke is more bitter and biting than normal, making your enemies choke and cough, stinging their eyes and noses.

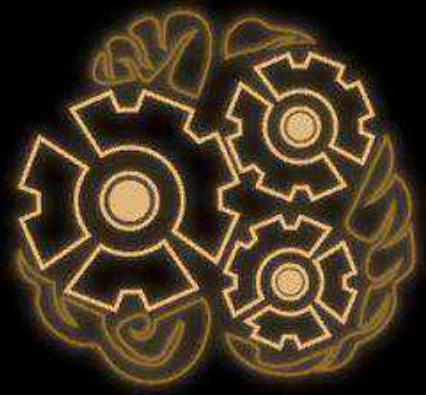
Stimulating Smoke [200] - ooh, now that's a good puff, innit, fella? Whenever you inhale any kind of smoke, your organism seems to go into a momentary overdrive for a few minutes. Not only do your physical characteristics become enhanced in all aspects, but you are, for a brief moment, able to draw more power from your perks and abilities. Any smoke will do to trigger this ability, but tobacco smoke in particular has that extra kick that makes it doubly as effective as any other kind of smoke in enhancing your capabilities.

Loss of Senses [400] - it's almost like your very lungs have been replaced with opium pipes. You have internal reservoir which automatically fills with thick, noxious smoke. You can use this smoke for a variety of purposes - you can superheat it and breathe it out, blast it all directions like a living smoke bomb, but the most important part is that you can alter the smoke's properties. Make it properly toxic instead of just acrid, make it hallucinogenic, ionize it into plasma, form it into autonomous constructs, condense it into liquid, or solidify it into a hard resin and spit out pieces of it like bullets, etc. Hell, just make it uber carcinogenic if you really want, you sick bastard. Just keep in mind that this smoke needs time to be recharged, you can only have so much smoke in your reservoir at a time, and you cannot control smoke outside of this reservoir.

Smoked Body [600] - all that smoking must have had an effect on you. Your body is dried out, thin and gangly, yet incredibly hardy. Resinous tar packs the gabs between your muscle fibers, and clings to your insides. Your skin is dry, tough and leathery, like jerky. Your muscles are smaller, but no less powerful - even more powerful, in fact, as all that muscle mass you once had is condensed into the small and lithe body you now have. Any wounds you sustain leech resinous tar and tobacco smoke instead of blood, which quickly seals said wound. You're immune to any

pathogens, toxins and irritants, as they splash against your skin harmlessly, or get filtered by the tar in your throat and lungs. Speaking of tar, you can expel that tar from your body - from your mouth, eyes, nose, from every pore of your body, you can expel boiling, steaming, foul tar to burn your enemies and clog up any pathways (and probably give your enemies cancer). Any toxins you will have consumed, and which would have been filtered by the tar, don't just disappear, either, and the tar you can expel gains the toxic and harmful properties of said toxins.





Church of Gears

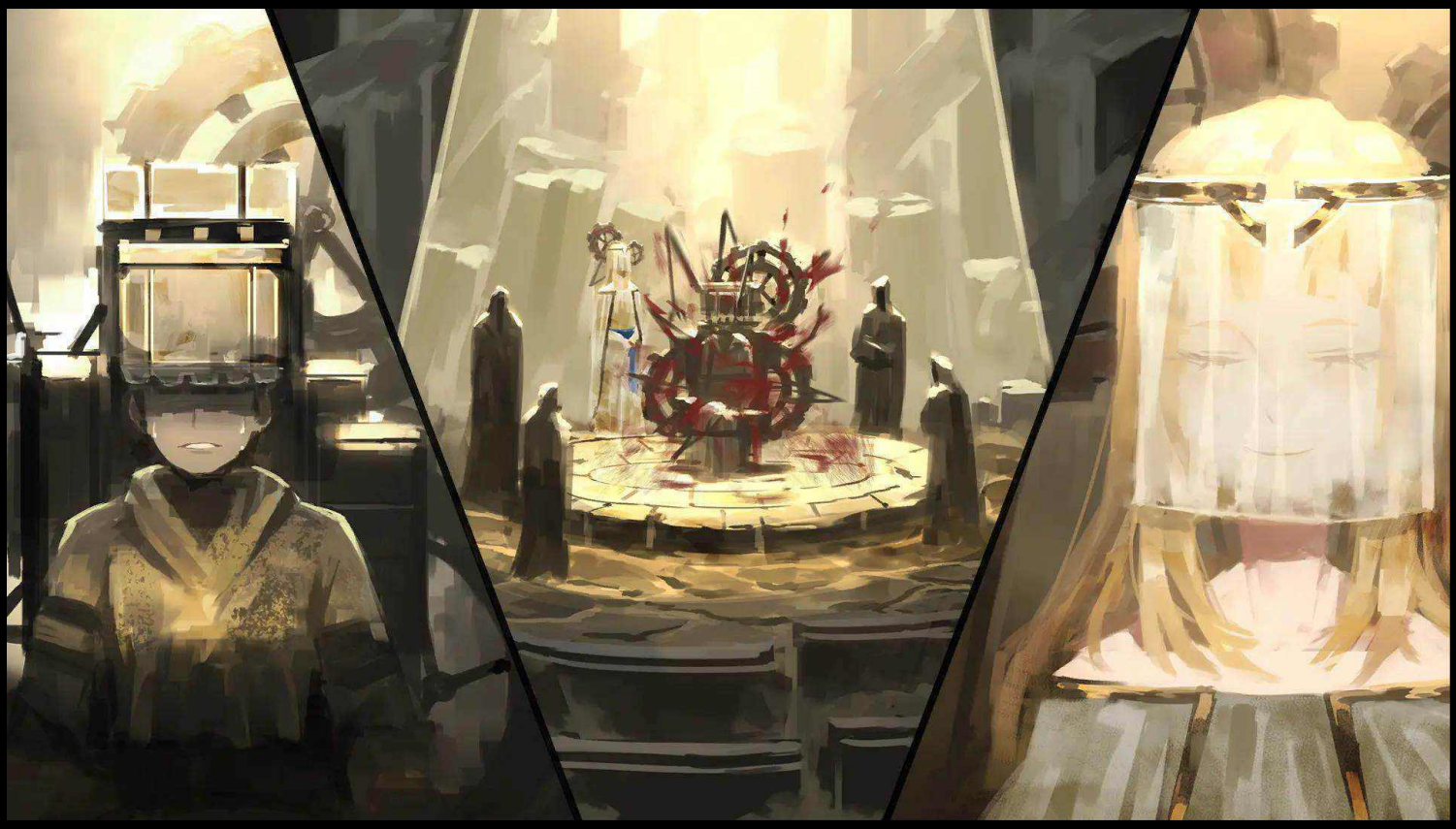
Internal Combustion Engine [100] - beyond the blessings of Thought Gears and Meat Gears, the faithful must become stronger even further. Your internal organs rearrange themselves into a configuration resembling a combustion engine, allowing you to consume flammable materials and substances to gain a temporary increase in strength and speed, while giving off acrid smoke from the orifices in your body.

Zeal of the Believers [200] - religious experiences are powerful things, able to alter one's perception of the world, and perform feats which are normally impossible. You can enter a state of religious euphoria, wherein your body goes into overdrive, allowing you exert far more strength than usual, ignore pain and injury, shrug off venoms and toxins, and relentlessly pursue your foes. However, this trance-like state also comes with altered thought process, wherein you fully believe that you have reached enlightenment and are being blessed by a higher entity, or are otherwise on the way to whatever Nirvana you might be imagining, and disregard everything and everyone save for the heathens immediately in front of you.

Guidance of the Gears [400] - wisdom of the crowds is a well-documented phenomenon. And when your entire philosophy revolves about the insignificance of an individual and being a cog in a greater machine, it becomes something close to a doctrine. You are psychologically connected to all other members of your organization, religion, faith, philosophy, worldview, etc., and can adjust your actions and thoughts to be closer to a median or average result of cognition of the entire group. By taking the average of all answers given by a large sample size, the result will often result in an answer much closer to truth. If asked to guess the amount of grains of sand on a beach, it would be impossible for you to guess anywhere close, but by virtue of this perk, some members of the network will guess too high, and some too high, with the average of them all being much closer to the real answer than any individual answer. You can also impose this "averaged" though process on others in the group.

Cog in the Machine [600] - the faithful of the Church of Gears rely on the blessings of Meat Gears and Thought Gears. Those believers who have found a purpose to mesh with. Meat Gears enhance one's physical capabilities, lending the strength of their body to those they are plugged to, and guiding the movements of their hosts according to the information provided by Thought

Gears - which, in turn, lend their cognitive capabilities to speeding up one's perception, reaction, enhancing skills, abilities, and guiding the actions and movements of Meat Gears. You can turn other people into such Gears, with the type of Gear they are being determined based on their existing characteristics. By touching someone, you can compress them into a fleshy cogwheel in an explosion of gore, which you can then rather easily attach to yourself or others. The properties, abilities, functions and qualities of each individual gear you make this way will depend on the individual from which they were made - a Thought Gear could speed up your perception, increase your reaction time, grant you a skill, automatically survey your surroundings, or even affect the cognitive processes of others around you, etc.; a Meat Gear could reshape your body to grant you natural weapons, simply increase your physical capabilities, bestow you with muscle memory, increase your regeneration rate or toughness outright, rearrange your organs, etc. And all the Gears that are currently plugged in - whether into you or into others - all communicate and relay information between each other at the speed of thought, allowing them to guide you even better. You could even hand control over your body to the Gears entirely, allowing them to puppet you as best they can.





Blade Lineage

Salsu [100] - the lineage of the blades produces fine students - students such as yourself. As a Salsu of the Blade Lineage, even as an apprentice to a martial master, you're an experienced slayer of men. A bodyguard and a killer - a courtier and an artist. Your manners are impeccable, perfectly suited for functioning in high society, and you are proficient with an art form - be it calligraphy, painting or music. And on the field of battle, your blade sings - when wielding a bladed weapon shorter than an odachi (100cm of blade length), your ability, skill, and physical prowess will extend beyond your norm.

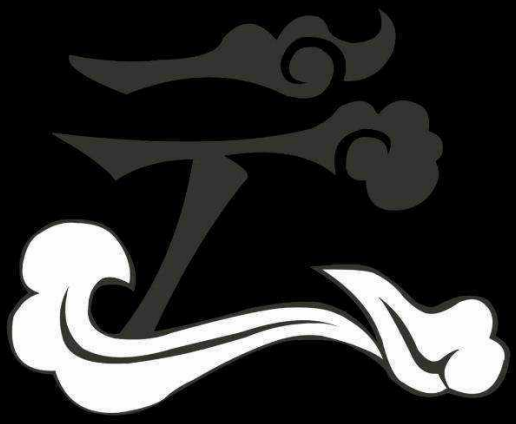
Ronin [200] - the Blade Lineage has no home, not since the S Corp turned into a cesspool of corruption and evil. You're wandering warriors, practitioners of the martial arts, seeking a new homeland. And while you seek, you fight fiercely for a right to settle. When fighting in a territory - territory in this case being a vague term referring to the general locale of any given area - that is new or unknown to you, you receive a significant increase to your speed, strength, and the cutting power of any bladed weapon you wield - what would have been a clash of steel, will now be a clean slice as your sword severs the blade of your opponent's. This increase diminishes over time as you become used to a territory, familiarize yourself with it and its residents, and learn more about it, until this benefit is no more.

Yield My Flesh [400] - nothing must stand in the way of your survival, and if something is? You cut it down... even if doing so is detrimental to your survival in itself, as paradoxical as that may sound. Lineage of the Blades takes pride in their scars. When you fight you struggle for survival, your scars are tally marks of your successes. In combat, the more damage you sustain, the greater your offensive power - the cutting power of your blade grows with every wound on your body, ever drop of your blood spilt invigorating your strength rather than diminishing it. This doesn't make you last any longer, or make the wounds any less dangerous to your continues survival, but it does grant you a chance at slaying your foes before tending to your injuries.

Claim Their Bones [600] - you're a master of the martial arts, a Mentor to the Blade Lineage Salsus. The extent to which you have mastered the blade allows you to bypass the physical limitations of what is possible with a sword. Why only strike in one direction, when you could

strike in many places simultaneously. When you desire, your blade will erupt in a flame the color of moonlight, and your slashes will reach out into the possibilities, cutting a pathway for slashes you never made to manifest. When you cut and slice, it's as if invisible blades strike your foes in all directions - slashing forces and cutting blades of pure force battering your enemies with every hit, multiplied by your own killing power, and chopping your enemies as if you finely diced their flesh and bone yourself. With a single swipe of your sword, you could decapitate an entire crowd.





Kurokumo Clan

Wakashū [100] - an underling of one of the captains, are you? You're one of the few Wakashū that can afford to be flippant with your superiors, owing to your incredible skill with the blade. When wielding blades similar to an odachi in length (100cm), your skill, strength and speed increase beyond the norm, to the point where each of your slices will rend veins and spill more blood than you'd expect. Your poise and your blood-drawing strikes are to be feared.

Kashira [200] - you've advanced among the ranks of the Clan, and with your position, your skill has grown proportionally. Not only are you an excellent fighter on your own merit, you are also a Captain - the leader of a team of Wakashū of your own. And you're an exemplary leader. Your very presence bolsters your underlings, bringing them to battle readiness, making their bodies and minds more dangerous than ever - their slashes draw more blood, their muscles perform beyond the human limit.

Dark Clouds [400] - Kurokumo tattoos are not just symbols of their allegiance, nor mere ornaments. No, they serve a very real, very practical purpose. They are special - an ingrained defense. And you are now covered in them. There's barely any skin untouched by ink on you, and it makes you dangerous. These tattoos of clouds and winds move on their own across your body, and block whatever damage you may sustain. They are like steel, if not harder, and can turn away the sharpest blades. They're not omnipotent, of course, and if enough attacks head your way at once the ink won't be able to move everywhere in time, but they're certainly an effective means of defense. As your skills and power grows, you may even learn to manipulate these tattoos yourself, consciously directing them as you wish, perhaps even manifesting these black clouds beyond your body, and granting such tattoos to others.

Kumichō [600] - the Patriarch of the Kurokumo Clan is an immense individual. Once a famed swordsman, who used to be numbered among the Ten Blades of the East, the Kumichō is the most powerful among the Clan, dealing directly with the Thumb. You are now his peer, in skill and ability. You take even the merest openings your enemies have, striking and slashing in matter of milliseconds, being able to exploit the attacks your enemies leverage against your allies to great effect. Beyond that, your strikes are so fierce that being hit by them leaves the opposition fragile,

bleeding, more susceptible to further attacks. Every single one of your strikes inflicts some sort of weakness one way or another, weakening their attacks and defenses in equal measure.



Night Awls

Mercy [100] - just end it quick, no need to drag it out. When fighting enemies who are already badly wounded, you get a boost to your abilities and physical characteristics, allowing you to quickly finish them off with no chance of them being saved by the bell, a desperate Hail Mary, or any other kind of 11th hour save. To put it numerically, this perk comes into effect if the enemy has sustained more than 50% damage to their body. The greater your base capabilities, the bigger the boost this perk provides.

Prod the Weakness [200] - you seem to have a talent for finding a gap in the other's defenses. All of your attacks that don't land a direct hit on an enemy reveal a little more about their defenses to you, allowing you to understand how it works and, consequently, how to bypass said defense. With enough of such prodding attacks, you may even gain the ability to completely and fully avoid or entirely bypass the enemy's defenses, striking directly at the meaty bits they're protecting. Whether your attack was ever intended to land or not in the first place doesn't matter - all that matters is that it's an attack, and it was directed at an enemy or a group of enemies. For the purposes of this perk, "defenses" also include dodging and parrying.

Seize ya Chance [400] - opportunities to slip a free shot in don't come often in a fight - be a shame to let it go. So long as you are aware of a weakness an enemy has - a gap in their armor, a move that leaves them vulnerable, etc. - the enemy will regularly act in a way that allows you to access and exploit said weakness of theirs, never learning from their mistakes. These actions will repeat regularly, like a pattern, and in such a matter that you notice the opportunity. Whether you seize that opportunity is up to you, but you will be presented with all the chances in the world to get some cheap shots in and exploit your opponent's weakness.

Chink In One's Armor [600] - if you managed to sneak in an unopposed attack despite their defenses, then what's the point in them even trying? Whenever you land a direct hit on your opponent, without it being intercepted, blocked, dodged, or otherwise weakened by your enemy's efforts, you permanently weaken your enemy's defensive capabilities. They lose their skills and capabilities in dodging or blocking, their armor chips and cracks and breaks, their shield shatters, etc. The one-off effect of a single attack is already unpleasant to deal with, but this affliction stacks with every direct hit, until your opponent's defensive capabilities are nil. And this affliction is not something one can just walk off - it's permanent. The only way for someone to regain their defensive capabilities after a bout with you is for you consciously allow this effect to fade on them.

Rusted Chains

You're Soft [100] - Rusted Chains ain’t the biggest Syndicate, but each member’s got strength to boot n’ boast. You're covered in scars and muscles, and are generally one tough guy. Your skin is tougher than most, meaning most spikes and blades are less effective, acting as if all sharp edges are dull when put against you. And even in general, you can take a good beating and walk it off.

Twist Wound [200] - those chains you use as weapons are a nasty piece of work. Coiling and twisting like snakes in the right hands. And they do appropriately nasty damage. All the wounds inflicted by you seem to be really messes up - all the nerve endings, muscle fibers, skin cells and other such things seem to be internally tangled and twisted, not only bleeding more profusely, but also being much more painful and difficult to heal and recover from. Wound you inflict take nearly twice or three times as long to heal as normal, and they just don't stop bleeding and radiating pain.

Sublimate [400] - red really is such a pretty color. Especially the sanguine of blood. It is also very noticeable, meaning that every bleeding wound, every bloodstain, is a bright, screaming target for you to aim at. All your attacks seem drawn to already existing wounds, having a degree of a homing property toward these open injuries, deepening and exacerbating them. All attacks which land on these existing wounds tend to deal even more damage than is normal - about three or four times what they would have done had they struck healthy, unbroken flesh.

Chainlink [600] - given your dedication to this particular fighting style, this feels only appropriate. You can exert telekinetic control over chains, ropes, cables and other such items that you touch or are in close proximity to you. So long as you're in contact with at least one link of the chain, you can affect the whole thing, regardless of long it is. You can affect multiple chains simultaneously. There is also no restriction on the size, weight or composition of the chains you can affect - be it a small and thin thing, or a massive anchor chain. You can also not only control the movement of the chains with this telekinetic force, but also reinforce them, ensuring they don't break or snap on you.

Technology Liberation Alliance

Free of Luxuries [100] - abolish the shackles of civilization! All that we have is built upon the suffering and bones of those who came before us! And if there can be no advance without sacrifice, then maybe we should have no advances at all! You don't ever get used to the comforts and luxuries of civilization, or of any other convenience, and you will find that you'll never lament their loss and will be capable of living just as comfortably (subjectively) in their absence.

Corpo Contacts [200] - to destroy an enemy, one must know the enemy. And when your enemy is as monolithic as the Wings of the City, it is natural to have men on the inside. You have a particular talent for manipulating and maybe even convincing (often through obfuscation of truth) those who work for your rival organizations that maybe you have a point. That maybe they should give up valuable information. That maybe they should lure their colleagues into your traps. Of course, if you ever stray from the ideology you preach, or betray the expectations of your contacts, they will near-instantly renege on whatever understand you have. And, naturally, those you attempt to convince would have to had been mistreated by said organization on some way for it to work.

Machinist [400] - as unpleasant as technology is, it is difficult to go against it without employing its labors. So, why not? So long as minimal suffering is inflicted in the process, why not use technology? This movement is not fundamentally opposed to technology, after all - but rather to suffering and confinement! So, you will build machines to assist you. They will often times be rugged and singular in purpose, optimized for one thing and rather slapdash due to that. But, for something built out of scrap - for that is precisely the materials you can build these things out of - they're not bad. A tad fragile, but they work. Your combat bots will kill without inflicting unnecessary pain, user interface and user friendliness will be the forefront of that which you build.
- **Hacker [400; Requires Machinist]** - soulless, ruthless machines employed by your foes are no match for your prowess! They may be but scraps of metal, but they too are shackled by your enemies! And if there's anything you're good at, it's liberation. You can rather easily hack into the digital systems and mechanisms of various machines to subvert them to your side and purpose.

Anchored Past [600] - what was, will be. What will be, was. You seem utterly, irreparably stuck in the past. Perhaps you can use it to your advantage. You can overlay a scene from your past - at any point of your life that you remember clearly - onto the present, forcing people around you in the present to take on roles of people from the past. They will be forced to act and behave in accordance to how the past played out, and once the scene ends, they will retain whatever physical conditions were inflicted on them within the scene. If you witnessed someone dying, you could choose to overlay that scene into the present and one of your enemies will take the role of the now-dead person and will invariably die, and will remain dead when the scene ends. This can

also be used to simply buy time, showcase or review information, analyze the scene for clues, or even simply to relive parts of your life that you miss oh so dearly.



Twinhook Pirates

Easy Breathing [100] - sea air and the ocean's breeze, tainted with the smell of salt and fish, is surprisingly good at clearing one's sinuses. Your airways remain clear at all times, allowing you to take in more oxygen into your system, and thusly keeping your muscles and brain well-supplied. You barely ever feel lightheaded, do not experience seasickness, and when you're in proximity to a body of saltwater, you move just a tad more quickly and with more agility than usual.

Sea Legs [200] - what some may take for reckless drunkenness, is actually just a symptom of being a sailor. You're a good fighter when it comes to battling on unstable and/or dynamic surfaces - like, say, a wildly rocking ship - and in general, your vestibular apparatus and proprioception is good enough that you're never off-balance, you're always aware of your own position in space and your own movement trajectories, and barely ever stumble or otherwise mess up your footing, even when the ground beneath your feet is moving around as if it were alive. Hell, you even turn it into an advantage, using the instability of whatever platform you're on to get one over your opponents, deliberately messing up their footing, making them stumble and fall, etc. Your fighting style revolves around being on uneven ground.

Harpooneer [400] - ya need something to ransom back, don't you? Or rather, someone? Well, goodie for you. You're good at taking hostages. To you, humans are little more than a kind of cargo. You can turn any of your normally killing blows into nonlethal strikes that will only knock out a target instead of killing them. As well, you are proficient in breaking in your new possessions, as those you capture lose their willpower much quicker than they otherwise would. Your strikes themselves seem to deprive your victims of the will to fight and to struggle. In addition, as a nice bonus, any binding, rope, or knot you fashion will never snap, break or come undone without specially targeted malicious sabotage to your work.

Seasickness [600] - a sailor must have a strong stomach, at all times. Because if they don't, they're in for a bad time on stormy waters. And it seems all your enemies suffer from a nasty case of seasickness. Anyone engaged in a combat against you will, over time, build up a weakness to movement and a proclivity for nausea - with enough time, to the point even just walking - even on dry land - will make them violently sick and nauseous, throwing up the contents of their stomach. There's also a variety of other nasty, disorienting effects you can afflict on your opponents - the equivalent of drunkenness, lightheadedness, dizziness, distorted proprioception and malfunctioning vestibular apparatus, or the effects of rapidly changing pressure. You get to choose in what flavor your enemies will be stumbling about.

Dead Rabbits

Roach Guard [100] - Dead Rabbits had to come from somewhere, and their origin is not that of independently formed gang of delinquents and hooligans, but rather a splinter group, split from another gang - the Roach Guard. Formed as defenders and protectors, later vigilantes, later robbers and killers. You had to be tough to run with them, and boy, are you. You've had your bones broken and regrown in brutal slugger battles, had your flesh and skin scarred by hellcats and shivs, had your teeth punched out by rivals and Zwei coppers. And you've grown stronger for it. You have a particularly robust physique, and an ability to block out pain - not ignore or turn it off, but dull it until after the battle has already concluded. Its almost as if your wounds, the ones which should drop you the second you sustain them, simply become lesser on you - a stab which should have nicked your liver will fall just short, a brickbat strike which should have shattered your orbital bone only fracturing it instead.

Red Eyes [200] - it would seem, dear Rabbit, you have some Caerbannog ancestry. Your eyes tend to glow red in a combat scenario, not only allowing you to see in dark and dim alleyways of District T, but also elevating your body's response to danger, elevating your production of adrenaline, numbing your pain, increasing your strength and toughness and speed. Among common hooligans, you make a real intimidating sight. Granted, you may feel weak and somewhat exhausted afterwards, but you'll have time to rest and grab a pint with your mates.

Hefty, Sharp, Fierce [400] - your gang would not have survived the streets of T Corp had they not the grit or strength to hold their own. The dull, sepia-tinted streets of District 20 are home to many contending groups of outlaws who manage to evade or best both the corporate taxmen of the TimeTrack and whatever Zwei fixers find their way there, and you? You're not just one of them - you're one of the best. Because you're driven - people don't become gangers like you without good reason. One way or another you harbor and harness spite in you. All those shiny, mechanism-clad pricks, and the uppity bastards of Bowery Boys and O'Connell Guards - the second you lay your eyes on them, your blood boils, and your swings become faster, fiercer. Whenever your opponents perceive themselves better than you, or even when their physical condition is better than yours, your attacks against them become stronger in proportion to how much healthier they are or "better" they are. With the help of your antagonism, your strikes rupture their internal organs, leave hematomas that can easily be mistaken for stab wounds, paralyze them from shock and leave them defenseless.

Boss [600] - it's only right that a respectable gang get a respectable boss like yourself. So long as you hold yourself to a certain standard, all your underlings will, too. They won't cross lines you wouldn't cross, they won't do what you wouldn't do. Not just that - there's a good reason why. You're a good boss, both in terms of management - keeping your organization afloat no matter what, balancing the books and finding work even in the toughest times - as well as combat - leading the charge yourself, barking effective orders in the midst of combat and strategizing on

the go - and even just as a person, you're the kinda guy people want to follow. Affable, personable, the organization you lead will be closer and stronger than any other purely by way of how close-knit it is, more a group of mates doing community work and getting a pint afterwards, than a crime syndicate.





Pilgrimage of Compassion

“Rebelión de las Masas”

Undiscounted

Silent Protagonist [100] - you must a protagonist of some sort of game. Otherwise, this would make little sense. But either way, you are able to effortlessly communicate without using any verbiage. Be it through body language, gestures. or some nonsensical noises that, nonetheless, somehow carry enough meaning to be deciphered into coherent sentences, you can communicate entirely nonverbally. You won't be misunderstood or misinterpreted, either. Additionally, this allows you to understand others who communicate nonverbally, or are unable to communicate verbally.

Terran Racial Phylogeny [200] - Terra is inhabited by a variety of humanlike races. For the most part, they resemble Homo Sapiens of Earth, but that is where the similarities end, as they possess various bestial features, related to either animals or mythological beings. Humanoid Terrans appear similarly to Earthlings, albeit with bestial ears and a non-prehensile tail (although some Terrans do not have either of them), as well as additional features based on their race (e.g. horns, feathers); while Bestial Terrans appear exactly like the animal/creature they are based on, albeit bipedal. You are now one such race, belonging to one of Terra's racial groups. Be it the Aegir, Aslan, Cautus, Feline, Ursus, or even one of the Sarkaz, such as a Sankta, Durin, Oni, or Anasa. You, naturally, possess all the features and advantages of your chosen race, and can choose the specifics of the features you manifest - within reason for your chosen race, of course. Should you find yourself in the City, you will still count as human in the Head's eyes.

Command: Meltdown [400] - your body shares a symbiotic link with a mysterious, indecipherable Predecessor creation. Semi-sapient, its existence tied to yours, you have a small octahedral crystal floating about you, housing this creation. At will, you can manifest it, revealing it to be a massive monster, with scythe-like limbs, jet-black shell-barrier, razor-lined maw and piercing eyes, which will follow your mental commands. This monster is incredibly resilient, capable of absorbing energy to fire it as massive lasers or manifest barriers out of it, and it's scythe-like limbs can shear through even the toughest armor. You can mentally communicate with this monster, even when it is "compact", residing within its octahedral crystal form.

Abyssal Hunter [600] - a perfect hybrid of Ægir and Seaborn, these bio-engineered supersoldiers boast incredible physical feats as a result of their weaponized biology. And you are now one these Abyssal Hunters. You possess the ability to survive underwater, adapting to whatever pressure is put on you regardless of how deep you are, and requiring no air to breathe. Secondly, your physical fitness is truly outstanding - in water, you can move at speeds easily reaching and exceeding supersonic, your strength multiplies to truly absurd degrees, and your flesh reknits quickly and efficiently. You will even find yourself enhanced similarly - though to a much lesser degree - in environments simply approaching the sea, such as shores, coastlines and bays, and other such environments with high humidity, the closer to open bodies of water - the better.

To Remain Oneself [600] - there are beings which cannot, necessarily, be killed. But they can be broken into shards. And you are one such shard. Not just you, either - pick eleven companions to become Shards along with you. Together, you and your chosen companions are Shards of an incredibly powerful entity. You can reform into this powerful, almost godlike entity, so long as you and all eleven of your chosen companions are present. While a part of this greater entity, you and your companions lose your sense of self, merging together into a singular consciousness. You only remain singularly of a switch to shatter this greater entity, forming back into separate Shards.





Drop-in (Arknights)

Idiosyncrasies [100] - it is quite curios how two unrelated, different worlds, can be so similar. And even more fascinating, is how they differ. Finding common ground is all well and good, but finding differences... that is what humanity does best. And you have quite a medley of differences to showcase, wherever you go. You will always stand out, no matter where or who you are. Some indelible quality will always ensure you are different enough to be recognizably alien, yet not so uncanny as to invoke hostility - only draw attention and evoke curiosity. Can be turned on and off.

The More Things Change [200] - the more they stay the same. Two worlds, unbound, so different, yet much the same in many of the ways that matter. Once you've seen one, you can reliably put your faith in your experiences to carry you through the other. And indeed, your experiences are like that, universally applicable. You can apply gained knowledge, skills and intuition gained from one experience, and rely on it in even seemingly unrelated contexts. Be it practical skills, knowledge and intuition, or any number of facets of what constitutes an "experience", yours serve you far more robustly than should be reasonably possible.

Particular Strategy [400] - there are certain ways of doing things, that can potentially accomplish much the same objective, in different ways. And the methods might serve to wholly different ends. You have a particular way of doing things that is specific to you, and which you excel in. Be it

defensive formations and holding the line, while repelling hordes of enemies; or throwing yourself at a wall with unending determination in an expression of pure offensive prowess until you break it down. You have a certain set of strategies, tactics, Modus Operandi, and stratagems that you excel in, and that, when applied, boost your own effectiveness and that of your allies many times over what should be possible. With such tactics, you alone become a formidable force multiplier for anyone.

Crossover Portal [600] - this happens quite often, isn't it? You might not be able to tell, since it almost always turns out to be just a dream, or a hallucination, or simply "not canon". But still. You now possess the power of linking two worlds via a portal. This portal is not particularly powerful, only able to carry over a few people, and cannot last for more than a few days, a week at most. But should be noted that it is two-way, and while there are limitations on how many people it can being across, there is no restriction on materiel. Also, the people who have crosses this threshold once, can cross it again with no difficulty. You can summon this portal once every year. For the duration of this Jump, it connects The City and Terra, but in the future, you can choose to link to any of the previous worlds you have visited.





Faro Muerto

Selfless Altruism [100] - the Seaborn are entirely absent the concept of the self - or, rather, it is more accurate to say they never had it to begin with. This allows them the capacity for selflessness and sacrifice unseen in any other being. They are not just willing to sacrifice one another and themselves for the greater whole, but are happy to do so. You possess a similar level of selflessness and willingness to act in the interest of the greater good, regardless of how difficult - mentally, emotionally or physically - such a course of action is.

Nethersea Embrace [200] - microbes and germs are omnipresent. One simply cannot eliminate all the tiny microorganisms that are almost axiomatically present in every single environ. And some of these microorganisms are, in fact, mutagenic - symbiotic with the Seaborn terrors. You are covered in such symbiotic microorganisms, and they act in your favor. They spread to every surface you touch, infesting it, undetectable yet undeniably present. And when they get upon a living being, they mess with its nervous system. The victims become more passive, more friendly to you. Moreover, these Nethersea organisms prime the victim's nervous systems, making it significantly easier to inflict nervous impairment - nerve damage and other such things.

Arms of the Ocean [400] - you seem to have manifested some Seaborn features already - or perhaps, assimilated them. Either way, you possess more than just the four limbs of a humanoid

body plan. Your tissues writhe and mutate, and you can choose to manifest them into Seaborn-like tendrils. Prehensile, squid-like, and inordinately powerful, the amount of such tentacles you can manifest is only limited by your mass and the amount of tissues on your frame. These tendrils are also somewhat mutagenic, and can manifest cutting and ripping teeth and claws, laced with yet more invasive Seaborn tissues, which will attempt to overpower and mutate those you wound into Seaborn - and, even if it fails, such a process will severely weaken your foes, acting similarly to a paralytic cocktail. These tentacles can also be merged back into your body.

Abyssal Resilience [600] - your Seaborn mutations have reached a certain stage. One which allows your tissues and cells to adapt and evolve rapidly, unceasingly, almost akin to the Seaborn themselves. Your body evolves adaptations to various environments and damage types in real time based on exposure. Suffer a bullet wound, and your tissues will grow resistant to the piercing damage of such firearms. Suffer a burn, and your body will develop extremophile enzymes and fire-retardant connective tissues to resist high temperatures. High pressure, lack of oxygen, high acidity, various types of damage and kinds of weaponry, you can adapt to almost anything, given sufficient exposure - and, naturally, assuming you survive said initial exposure.



Iberian Inquisition



Adjudicator [100] - the Iberian Inquisition is not just a religious organization. Though stemming from the Iberian Church - which, itself, is an offshoot of the Lateran Church - post Profound Silence, the Inquisition has become a civil organization in equal measure. You yourself, as a priest of the Inquisition, are a competent bureaucrat, and are fluent in resolving all manner of disputes and passing all kind of judgements. The law is just another scripture for you, after all, and you are just as skilled in learning various legislature as you are commandments.

Cannon Arts [200] - the Inquisitors of Iberia oft utilize not Sankta firearms, but custom "hand cannons", which fire Arts shockwaves using Originium propellant, rather than etched bullets, that could deal a large area of damage, with the downside of being infamously difficult to control. You seem to be an expert when it comes to wielding these guns. Not only are you capable of building and assembling them - even able to figure out a substitute for Originium propellant, with sufficient research - but you are also a skilled enough gunman that any firearm becomes tame in your hands. Even the infamously difficult to control hand cannons play nice when wielded by you. Should you be capable of using Originium Arts - such as if you were a native of Terra, or infected with Oripathy - you would even be able to fire off these destructive blasts without needing a gun in the first place, or use the guns as Arts Units to further increase their potency with your own power.

Luminal Arts [400] - the lamps carried by the Inquisition are not just a symbol - but rather a tool, an Arts Unit which helps them channel blinding and searing light which burns and damages the enemies of Iberia. Mastering the use of it requires a strong will and talent, but you have gone beyond even that. You no longer even require a lamp to cast light which repels the Seaborn and pierces the darkness of the Abyss, you can do so with your bare hands. You can emit a blinding and searing light which cuts into the flesh of your opponents with burning heat, paralyzes their nervous systems with overloading signals, and cleanses the Nethersea scourge. Such usage of the Arts is draining and tiring, but versatile, and over time you will grow proficient in its usage, becoming stronger and enhancing your endurance. You will be able to wield the Arts in this manner even if you are an outsider to Terra - if you normally lack innate ability to wield Originium

Arts, this perk bestows upon you such ability, though not quite enough to be a Caster; and if you already had such a capability, this perk boosts your capacity for Arts, enough to be considered a Caster.

Seaborn May Cry [600] - the Seaborn may be just another civilization, they may be intelligent and beautiful in their own way, they may not be evil. But the Inquisition does not define them as evil - it defines them as an enemy. A thing Inimic to their way of life and civilization. And you, an Inquisitor, one of the first to meet these seaborn terrors and push them back into the abyss from whence they came. Your strikes seem to carry some arcane effect that cuts off those you strike from their allies - in the case of Seaborn, severing their consciousness from the We Many hive mind; disconnecting drones from their network, cutting units from hive mind, and disrupting connections and communications in other cases. And moreover, your strikes seem inimic to the Seaborn horde and their abyssal evolution, as these monsters seem unable to ever adapt to your attacks and methods, remaining vulnerable regardless of how many times you use the same tools. In fact, all enemies you face appear to be vulnerable to your methods, and unable to adapt, be it biologically, or through tactics and equipment.



Bad End

All hope abandon, ye who enter here...

Consumed by sin, by mortal urges, you give in. If you cannot bear to fight, if you make the choice to give in to despair and darkness, you may find strength therein. But each boon comes with its own price...

For each Perk taken in this section, you must take a unique Drawback

But first, which sin lay claim to your mind and soul?





Wrath

"The nature of fire is to burn and burn until there is nothing left to be burned."

Fell Strike [100] - you exist in the moment. You hate in the moment. Memories are ethereal things that have no place in the blistering furnace of war and hate. The less you remember, the less you have holding you back, the less memories are there to temper your wrath - the more powerful you strikes are, from melee blows to ranged bullets.
- **DRAWBACK - My Fuel Are Memories** - as you hate, as you rage, you leave some things behind. That which you once were perishes with the heat. The more you feel anger, hate, spite, fury or wrath - the worse your memory becomes, until you are a nameless soldier, fighting battles for reasons you no longer remember.

Burn [200] - Frustration and fury, more destructive than a hundred cannons. Wrath burns like flames, consuming all. You possess an aura around you - that of hatred and spite. Those around you seem to be more irritable, more abusive, charging the very air with anger - a fuel as potent as it is volatile. Thus, when the mass of Wrath - of hatred, spite, anger, rage and fury - reaches a critical threshold, it all ignites into a tangible flame. Oxygen, subcutaneous fat, skin oil, hair and soft tissues - including yours - bursts into an inferno, burning all and charring their nerve endings, without dousing the fires of rage.
- **DRAWBACK - Feverish Rage** - your body temperature is constantly feverish, averaging about 40 C (104 F). And your body, being human, is not meant for it. You constantly suffer from headaches, tremors, weakness, dehydration, and other such detriments. If you body is more resistant to high temperature, this particular fever ignores your resistances, and affects you regardless of augmentations or other bodily modifications.

Hour of the Hunt [400] - pursue the enemy to the ends of the earth! Watch them bleed and burn and suffer as the spark of their life is extinguished and consumed by your own flame! Your grudges manifest as tangible powers, fueling you and pushing you on. The stronger your obsession, the stronger the grudge, and the longer you hold it, the greater your power - both physical and of your abilities. And the closer you come to fulfilling it, the greater thing strength is, bolstering you even further - when the enemy is on the brink of death, bleeding and broken but not yet dead, you are the peak of your power. Beware though, for once the grudge is fulfilled, the strength it once gave you will go with it.
- **DRAWBACK - Vengeance Burnt Out** - your grudges fuel you, yes, but in their absence... you are burnt out. When you fulfill your grudges, settle your debts and kill those who wronged you, your fire grows cold, and you become but a human-shaped piece of driftwood, with nothing to live for,

just as ready to end it all now that you've fulfilled your grudge as you are to simply lie down and surrender to senescence.

Mark of Cain [600] - a descendant of Cain, you are. Marked in much the same way that your predecessor was. On your forehead, a red mark. One of an outcast... and yet one of power all the same. Not just that, but you've also learned to use it. Your power, in its entirety, is to inflict great change in the world, according to your vision of it. Based on your perception of the world, you can manifest great power - memories of your childhood home burning will ignite the oxygen around you into a blazing inferno; a serene outlook and a calm mind will allow you to soar above the ground and walk among the clouds; a protective urge will manifest as a cutting edge made of pure pressure. Your memories, your emotions and your general outlook on life affect how this psychic power manifests at any given time. However, such power has its toll - your path is locked now. Your mental state is now... not unchanging, but close to it. Whatever outlook you have had at the time of acquiring this power will remain with you until the very end, unless a particularly potent emotional shock snaps you and your mind in an instant. Wield this power wisely, and be sure not to let your sense of self out of arm's reach - a nobody cannot wield such great power, now, can he?

- **DRAWBACK - Enigmatic Sovereign** - you simply cannot intervene in the stories of others. To interfere is to change the course of fate, and we can't have that. You cannot directly interact with any characters seen in Lobotomy Corporation, Library of Ruina or Limbus Company. Fate and happenstance will actively twist and manipulate you to prevent you from meeting or interacting with them in any way. Even characters who are only tangentially mentioned, or who are antagonists or side characters, are counted for the sake of this Drawback.





Lust

"To share one's knowledge, one's ideas, to
invite others into gaining the understanding of a sliver of oneself... "

Whistle [100] - what a haunting melody... and yet, its horrifying tune resonates with your mind. Things that would normally be disturbing, haunting or otherwise unsettling to others tend to bring you peace of mind. What others see as scary or terrifying you view as beautiful. And not just you - your strange sense of aesthetics has rubbed off on those around you, granting the same benefit to your allies. You're also rather proficient in humming and whistling, able to produce haunting melodies that send shivers down the spines of your adversaries but only hearten and spur on your allies.
- **DRAWBACK - Uncanny Mien** - you have a creepy, uncanny bearing about you. Your expressions are just the wrong side of creepy, your voice has some ephemeral, eerie quality to it, your facial expressions are almost inhuman. You will invariably rub everyone the wrong way.

Bleed [200] - Great is the weapon that cuts on its own. You have an air around you - one of excitable obsession, of desire that reaches out to touch others. Those in your presence tend to be more excitable, more impulsive, more sanguine. And as their hearts beat faster and their blood flows through their veins with greater speed, every strike of yours will cause it to gush from their wounds, a sanguine spray of blood. Each hit will exsanguinate them just that bit more.
- **DRAWBACK - Hemophilic Anemia** - your own blood simply doesn't have enough blood-clotting proteins, meaning it doesn't clot and just leaks right out of your wounds like water out of a tap. Moreover, you don't have much blood in you at base, so losing any amount of blood is rather dangerous, causing light-headedness, dizziness, weakness, and other similar symptoms.

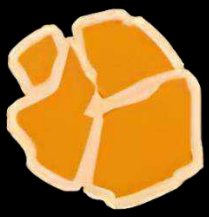
Everything There [400] - embrace the sanctity of the flesh! Reject the filthy metal! Become more human than you ever have! You can cause your flesh to swell to grotesque proportions, asymmetrically growing muscle mass, claws, eyes, teeth, and gaining a regeneration factor in the process.
- **Slithering Inquisitor [200; Requires Everything There]** - it's arguable if you're more human, but you're definitely more fleshy! You can cause slithering snakes that seemingly have a mind of their own to burst from your body, even replacing some of your limbs with massive titanoboas. Each of these snakes is covered in scales harder than steel, have potent and rapid-acting venom, and you can even mentally command them.

-- **Four-Legged Beast [200; Requires Slithering Inquisitor]** - you're now in the latest stages of E.G.O. corrosion. You can transform into a massive quadrupedal beast, with writhing blood-red fur, razor-sharp claws the size of a man's forearm, and hysterical strength. You can also engage a kind of a berserker state, which boosts your physical capabilities even further, but deprives you of conscious control of your body.
--- **Dream of Human Wholeness [200; Requires Four-Legged Beast]** - oh, that's a full Distortion. You can transform into a massive, bloated worm-thing, with an excess of keratinized fat contained within strained skin membrane. Not only could you crush buildings with your bulk and withstand even the heaviest weaponry, you can somewhat manipulate your excess bulk, extruding limbs and tendrils with enough power to reduce a grown man to paste each. You also exude an aura of manic fervor and impulsiveness, making your enemies rush in without thinking, foregoing all rational thought.
- **DRAWBACK - Hello? I Love You** - while you are capable of producing original thought, it is a tough proposition for you. Your brain simply struggles, immensely, with producing your own thoughts, and is instead far more predisposed for mimicry. You mimic and repeat the actions and words which you see around you, whether you want to or not, as it is simply your brain following the path of least resistance.

La Aventura Ha Terminado [600] - skewer this juvenile, bloated dream! With the fervent beats of your heart, your blood races through your veins, about to burst. So let it. With a command, let your own sanguine essence break free from the constraints of your flesh! You may freely control your blood, forming it into constructs, or flooding your foes with it indiscriminately, like a deluge of your own ichor. And the faster your heart beats, and the more fervor you feel, the stronger this power will become as particulates of your essence splash about as droplets of seawater on an oceanfront breeze. But, or course, there is the obvious downside - you're using your own blood, and it is fully possible to exsanguinate yourself - likely even, given that in your mad fervor you're unlikely to realize the effects of withdrawing too much blood from your own veins until its too late. The delirious effects of blood loss will only further bolster your delusion and fervor until you're mad and in the throes of passion beyond all reason.
- **Reawakening Joy of Carnage [400; Requires La Aventura Ha Terminado]** - Let us partake in communion... and feast upon the old blood. Our thirst for blood satiates us, soothes our fears. You may now use not only your own blood for the sake of wreaking havoc, but also the blood of others. It must first be shed and cannot be ripped directly from their bodies, but so long as it has already been spilled, you can dilute the sanguine essence of others with your own blood, gaining equal control of it as over your own ichor. But beware the frailty of men. Their wills are weak, minds young. The more blood you have under your command, the further into delusions you shall sink, and the faster your heart will beat. Capture enough cruor under your control, and your heart may just burst from the speed of its beats.
- **DRAWBACK - Bloodbag** - a slave to the blood, you are one of the Bloodbags produced by the Bloodfiends. You have little - if any - will of your own, merely absorbing blood and accumulating it within you like a tick, to be harvested by your master. You've no desires of your own, you've no will of your own, and if you do not drink sufficient blood, you will irreparably disintegrate. Any

Bloodfiend, regardless of their generation, is capable of commanding you, and you will be forced to obey.





Sloth

"Stones are sturdy, but that's all there is to them. They are directionless and unmoving—completely surrendered to inertia. They are trapped in their current lot in existence..."

The Unchanging [100] - sloth is a resistance to change. Not only of one's circumstance or of environment, but to oneself. No matter what you go through, or how hard someone tries to move you, you seem entirely too stubborn, resisting change. Your self remains the same; your values, psyche, opinions and views, all of it will remain as they are now, regardless of what you go through or what realizations you undergo.
- **DRAWBACK - Ossified Will** - your desires aren't merely unchanging - they are downright ossified, incapable of movement. You thoughts, desires and personality is utterly passive, incapable of taking initiative, only capable of being carried along by the will of others.

Tremor [200] - reeling, gasping, taken over the edge. You possess a feeling of hopelessness surrounding you - of futility of struggle against the current. Those around you tend to become more lethargic, less ambitious, careless for their lot in life or where their existence may lead. Such dullards are easily made to stumble - those around you become staggered at even the minor tap of a hammer head.
- **DRAWBACK - Shaky** - you, yourself, are rather weak of constitution, your body wracked by constant tremors and shaking. You're weak on your feet, unsteady, shaky, easily knocked over and easily unbalanced.

Kafkaesque [400] - you're, eh... a bit metamorphizing there... may wanna watch out for that. Dependent on your emotional state, your body parts may change over into those of insects. Good thing then that insects are pretty awesome. You may grow chitinous exoskeleton, mantis' blades, assassin beetle's venom that liquefies people from the inside, bombardier beetle's boiling acid spit, arachnid eyes and spinnerets, trap-jaw ant's mandibles, legs that let you run on water, etc. What exactly you manifest and on what scale depends on your emotional state - the more agitated you are, the more you'll transform. Though of course, such biological manifestations are rather costly on your metabolism, making you tired and ravenously hungry very quickly.
- Nightmarishly Overtaken [200; Requires Kafkaesque] - more than just some parts and augments. Far more than there should have been. In times of particular stress, you may begin manifesting not just features of insects, but grow nightmarish, horrifying addendums to your body. Additional limbs covered in spiked exoskeletons, wings and blades and claws bursting from places they shouldn't be, eyes and jaws and mouths in excess. Uncontrollable mutation, until you're a shambling insectile abomination, reaping everything in your path apart.

- **DRAWBACK - Disaffected** - cast off and abandoned by the Corp that made you who you are, with no home to call your own and no people to claim as your peers. You will always be treated poorly, looked down and discriminated against. Some people might be more subtle than others, but you can be sure that the entire society is going to be hostile to you.

Spicebush [600] - I've always wished to be a bud, soon to burst into bloom. Shrouded in scent all over the body... Even if this is my own heart-wrenching path, understood by no one... I'll still leave behind a morrow, strong and fertile like fallen petals. Your body is now like soil, home to a blooming, fragrant field of flowers. Bright yellow bloom will sprout all over your body, with roots and bark digging into flesh, beneath the skin and between the muscle fibers, but it doesn't hurt. You can command flowers and trees to grow at will, even anchoring to others' flesh in place of soil, to both harm them and control them, forcing them to turn on their own. Under the influence of your pollen, alliances will shift, friends turn to foes, and fragrant bloom will sprout. Even beyond that, the roots beneath your skin protect the more delicate internal organs, and move in sync with you, granting additional strength. The roots and branches can also shoot out from your body, extending like limbs, like spearheaded weapons or powerful clubs. But with each bloom, your memories and cherished moments will erode, erode, erode, feeding the flowers' roots, until only the barren soil and a husk of a man remain.
- **DRAWBACK - Barren Soil** - everything withers eventually. Nothing lasts. Even the greenest grass will turn to desiccated straw. It’s all empty, and nothing’s left. You are barely a person. An empty husk who has watched everything you hold dear die and wither, and have simply given up. Your emotions are dull, barely existent save for dull misery and melancholy. Your mind is tired, heavy, your thoughts feel sluggish.





Gluttony

"Roots of plants dig through the dirt in search of nutrients. What distinguishes them is, however, that they are not satisfied with satiation alone..."

Wingbeat [100] - scarred meat isn't... tasty. Your mouth, teeth and nails are not those of a regular human - they're that of a predator, adapted to serve an obligate maneater. Your mouth drips with caustic saliva, opening up to 120°, and your teeth are sharp and pointed, to rip and tear meat, as are your nails. And eating human meat has no negative effect on you - it is far more nutritious for you than regular food, in fact.
- **DRAWBACK - Maneater -** your digestive tract is unnatural, that of an inhuman predator. You simply cannot eat anything that isn't raw human flesh, any nutrient from other sources being violently rejected, making you sick and ill, nauseous and unwell, causing you to violently puke your guts out.

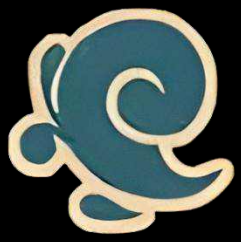
Rupture [200] - full to bursting, about to break. You possess an aura of glut surrounding you - those in your presence grow more greedy, more ambitious, insatiable in their gorging on food, gold and glory alike. And with their bellies stuffed full and ripping at the seams, any strike against them becomes more ruinous than it normally would be.
- **DRAWBACK - Ravenous -** your hunger is abnormal and unending. You can never be satiated, you will always be beset by hunger pangs, no matter how much you eat. Even if you fill your stomach and gut full to bursting, you will still feel hungry. Though your body is still normal, and overfilling it shall have the same unpleasant consequences as for anyone else.

Contamination of Lord's Blood [400] - with solemn grace, accept it all into yourself. Life-from-death which contaminates you with traces of others, and fills your unending glut for even a moment. By devouring the flesh and blood of others, you shall take their bodily idiosyncrasies into yourself, become them in that smallest sense. Your body shall change in a minute way, granting you powers and abilities not unlike the quirks of those whom you have consumed. And the more aberrant your meal - the more pronounced the effect.
- **DRAWBACK - Tarnished Blood -** accept this piercing wedge within your chest, accept this deserved punishment. The more you alter yourself - your body, or your mind - the more your own immune system reacts, the more violent it is. Even if you were to replace your entire body with a vat-grown one, or a mechanical one, you will find that your own body turns against you. Your organs failing, your blood breaking yourself down, limbs becoming unresponsive.

Maggots and Rot [600] - together… we are in rot. Your body is but a false façade - a veneer hiding the putrid, rancid insides. With more nutrients, as you grow more and more overripe, you shall be able to feel the writhing inside you. Your insides will grow more and more plantlike, and just like overripe fruits, your insides shall become infested with maggots and larvae. And you'll be their host, their master. You shall summon them from the pores of your skin and behind your eyes and from within your veins, and shall command them to form into your limbs and eyes, until your body is an amorphous entity of maggots and insects, nearly impervious to damage and insatiable in your devouring hunger.

- **DRAWBACK - Legerdemain -** the veneer you put up might be too convincing. You fully forget you have this ability, and when you feel the writhing inside, the maggots wriggling beneath your skin and coming out of your pores, you will be just as horrified as everyone else. Moreover, you will have no control over them, becoming a monster composed of crawling maggots without any control of them.





Gloom

"Have you ever immersed yourselves in deep waters? Quite easy to sink to the depths, no? However... the deeper one sinks, the harder does it become to rise again..."

Surrendered Witnessing [100] - a jade need only glimmer and smile, knowing it cannot change anything. Your mental state is surprisingly stable, having abandoned all mortal desires and wants behind. You could witness the most horrific things with a placid, sedate smile. At the same time, this mental state betrays a deep melancholy and gloom, the abandonment of human desires leaving a hole which cannot be filled.
- **DRAWBACK - Moksha** - what some might consider a liberation from all mortal desires, others will see as a placidity in the face of fate. You are entirely unwilling to struggle, to fight, to stand up for yourself and those you hold close. You will simply drift down the stream, like a petal atop a river.

Sinking [200] - there can be no hope in this hell, no hope at all. You possess an aura of grief surrounding you - those in your presence become hopeless, drowning in their own sorrows and blind to all else, sinking into despair. And with their minds already waterlogged with such misery, every strike only drags further beneath the surface of sanity, engendering stress and hopelessness.
- **DRAWBACK - Hypervolemia** - your presence is not the only thing that radiates humidity. Your body seems to always have an excess of fluid - or so you would assume, given how much fluid you lose. You sweat waterfalls, you cry rivers, you bleed fountains, you piss like a fire hydrant, and so on. You are very easily dehydrated if you do not replenish the same amount of fluid you expel.

Blind Obsession [400] - everyone's heart has cracks. Those little niggling doubts, the little hesitations that delay you if only by a few seconds. Everyone has desires, everyone has fears, and everyone has delusions. Your words are insidious. With a glance, you can pick apart a person from within, know what they want, what they're afraid of and what they believe, and twist it all to center around you, and YOU alone. Your words, tainted with sickeningly poisonous conviction in your own self seep into the little cracks of others' hearts, and spread through their veins like bile, before your vitriolic language envenoms their brain, their senses and their mind. They will be willing to throw themselves to death at your callous command. With a bellow, they will get up from lethal wounds for you never gave them permission to die. All doubts and hesitations and false conceptions will be gone from them, replaced with YOU. They will submit themselves to complete ego death, to slow and painful dissolution and to inglorious betrayal, simply because it

is you who said so. With enough repetitions of a lie, however, even the liar can start believing his own fabrications - with reckless obsession, you too, shall succumb to your own conviction.
- **DRAWBACK - Delusions of Grandeur** - poor is a peddler who gets high on his own product. And you seem a particularly poor one indeed. You are just as susceptible to believing your own lies and delusions, falling under the sway of illusions and hallucinations you *should* know to be false, even ones of your own making.

Rime Shank [600] - just stay frozen... and there will be no pain. Your body is permanently cold, ice and hoarfrost forming on your skin. Your blood is snow-cold, your flesh is the temperature of ice. And beyond this coldness, you are also capable of forming ice on your own initiative. Your very presence increases the moisture in the air, lending you a melancholic aura, and allowing you to direct your frost to form ice crystals. While they certainly are effective weapons, they work best to... preserve. To freeze, halt and make it all cease. The ice you create is hardy. Durable. And to create it, you must be cold - physically... and emotionally. Creating this ice drains your emotions, leaving you a cold, unfeeling Ice Queen. And the colder you are, the stronger your ice, becoming nearly invulnerable once you're empty. And once you're empty... you won't want to go back. Why would you? Your powers are great, and you feel no pain.
- **DRAWBACK - Chronic Hypothermia** - while you are certainly cold, your body is not really meant to be. You constantly suffer from the effects of hypothermia - your movements stiff and clumsy, your limbs and digits lacking feeling in them, your speech is slow and slurred, your breathing is shallow, you are constantly drowsy and your pulse is weak.





Pride

"The wheel, in its boundless pride, rolls on and on in search of the perfect circle, something unconquered even by nature..."

Poise [100] - a moment of clarity in the eye of the storm. You possess an aura of certainty and ambition around you - those in your presence become more ambitious, determined and set in their ways, they look towards a future they think they know. And with such certainty, their breathing evens, oxygen filling their bodies and nourishing their muscles, their strikes homing true.
- **DRAWBACK - Heavy Breathing** - you seem to need to breathe more deeply to get the same amount of oxygen as everyone else. You are constantly gasping for breaths, your mouth and throat are always dry, and if you try to get a handle on your breathing you will yourself light headed and dizzy.

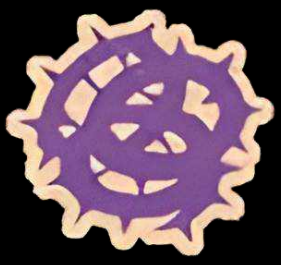
Heed Me [200] - you voice carries authority, your commands unable to be resisted by most anyone. You can infuse a single command of yours with your presence, you ambition and authority, making the word burrow within the cerebellum of those around you like a worm. Should you direct that command at an ally, you shall become one for a time, working perfectly in tandem and with supernatural teamwork; should you direct it at an enemy, you shall be able to force one of them to turn their weapon against their own allies; and should you have no one to command, your authority shall infuse yourself, bolstering your physical prowess by a not inconsiderable margin.
- **DRAWBACK - Answer Your Lord -** you seem to have a particularly high opinion of yourself, believing yourself deserving of unquestioned reverence from all those around you. You will petulantly demand other bow and kneel in your presence, only address you by your title - real or imagined - and will treat others as lower than dirt, for none can compare to your august majesty, are least in your mind.

Confidence Boost [400] - as in, a boost granted by confidence. It is a very real power, you know. You believe in yourself, and believe you're awesome enough to accomplish anything, so why would you even need luck? Luck is just thoughts, prayers and wishes under a different name. You don't need those! With just your confidence in yourself, you can tilt chance in your favor, or if there's someone messing with probability - you can just nullify those effects. You're good, and you know you're good, so can there really be any outcome other than your complete victory?
- **DRAWBACK - Let's Go Gambling -** you cannot help but always submit yourself to chance. Be it actual gambling, or metaphorical - putting your life and that of others on the line and betting on

an incredibly risky plan, failing to consider the consequences should you fail. You always pick the riskiest possible option, and will actively go out of your way to subject yourself to chance.

Indifference [600] - so far are you removed from the matters of the world, so above it all you are, that few things concern you, let alone can touch you. You can erect a barrier of indifference between yourself and the world, isolated and above it. In this state, nothing can touch you, as if the distance between yourself and the rest of the world is infinite. Attacks will always fall short, effects and such fizzling out before reaching you. Though, such distance is not one-sided - you yourself cannot touch not attack anyone in this state.
- **DRAWBACK - Far Removed -** you are above everything, above everyone. Why would you bother interacting with anything? You will constantly keep the effect of the above perk active, impervious to anything, but unable to interact with anything either.





Envy

"Anyone who's been subject to both static shock and the envy of others must know that the latter stings in the same manner as the former does."

Charge [100] - self-preservation is paramount, at any cost. You possess an aura of selfishness surrounding you - those in your presence become covetous, envious, jealous of your accomplishments and triumphs. And such volatile thoughts accumulate like static, they lash out - be it at you or at their enemies - and their strikes unleash the frustration, like a discharge of lightning.
- **DRAWBACK - Electric Shock** - you seem almost spasmodic, your own bioelectricity going wild and causing your muscles and limbs to twitch and spasm, sometimes powerfully enough to tear your own tendons and muscles or break your own bones, not to mention how detrimental it can be in combat.

Explosive Emotions [200] - normally I would tell you to calm your temper, but it would seem detrimental in this case. Your emotions run deep and strong, almost as if you had the cumulative emotional capacity of hundreds of people. Whenever you feel a particularly strong bout of emotions - grief, dread, envy, wrath, lust - it is almost as if the very air around you begins to shimmer and distort with a visible aura of your emotions. In this state, the only ones who can inflict any significant damage on you are those who resonate with your emotional state - when you're angry, only those who feel a similar rage can inflict major wounds on you, the attacks of most others doing little. Of course, repeatedly delving to such emotional depths will invariably leave you a burnt out, numb, emotionless husk of a human being.
- **DRAWBACK - Mania** - your emotions are on the frizzle. You can scarcely control them, more often than not your feelings getting the better of you. You will often sink into episodes of deep depression, before exploding into uncontrollable rage at anything and everything around, then descend into deep paranoia, and so revisit all parts of the emotional spectrum in their extremes without any stimulus or input.

Mirror Possession [400] - they may not be a perfect "dough" for such an experience, but they'll do for now. You're not just one person, are you? An amalgamation of many mirror worlds along a singular focal point... and you need a body to express your whole being. While normally you are an anomaly, having breached mirror walls betwixt worlds, you can always borrow the body of another for your own purposes. At will, you can choose to "project" yourself onto another, taking their body and forcing your identity onto them. Their appearance will shift in a cloud of colorless, dark smog, and they will appear same as you, with you controlling their body as if it were your

own. And when enough damage has been done, your identity beaten out of them, their own body will bear the damage, with you merely manifesting in your original, real body elsewhere with none of the signs of battle. Though, do be sure so as to not let other leave their imprints on you - mind is such a malleable thing, after all.
- **DRAWBACK - Losing Yourself** - when you hop between bodies as you do, it gets difficult to distinguish who you really are. The more bodies you possess, the less you will have a sense of self. You may keep your memories, but you will lose your personality, direction, drive, confusing them with those of the people you possess.

Erlking [600] - plunge off a cliff in your despair! Without you, your loved one shall suffer not! With this burning realization, is it not your duty to end the suffering of every version of your loved one? But how? By ending other versions of yourself, of course. An interdimensional suicide spree. And you will carry with you the remains of your crimes. Everyone you kill, every life ended by your hand shall join your dreary parade. With you as the vanguard of grief, these unliving specters, these restless ghosts shall follow you - their Erlking - and do battle on your behalf. Never to die, never to rest - much like you, knowing no peace nor calm, your emotions and grief running wild - merely dissipating into pitch-black smog and reforming within you to be summoned again. Call upon those slain, so you may never be at peace, tormented by their accusations even as they do battle for you.
- **DRAWBACK - Memorial Procession** - those whom you call upon from beyond the grave are not happy to be there. They are consumed by rage and grudges, and will see you as but a tyrant rousing them from their rest. The minions summoned by you will all be berserk, attacking everyone, you included, and are unable to be controlled by you - though can still be unsummoned.



Undiscounted

"One can sometimes find clarity in madness, but only rarely..."

Failure, Failure [200/400/600] - Peccatula are... beastly. Savage. Failures, one and all. Those too weak of conviction, whose grip was not enough to hold onto sanity, nor their strength sufficient to breach into a monstrous Distortion. It would appear that you are similar, then... a shame. Depending on which Sin you most resonate with, you can turn into a Peccatulum resembling that Sin. For 200 Points, you gain the ability to turn into a Stage 1 Peccatulum; 400 Points allows you to become a Stage 2 Peccatulum; and 600 Points awards the ability to become a Stage 3 Peccatulum of your chosen Sin. Should you not be aligned with any Sin in particular, you will default to Peccatulum Irae - that of Wrath.

- **Sins Made Manifest [400; Requires Failure, Failure]** - hmm, you seem to hold some more potential that a typical Peccatulum. You carry within you a great weight of sins, and at will, you can choose to manifest those sins as more Peccatula. You can summon additional instances of Peccatula of your chosen Sin, most of them being measly Stage 1, though you occasionally manifest those of later stages - the further along you yourself are, the more likely you are to summon more powerful Peccatula. In addition, you can purchase this perk multiple times to acquire the ability to summon Peccatula of other Sin affinities, each additional purchase granting you an additional affinity, and each purchase after the first is discounted.



Monolithic [400] - the psyche is an inherently unstable and hardly understood thing. And there are factors which can shake the already fragile pillars holding up one's sanity by their mere presence. You are now one such "factor". You possess a similar property to the Monolith artifacts, artificially inducing mental instability and ensuring a Distortion in others over the merest emotional distress - or sometimes dredging long-forgotten traumas to have something to draw upon. This effect does not affect you, only those around you. Unlike natural Distortions, these artificial ones can be interrupted by killing or knocking the subject out before they fully transform.

These Distortions are most often based around the subject's most personal, deepest fears and traumas, rather than a current and pertinent event like natural. In all other aspects, these artificial Distortions are the same as natural ones.

- **The Silent Girl [400; Requires Monolithic]** - it seems your nature, affecting the psyche of those around you, has another element to it. Rather than merely drawing out their Distorted selves, it further strengthens and widens their connection to the Light, transforming their bodies and psyches into not just mere aberrations of human form, but into altogether different beasts. It is said that given enough time, a Distortion can progress into an Abnormality. Well, with you around, "enough time" is little more than an hour. Once someone has Distorted, be it naturally or due to your influence, you may choose to speed up their transition into the state of an Abnormality.



Distorted [600] - you took Carmen's offer, didn't you? Who could blame you, really. In a world such as this, even the slightest bit or comfort - of someone acknowledging your pain and suffering - is enough to make even the sturdiest souls fold. However, it would seem that Carmen took an exception to you, somehow, for some reason. Rather than being a mindless creature of pain, succumbing to your own trauma, you maintain a mostly human veneer. Whenever you experience a significant enough amount of emotional distress, you Distort - becoming a grotesque monster, your appearance reflecting your trauma and stresses, and gaining awesome, reality-shaking powers based on what your trauma is, precisely. Perhaps you can make magical pacts with others, perhaps you can fire destructive beams and lasers, and split into multiples instead of dying, perhaps you can meld and stitch the flesh of others as if it were clay in your hands, or perhaps you simply have unspeakable, brutish strength. Either way, you only maintain this form for a time before resolving, turning back into a human.

- **Abnormality [600; Requires Distorted]** - it is said that given enough time without being "resolved", a Distortion can become an Abnormality. It would seem that you have spent enough time under Carmen's blessing (or is that a curse?) that you have irreversibly become an entity of

mortal perception and of human emotion. You are an Abnormality, now, meaning several things. Firstly, you can maintain your Distorted form at all times. Secondly, even if your body becomes destroyed, you don't die - instead, you become condenses into an "egg", which is normally indestructible, save for some exotic means that would need to be specially researched. You will gestate within this "egg" state for anywhere between a day and a year, before reforming into your normal body. Additionally, you generate a substance known as Enkephalin - a neuroactive compound which can be used to generate large amounts of energy and can be utilized as extremely effective fuel source.

-- **Aberrant [400; Requires Abnormality]** - certain Abnormalities are known to have entities related to them - Aberrations. The Penitent Girl, Pygmalion, Titania, Nobody Is, and many more. You seem to have cracked the code to this phenomenon, given that you can now generate sub-entities like that, forming Aberrations of your own. It takes a lot to make one - upwards of several years, constantly collecting Enkephalin without secreting it, absorbing Light, and requiring a subject to transplant the Aberration onto (that is, a human in a mental state close to Distorting or already Distorted). But, these sub-entities will all be related to you, will have a variation of your powers, and will all be subordinate to you. There is no limit to how many Aberrations you may have at a time.



EGO Efflorescence

EGO Efflorescence [Free] - An EGO is the manifestation of one's innate and personal power as an ability - and the psychoment tied to that ability - unique to each individual, with the effects varying greatly from user to user. The nature of one's EGO is noted as representing an aspect of their character. It is a tangible projection of one's mind and psyche. Usually, people don't get to choose what their EGO is. However, given your circumstances, you are lucky enough to design the manifestation of your EGO. EGOs come in all kinds of variations. It is impossible to truly classify all of them, but with the below options you can clarify what your EGO can and cannot do. EGOs can evolve over time, as they are akin to muscles and are able to grow as they are exercised. Sometimes, they might even develop new abilities altogether. Yours is no exception, and the below options merely clarify what you start out with. A Zayin in Power might one day develop into an Aleph, given the right stimuli.

The below options allow you to customize your EGO. There are 4 categories: Power, Versatility, Usability, Range. They each have 5 Tiers (Zayin - the lowest, Teth, He, Waw, Aleph - the highest).

Purchasing an Aleph option will increase the cost of further Aleph purchases by 200 Points.

Power

Zayin [Free] - Your EGO has a miniscule effect, in terms of its power. It might only give a minor enhancement or allow for a minor effect, and have not much use without some creativity. It might deliver force equivalent to your own punches, block the same, give a minor speed increase, make you silent, heal minor injuries, or transmit one-word telepathic messages.

Teth [100] - Your EGO has a minor, but nonetheless useful ability that can nicely supplement your skills. It might deliver attacks equal to several gunshots or block the same, double your speed, give imperfect camouflage or minor telekinesis.

He [200] - Your EGO is strong at what it does, giving a huge boost when applied in some way. Attacks on the level of explosives and blocking the same, flight, invisibility, or complete telepathic links could be in the cards.

Waw [400] - Your EGO is exceptionally powerful, strong enough you could build an entire fighting style around it. Offensive EGOs could deliver massive damage, those related to mobility would allow you to move at hypersonic Mach speeds, or create portals, while support or utility EGOs would allow you to enhance someone massively - equivalent to high-end augmentations, or create solid illusions.

Aleph [600] - Your EGO is incredibly powerful, perhaps being able to affect multiple people at once, or accomplishing one effect very well. Attacks that rival those of Arbiters, and defenses that are nigh impenetrable. Near-instant teleportation, or complete mind control would fall under this umbrella as well.

Versatility

Zayin [Free] - Your EGO can do one thing, and one thing only. It might be a single buff, or a single effect. It cannot be utilized outside of its designated use without further development and creativity.

Teth [100] - Your EGO isn't particularly versatile, but creative application can see it become useful in more ways than one. A defensive use might absorb damage taken to empower you, or redirect it as an attack, becoming a double defense/offense hybrid, for instance.

He [200] - Your EGO can cover a broad range of uses. It might work for offense, defense and other means, such as support. A defensive EGO might both enhance your own capability using absorbed damage, and redirect it, becoming a triple defense/offense/support hybrid. Or maybe it possesses different modes or forms it can switch between.

Waw [400] - Your EGO has proven itself very useful in many situations, offering offensive, defensive, mobility and support options at once. Be it via multiple forms or modes, or via incorporating all these varied functions as subroutines of its primary utility, your EGO can do nearly anything, with very little limits.

Aleph [600] - Your EGO is useful in every situation. It's easy for you to come up with news ways to use it in combat or otherwise. Its functions might range closer to conceptual than truly mechanical, and are limited only by your imagination.

Usability

Zayin [Free] - Your EGO needs a specific trigger to activate properly. It might be something like taking damage, consuming Enkephalin, being hit by lightning or electricity, being exposed to the sunlight, or anything of the like. You are unable to use your EGO otherwise.

Teth [100] - Your EGO is difficult to use by yourself, requiring perhaps a lot of mental effort, concentration and/or time. It might be likened to a more ritualistic or deliberate use, rather than something truly combat viable, unless you set it up ahead of time.

He [200] - Your EGO requires a good deal of effort to use, but isn't too difficult. It might strain you mentally and/or physically, such as Moses calling upon the red smoke from her pipe, but such a struggle can be overcome, allowing you to you it effectively in combat, given some training.

Waw [400] - Your EGO is incredibly easy to use, barely requiring any effort, and allowing you to keep it active for extended periods. You may call upon your EGO at the drop of a hat, summoning it at will and in a matter of seconds, if that.

Aleph [600] - Your EGO is always active, and requires no effort of your own to remain active. Using and maintaining your EGO is utterly effortless, and you might even use it instinctually, feeling like just another extension of you, akin to a new limb which is always there and can be flexed however you wish.

Range

Zayin [Free] - Your EGO can only affect yourself or those you touch.

Teth [100] - Your EGO works at short distances, no farther than a few meters.

He [200] - Your EGO doesn't need you to get to close, but does not allow too much distance either. You may be able to keep an enemy at distance with some sort of kinesis, but cannot, for example, use telekinesis on someone who is farther away than the range of a standard handgun.

Waw [400] - Your EGO can affect items and people in range of several kilometers.

Aleph [600] - Range is a non-issue for your EGO. It can work nearly everywhere, over distances that cover an entire planet.



Items

Undiscounted

Kkomi [100] - Charon's favorite plush. A large, reddish-pink bear thing. 7% cotton fiber, 3% synthetic fiber, 90% cotton wool. The existence of several stitch marks indicates serious combat experience. I don't know what to tell you. It's a plushie. A very durable, nigh-indestructible plushie, but still just a plushie.

Kkomi's Midspring Night's Gift [400] - a large glass jar containing cloudy essence of a weird dream. You can scoop it out freely. Consuming or topically applying it will plunge you into an incredibly realistic - indistinguishable from reality, in fact - lucid dream from which there is no waking up other than by dying within the dream itself. The essence replenishes every day.

W15H [600] - a meteor said to have mystical properties. It will pass over you once every year, on April 1st or the equivalent date, and should you make a wish upon this falling star, it will undeniably come true. However, be careful what you wish for - it's liable to grant your wish Monkey's Paw style, and there's no take-backsies for wishes.

Human

Ahn [100] - a lump sum of Ahn - the local currency. Enough to afford some grub, a place to stay, and have some left over. Refills daily. Concerts to other local currencies at a 1:1 ratio in future settings.

HamHamPangPang Sandwich [200] - a delicious HamHamPangPang branded sandwich. Wrapped in a paper wrap, when you unwrap it, it automatically takes the form of whatever sandwich you want most at the time. Any bites taken regenerate after a few minutes, so the sandwich is infinite.

Basic Augmentations [400] - a subdermal cartilegous mesh reinforced with carbon microweave, several artificial hyperdense muscle groups in your legs and arms, shock-absorbent organ sheath, enhanced eyes and hearing, and a rudimentary toxin filtration system. This is just barely enough to push you into the superhuman territory on its own.

Inviolable Form [600] - a permutation of J Corp Singularity, taking the form of a small implant at the base of your skull. This thing will ensure that your body cannot be altered or changed in any way without your say so, be it by other abilities, external factors, or even godlike entities - say no to Carmen! Well, she can still mess up your mind and give you cool Distortion powers, but you'll stay human-looking, at least! This thing only protects your body, not your mind. But hey, taking significant enough damage also classifies as change for the purposes of this thing, so you're immune to physical damage past a certain threshold! No will be cutting your limbs off, for instance!

Bloodfiends

Hemobars [100] - a decently sized pile of hemobars, made out of human blood, animal blood, coagulants, dried meat and other such things. These can satiate a Bloodfiend, quenching their thirst a little, but they do not restore the ability to feel emotions. For humans, they are edible, but taste very unpleasant and provide little nutritional value.

INGENIOUS GENTLEMAN JUMPER OF JUMP CHAIN [200] - a colorful book, written in crayons. It details your life's story and your dreams, and that of those closest to you, updating as your adventures go on. Written in chicken scratch, with childish drawings serving as illustrations.

Helm of Mambrino [400] - a silver helmet with golden details. When worn, it places the wearer on the metaphysical level of importance as whoever the wearer beholds. It can elevate a mortal to the level of a god, or lower a deity to the level of a lowly human. While this doesn't grant any specific abilities or skills outright, this affects the overall level of power and metaphysical "importance" that someone has. Note that it only equalizes the wearer with the beheld, and should the beholder's perception shift elsewhere so too shall the effect of the Helm change to reflect whoever the wearer perceives now.

Rocinante [600] - gallop on, Rocinante! The adventure is not yet over! A symbiotic forgery of blood and Bloodfiend's hardblood arts, Rocinante is now bound to you. Normally, it is invisible and imperceptible to all but you. At will, you can summon it forth in the shape of a bloody horse, which will never tire even while moving at speeds beyond any normal steed, even those of steel and engines. Not only that, you can bind Rocinante to various objects, enhancing their properties - a sword will cut better, shoes will grant you greater speed and longer stride, etc. As well, Rocinante is a loyal steed, and will do as any loyal steed does and alleviate your burdens - any negative status effects or ailments that would have applied to you, will instead be absorbed by Rocinante, who will walk them off much faster than you ever could - any negative effects that Rocinante took on in your stead will wear off in a fraction of the time they normally last.

Sweeper

Fuel [100] - The Sweepers' fluid fuel is a multifunctional resource—it forms their bodies, serves as a weapon to dissolve whatever lies in their path, and sustains them. You now own a large, man-sized tank of said fuel, which can be used in a variety of ways. Make it into new Sweepers, fashion it into weapons, use for yourself, whatever you wish.

Bloody Blades [200] - the emblematic weapon of Sweepers. These two handles connect with tubes to your body, and can siphon your blood - or some other vital fluid - to form blades of various shapes. Long swords, kama-like sickles, meat hooks, straight-edged spikes, pretty much any blade formed out of your own vitae. Beware that this can and will exsanguinate you if you don't have some way or refilling your own body with its all-important fluids.

Persistent Body [400] - a robust body bound in rags and cobalt armor, with glowing red bits exposing your liquid body. It can also serve as a prosthetic body for anyone who isn't a Sweeper. This body utilized multiple Singularities, firstly to fit more fuel inside than should be possible, able to fit an ocean's worth of fuel. Moreover, its armor panels are, in fact, X Corp alloys, and are therefore much stronger and tougher than any other Sweeper. And the "rags" plugging up the openings in this body? Actually woven by the same Singularity used by the Carnival, meaning it seldom, if ever, tears, and in fact amplifies your strength and power.

Mother's Den [600] - a secret underground nest, somewhere within the ruins beneath the City, its location known only to you and other Sweepers. It houses a broodmother, which melts down humans and renders them down into more Sweepers. This single den can produce sufficient Sweepers to perform a Night in the Backstreets over an entire District. Of course, you can always politely ask that the Mother stop making more Sweepers, if, for some reason, you think there's too much.

Gnomes

Sleigh [100] - a functional, red sleigh with golden trim and green decals. Feels oddly... squishy... to the touch, despite being solid.

Sleeping Presents [200] - oh, some Christmas gifts? WRONG! SARIN GAS! Well, not really sarin, but still a chemical weapon. These Christmas gift boxes are actually bombs filled with a sleeping gas that can knock a grown man out in a matter of seconds by way of airborne paralytics, sedatives, inhibitors and chemical irritants all mixed together. You get a replenishing stockpile of these "gifts".

Cozy Bed [400] - while waking up to check under a tree is a time-honored tradition, it requires that you have a place to sleep in the night before. This bed is... not like others. For one, it is... shapeshifting - it will change its shape to fit the decor wherever you place it. Don't worry though - it will always fit you and be very comfortable. You'll never have bad dreams when sleeping in this bed... because they'll be manifested as a nightmarish monster underneath it. A thing of tentacles, teeth, talons, eyes and gift wrappings, it will protect you from threats both physical and more metaphysical in nature while you sleep.

Santata's Sack [600] - it's a large red sack, about as big your body twice over. While from the outside it appears to be filled to the brim with presents, in truth it contains an entrance into a pocket dimension. This pocket dimension is filled with gnomes, and is fashioned after an industrious factory, working tirelessly to produce gifts and presents. You can supply them with additional materials yourself, true, but even if you don’t, they'll... find a way... to source materials themselves and keep the production going.

Cuckoospawn

A Stolen Nest [100] - an abandoned building, formerly belonging to a corporation of some kind. Filled with tons of defunct, broken research equipment. Pretty massive in terms of area. Can be accessed through your Warehouse, or placed into the world on entry.

Cuckoospawn Bolus [200] - a bolus produced by forbidden experiments of H Corp, which, when ingested, will begin a metabolic process of incubating a Cuckoospawn young within the body, not dissimilar to a Xenomorph. And, much like a chestburster, a newborn Cuckoospawn will rip its way out of any unfortunate victims and mature within several moments. You get a bottle full of these boluses, which refills monthly.

Infohazard [400] - a completed set of instructions on how to create a substance which will transform a regular human into a Niaojia-ren. Such information is not only prohibited by the Head, but is also inherently dangerous. While such capabilities are only speculated for the Cuckoospawn themselves, this particular bit of data carries an inbuilt infohazard, which, when learned by someone, will cause their body to twist and distend, until it rips apart to reveal a full Niaojia-ren individual. And if, somehow, they prove immune to this bit of body horror, another embedded infohazard will cause any authorities to hunt whoever learns this down with extreme prejudice and lethal force.

Spawn-Stealing Beakblade [600] - a black blade, made out of a dark-brown matte material. Not only is it wickedly sharp and capable of cutting through even thick metal plating, it carries with it an infohazard which it injects into whatever biological organism it so much as nicks in passing, causing a Niaojia-ren to rapidly grow within the target's body, ripping it apart. Moreover, the blade grows stronger, more powerful with each Niaojia-ren it spawned, becoming sharper, bestowing upon you greater strength, speed and instinct, eventually growing to be a living weapon, potentially even gaining an animate form to assist you independently.

Artificial Intelligence

Aesthetically Designed Gynoid [100] - a semi-mechanical, semi-biological body, designed to be as aesthetically pleasing as possible, resembling an attractive human female (or an effeminate male). Has hair of some unnatural color, and an unnatural pallor giving away its artificial nature. Is capable of supporting and housing a full, sapient AGI.

An Ordeal [200] - a small army - approximately 300 - of vaguely humanoid robots with red eyes – armed with a lance, filled with gears, and wearing an old cloth. Thin and skeletal, their limbs tapering off into fine points and packing all the power of a hydraulic piston behind them. These machines will obey your commands, and can be modified according to your wishes. If any are destroyed, they will simply be rebuilt in your warehouse, awaiting further instructions from you.

The Script [400] - a predictive word processor file, containing the script for the near future - up to two months in advance. Automatically updates with more script as time progresses. Rather than being a single correct prediction, it contains a statistical analysis of the most likely outcomes for certain events and/or actions, and the branching futures resulting from them. Normally, it is far too large, far too dense and long for even one hundredth of it to be parsed by a human before more is generated. Only an AGI would have the necessary processing speed to parse this information and make use of it.

Clockwork Factory [600] - a massive facility, operated by an artificial intelligence, that is capable of truly insane production capabilities, and specializes in mass producing mechanical bodies for its forks to pilot. These bodies can range from gaunt humanoids, to bulky machines equipped with powerful firearms and saws, to flying drones, to armed vehicles driving on treads, to many more. Equipped with a defense system in the form of an ion sweeper - a structure which deploys powerful lasers which corrode and incinerate all organic materials almost instantly, while doing no damage to machines and synthetics. The AI in charge of this facility is amenable to you, and is under your control. Can be accessed through your Warehouse, or placed into the world upon entry.

Hamhampangpang

Panini Press [100] - it's a panini press! But not just any panini press - it's a closely-guarded, secret, Hamhampangpang-proprietary Singularity-based panini press! Any sandiwch made using this thing will always come out the perfect crispiness and toastiness - the degree of which depends on the person operating it! Not just that, even if you leave it on for hours on end, it will never smoke, nothing will stick to it, none of the sandwiches will ever burn or overcook, and it is at 0% percent risk for starting fires!

Box o' Sandwiches [200] - it's more of a picnic basket, but don't worry about it. It is infinitely large on the inside, but don't get any ideas - all that infinite space is already taken up... by sandwiches! Of all kinds! Toasted and raw! Hot and cold! Vegan and carnivore! Pescatarian and carnitarian! With all kinda of bread and fillings! There are even tortillas, pitas, gyros, hot dogs, burgers and wraps here! And whenever you reach in - whatever sandwich you want will come out! And since it's infinite - it'll never run out! There's enough to feed the entire population of Earth five times over and still have an infinite amount left over!

Seasonals! [400] - not just menus, but merch as well! You are now a proud owner of a plot of land with a gift shop/restaurant on it. The menu and the available merch are constantly updating based on the various events that transpired, worlds you visited and characters you met! Sandwiches and milkshakes dedicated to your favorite companions! Marketable plushies and keychains and sweaters and socks and hoodies based on your adventures! Mugs and band aids themed after the villains you met!

Hamhampangpang [600] - the place, the myth, the legend! You are now a proprietor of a decently-sized Hamhampangpang franchise store and the plot of land it is on. Comes with its own staff who all work for minimum wage. Can be accessed via the Warehouse, or be placed into the world upon your entry into it. Has a curious property of attracting all these goddamn weirdos! There's this crazy lady who calls herself The One Who Grips (kinky) and her 8-foot-tall heavily armored friend, who come here now and then to proselytize and grab a sandwich; the K Corp CEO shows her face now and again; some girl in a black suit keeps stealing your sandwiches; some hobo in a bunny mask comes here now and then from like 5 districts over and cries about some girl while shoving the sandwich into his mouth; you get the idea.

Drop-in

Stylish Coat [100] - what self-respecting resident of the City goes around without any drip? You are now a proud owner of a stylish red trench coat. It has your name emblazoned on the edge, never tears, dirties, chafes or gets caught on anything, is pretty warm and goes along with pretty much any outfit. Also adds style points to anything you do.

Jumper's Notes [200] - a handy-dandy tablet with several features. Firstly, it automatically compiles and sorts any new information or knowledge you acquire as if it were to be written by you. Secondly, it keeps video and audio recordings of important events (even though there should be none). Thirdly, it is locked to your signature so that no one but you can access it.

Concept Incinerator [400] - a briefcase-sized device containing reality-altering flames within. Most likely derived from some Abnormality or another. When an item is exposed of by way of the flames therein - which, by the way, burn hot enough to turn most metals to ash - it is not just the item itself that is destroyed, but the concept of whatever the item is, as well as instances of it in a certain range. Burning a shoe will disappear all shoes in a certain area around the device and make the very idea of footwear some novel, unheard-of innovation. Also works with information, erasing it from the minds of those who know it - such as burning a recipe will erase that recipe from everyone's mind. Comes with a manual on how to produce more of itself.

Timepiece [600] - it's a clock. A laaarge clock. In fact, it's a prosthetic head in the shape of a clock. Having it installed will eliminate all need for eating, drinking, breathing or sleeping, as well as give you a perfect awareness of the passage of time as it occurs. Moreover, it has a shard of a Golden Bough inside it, meaning it provides a minor resistance to reality-warping effects, and an immunity to mind-altering effects. With practice, you may even learn to trigger minor reality warping of your own. Also, if the situation gets really bad, you can trigger a self-destruct feature, will annihilate all matter around you (including you, yourself) in a violent, reality-distorting explosion. Comes with a manual on how to produce more of itself.

Backstreet Rat

Rags [100] - what is ostensibly supposed to be an outfit. Some dirty, torn clothes which barely pass as something a human could wear. Nevertheless, they keep you decent, warm, and somehow keep a lot of the dirt and grime off you.

Gut Harvesting Kit [200] - a collection of shivs, hacksaws, a bottle of chloroform, a durable sack, and a strong (though dangerous) anesthetic. Everything an aspiring Finger needs to perform emergency on-site gut-ripping. Be it to sell said organs later, or for some other purpose, it matters not.

Rat's Survival Guide [400] - a small leaflet with some emphatically drawn illustrations - because I know most Backstreet inhabitants can't read. But in any case, this here leaflet contains the guide to surviving the Backstreets, living therein, and even prospering in them. The information is easily absorbed and comprehended, simple to put into practice, and universally applicable. Even a child could make it with this handy-dandy survival guide.

Vermin Den [600] - a safehouse made of what was once the basement of a long-abandoned house, nestled deep within the winding and weaves Backstreets, accessible to none but you. Hooked up to the water and power grid and leeching it without anyone noticing, this place is small but cozy - it has running water and plumbing, heating, lights, all the necessary utilities. Has a small stockpile of non-perishable goods that restocks daily, several toolkits and workbenches, and several as-of-yet unused rooms. It cannot be found nor accessed by anyone that isn't you, or someone you give express permission to access it.

Fixer

Fixer License [100] - issued by the Hana Association, this little piece of documentation states that you are a certified fixer, allowing you to legally state your income from doing various odd jobs, own weapons normally unavailable to the general public, and allows far more legal leeway when it comes to inflicting violence on people, even in settings not as lawless as the City.

Weapon of Choice [200] - for a fixer, pretty much anything can serve as a weapon. From something actually meant for it - like a sword or a mace - to something more out there - like an arm-blade, or a cane - to ordinary objects repurposed as combat viable - suitcases and violin cases and a giant cross in one instance. So, this weapon can take pretty much any form, and will be rendered usable in combat, and tough enough to withstand such use and abuse.

Solo Office [400] - a humble, yet fashionable office space, with several rooms attached. Your personal study, a reception room, personal quarters and an armory. Has everything a sole fixer needs to take on requests, file taxes, and operate a small, but efficient and profitable business, wherein you are the sole employee and proprietor. Can be accessed through your Warehouse, or placed into the world upon entry.

A Color [600] - a title bestowed upon only the most powerful, the most prestigious fixers of whom legends and myths are told. While this does not necessarily grant you the power of a Color, it does grant you the title, and all the associated benefits. Pretty much carte blanche from Hana and the other Associations, a discretionary budget that is pretty much unlimited, and a hefty paycheck besides, passage into pretty much anywhere, and access to all but the most classified information, membership in all the most exclusive workshops and social clubs, and many other benefits that come with being considered one of the most powerful individuals in the City (even if you don't have the strength to back that up).

Nest Civilian

Residence Permit [100] - Nests, as areas overseen directly by the Wings, are pretty strict in terms who can and cannot live there. Thankfully, you already have this handy-dandy permit! This piece of documentation states that you are legally permitted to reside in whatever area you desire - it does not, however, bestow upon you the ownership of any given property, just states that you can stay there.

Employment Form [200] - a form stating your employment in any given enterprise. In fact, this is a sheaf of such forms, all of them blank, and seemingly never diminishing. By filling in this form with the enterprise which you wish to be employed in, and a position you would like to occupy - though nothing more than several steps above an entry-level position at most - the paperwork will automatically go through, ensuring you are employed immediately, on the spot, at whatever company or business you listed. From a fixer office, to a fast-food place, to a Wing.

Award for Excellence [400] - some sort of award, be it in the form of a framed portrait, a diploma, or a fancy little statuette, that states your excellent performance, willingness and ability to go above and beyond, to synergize and streamline and optimize and whatever other buzzwords are popular wherever you are. By handing this little thing to your superior, be it at a company, or in any other organization, you will almost immediately be promoted on the spot, being given a more prestigious position, with better benefits and perks, and one step closer to the top. Regenerates once per month.

Wing Permit Slip [600] - a document filled out by none other than the CEO of the Wing whose Nest you reside in. In essence, this slip of paper is carte blanche in terms of what you're allowed to do. Trespass, steal, murder, anything goes, including what are normally taboos of the Wing. Indeed, this document signifies that you are one of the few who are allowed to violate Wing taboos without consequence - but not the Head's taboos, those are a whole different thing. In the future, this slip will apply in full to wherever you are residing, granting you the same level of freedom from the law.

Outskirts Resident

Crayons [100] - a pack of colored crayons. 24 vibrant colors, to give semblance of color to the barren and haunted landscapes of the Outskirts. Never run out. You can try eating them - they're not toxic or anything - but I don't think they're good for you. Or nutritious, for that matter.

Monster Hunter's Spear [200] - a seemingly well-used and poorly-maintained spear, that is nonetheless as durable and sharp as you could ever want. Specifically resistant against corrosive and abrasive substances. Has extra penetrative power and damage output when put to use against inhuman monsters - those things that are not human, and have never been human in the first place.

Outskirts Village [400] - a small village with high walls erected to keep out any of the monsters of the Outskirts. Capable of housing up to 100 people. Pretty much self-sustaining, with its own power generation, food and water supplies, and other such necessities. Consists of multiple buildings, each with its purpose - be it residential or something else - along with several empty plots of land. The walls are patchwork, but capable of holding off most of the monsters found in the Outskirts. May come pre-settled, or empty - up to you. Can be accessed through your Warehouse, or placed into the world upon entry.

Blacksite [600] - a blacksite of one of the corporations of the City, placed outside City proper to conduct experiments which the Head would frown on, most often involving the inhuman monsters of the Outskirts. This particular abandoned facility is stacked with powerful weapons in the armory - meant to be wielded to put down the test subjects if they ever broke out - very curious research data, some surviving specimens, and a fully functional security system that targets everything it sees. If you want to make use of it, you'd have to break through all the dangers of it. However, this facility also has a curious property of being impossible to spy on - remote viewing, communications with the outside, or other forms of information gathering are utterly incapable of penetrating into this facility.

Librarian

Enkephalin Beer [100] - an endless supply of Netzach's favorite Enkephalin-infused beer. Not only does it directly tickle your endorphin, dopamine and serotonin production areas of the brain, it also actually tastes pretty good. It is very strong though - way stronger than normal beer. Comes in neat green cans. There are always more cans where they came from.

Transmogrifying Outfit [200] - a swanky outfit of a Librarian - be it an Assistant Librarian, or a Patron Librarian. It has a curious property of being able to be overlayed over any other piece of clothes or equipment. In effect, you can make whatever you wear look like this outfit - be it a bulky power armor, a flesh suit, or whatever else. It also conceals any equipment that you have on your person that is not being actively used. Beside that, it just looks very stylish.

Abnormality Books [400] - a stack of seemingly ordinary, if thick books. However, each book, in truth, contains within itself a whole another dimension, and an Abnormality to boot. Pretty much anyone can enter into these books to try themselves against the Abnormalities within. For victory, they might receive a piece of EGO Gear extracted from the Abnormality contained in the book. These books can also be used to withdraw the Abnormalities themselves, summoning them like Pokémon.

The One Book [600] - The One Book sought after by Angela, once upon a time. This massive tome contains stories, lives, memories and experiences of all things. If a thought can conceivably occur within a living being, it can be found here. If a memory can conceivably be held by a living being, it can be found here. If an emotion can be felt, a skill can be mastered, a fact can be learned - it can be found here. This book also contains enough Light to turn an inanimate object into a human - though only one. The Light within it recharges over time... or can be supplied by extracting Light from other living things by means of killing them. This tome won't give up all its secrets easily however - as it is a collage of so many lives, it is disorderly, unorganized, messy and all over the place. There is no table of contents, there are no page numbers, and to find anything you'll have to spend significant amount of time poring over it.

Pequod Town

Starbuck's Harpoon [100] - a simplistic, but devilishly sharp harpoon. Appears to be rusted and damaged by acid. Nevertheless, it does not affect its sharpness or durability.

Headband [200] - a headband made out of simple rope tied into a noose. When wearing it, your mental fortitude is increased, allowing you to shrug off corrupting influences on your mind. Additionally, you seem to understand yourself better, always able to find a way to move past old traumas. As a bonus, when wearing this headband, you can turn your hair the vibrant color of sunset.

Boat [400] - a crude, yet tough boat, seemingly cobbled together out of scrap and stomach lining. It is nearly completely resistant to effects of corrosion, erosion, oxidation or other physical deterioration, except for direct attacks. Its engine looks more like a living organism, and it runs not on fuel, but on gore, viscera, bile and blood. Feed it remains of your enemies to keep it running. Large enough to comfortably fit over a dozen people, and can reach quite appreciable speeds.

Gasharpoon [600] - a large, complex mechanical harpoon. Not only is it sharp enough to damage a Whale's skin, it also has an inbuilt mechanism to gather oxygen and release it under great pressure as an attack. It seems to resonate with your soul, and that of those close to you. You can choose to undergo a joint transformation with it, integrating it into your body, and ripping the souls of those close to you to feed to this harpoon, altering its form and function depending on the soul which fuels it.

Wuthering Heights

Inheritance [100] - it is an astonishing amount of money. A truly ridiculous amount. Hundreds of millions - perhaps even billions - of local currency - in this case it's Ahn, but it will be automatically converted into the local currency of whatever world, setting or place you find yourself in. Comes in the form of a debit card - or in settings where such technologies don't exist, an endless stack of banknotes.

Butler's Handbook [200] - a manual designed to familiarize butlers and maids on how to properly serve their masters and estates. Contains skills on how to properly deep-clean, how to wash various fabrics while maintaining their saturation and texture, tips and guide to etiquette and mannerisms befitting a professional butler. Oh, it also contains skills on how to use silverware as thrown weaponry, how to effectively utilize mops and brooms as polearms, and how to neutralize any target without spilling blood on the carpet (you target the nerves, that's how). Common knowledge for most butlers, I assure you.

Venerable House [400] - opulent and imperial, perched atop the moor. It's yours now, with all the hatred that seeped into its walls. You can access the Wuthering Heights manor and the adjacent grounds - including the brutal storm - from your Warehouse, and can choose to place it anywhere in the world at the time of your insertion into the setting.

Armaments of Despair [600] - a set of equipment once used by the Erlking. A harness of chains, which obey your mental commands and move like tendrils, with enough strength behind them to split flesh and crack stone. A metal coffin containing an indistinct female form, which summons lightning storms in the area, and causes ghostly forms adorned with wicked claws to shimmer in the air, occasionally attacking your enemies. A greatsword made up of mirror shards, bound with bloody vines, which becomes stronger with every life you take, and gaining unspeakable power should you use it to take your own life.

Love Town

"From a Place of Love" [100] - an anomalous recording of "From a Place of Love" by Mili. Is able to play as an ambient soundtrack whenever you enter combat, and always loops perfectly, without distracting you (although it can distract your enemies).

Flesh That Loves [200] - a container filled with amorphous biomass of human origin, that is still, somehow, alive, despite being separated from its original owner and emulsified with several other people's flesh. Incredibly clingy and sticky, can hold onto vertical and horizontal surfaces, or envelop limbs and bodies.

Jae-heon's Bag [400] - a bag containing needles, sewing equipment and strange glowing threads. Capable of effortlessly piercing through flesh and stitching it together in various new and exciting ways, molding it like clay. Can effortlessly conjoin multiple people into one being, while allowing them to (mostly) keep their minds and multiplying their strength.

Merry Village [600] - a whole traincart full of fun and love! Strewn with bright and vibrant decorations, and housing all the cheerful train passengers came together to protect themselves from those who sought to inflict pain and sadness upon them. Will produce an endless supply of materials to fold into squares and triangles, as well as more villagers if any are ever removed from it. Can be accessed through your Warehouse, or placed into the world upon entry.

Mirae Life Insurance

Fraudulent Claims [100] - a sheaf of insurance claims that has already been proven as being fraudulent. Fill it out with the name and details of someone, and you'll have a perfectly valid document proving they're a white-collar criminal. Use it to sue them into oblivion, or send the Seven or Öufi Association after them - everything's fair game.

Policy Form [200] - a sheaf of forms stating the policy of an insurance provider, which happens to cover a variety of negative ailments. Fill it out with the name of whoever suffers from a negative effect, and watch as said negative effect is lifted.

Insurer's Cane [400] - an exquisite black walking cane with silvery details. Indestructible. Holding this cane seems to imbue you with a sense of bureaucratic importance - you are suddenly treated much better, the paperwork seems to reflect you being a much-higher class individual than you really are, and even the most notorious liars and white-collar criminals seem to sweat bullets around you. Not to mention how well it can be used in combat, what with its silvery, sharp tip, and a hefty handle.

Insurer's Suitcase [600] - a brown leather suitcase that is nonetheless rather hard, and tough enough to be used as a weapon. Contains all the items necessary to conduct a field investigation as to an insurance claim's validity. Moreover, it tends to spontaneously manifest whatever it is you need to get a small, but not an insignificant advantage in any given situation, be it social, or combat. It could be a wad of cash to grease some wheels, a cologne that makes you particularly likeable to the other party, or a weapon that seems weirdly effective against the foe you're facing.

Heishou Pack

Bolus Regimen [100] - a sufficient amount of Heishou boluses of your chosen branch to transform a single person. The treatment takes months to complete, and the boluses must be consumed throughout. Once this has been used up in its entirety, it will fully regenerate.

Pack Weapon [200] - each pack of the Heishou has a signature weapon. The Mao have their "Cursewrit Butcherblades", You have their "Bloodflame Swords", the Si have their envenomed spear-staves... this is precisely that weapon. Its exact shape depends on what branch you belong to. Can be purchased multiple times to acquire weapons of different branches.

Hide of an Umbral Beast [400] - a set of voluminous black robes, a large grey scarf, and a large bamboo hat which covers your entire face. These clothes, despite being very freeing to move in, never get caught on anything nor get in the way. Moreover, they seem to actively blend in with the shadows, affording a far greater degree of stealth. And somehow, they seem to fold and bunch up in just the right way to shield you from slashes and blows, whenever they do come your way.

Completed Wudaxian Reversal Bolus [600] - a special bolus concocted just in case a Heishou is ever needed to be removed without being killed. Somewhat similar to the suppressant boluses administered to the Wu branch, in that this bolus reverses and suppresses any kind of mutation or transformation. The difference is that it does so permanently, completely reversing that transformation, perhaps taking some inspiration, or even collaborating with, K Corp to reach this effect. This works not only on Heishou mutations, but also on others, including Distortions.

Hongyuan Bioengineering Group

Jade Eye [100] - an ocular implant which functions as a remote transmission camera and microphone, recording everything within its line of sight. You can set up a remote storage for the recordings to be transmitted into, or uplink into the mind of whoever it is implanted into, so that they can review those recordings for themselves.

Jar of Loneliness [200] - a clay pot covered in talismans and seals. Using it, you can summon a number of Jar Monsters, which you can then command, be it individually or as a whole. These Jar Monsters can inflict curses and envenom your foes, as well as reproduce by stuffing people into the Jar of Loneliness itself. This jar itself is not only cursed, but it can hold the souls of those stuffed into it for an indeterminate amount of time, which you can do... whatever with.

Tiekan Temple [400] - the hidden heart of Daguanyuan. This Tiekan Temple is a sanctum housing all the facilities necessary to sustain the various life support system and immortality methods you could ever think of, indefinitely. Moreover, it contains the Jade Mirror, allowing the residents of this temple to watch the world through the eyes of their precious jade. Your own Jade Mirror functions in a manner that allows you to switch the viewpoints to anyone belonging to your organization, even without the need for the implanting of the jade eyes. This Tiekan Temple also comes with all the Xianren inside it! Do with these uber senile fossils what you wish.

Daguanyuan [600] - the entirety of Grand View Garden - the central, ever-growing residence of the four great families of Hongyuan. This is a massive complex the size of a city, large enough to contain indoor lakes, massive towers and buildings for each individual family member, with stray people shelters scattered throughout for when - not if, but when - someone gets lost. Naturally, it also has all sorts of facilities - pretty much anything you can find in an opulent city. It is guarded by a contingent of Heishou, that you can command as the owner of Daguanyuan, and is staffed by an endless amount of servants ready to wait on you hand and foot.

K Corp

Chicken [100] - an endless supply of the famous K Corp 8-winged, 6-legged poultry! You get a large industrial freezer filled with succulent, delicious chicken meat which can be stored indefinitely and always comes out delicious!

Ampules [200] - a container with several of K Corp HP ampules. Small glass containers filled with green liquid - a combination of processed Tears and nanomachines. When injected, it nearly instantly heals all injuries and eliminates all maladies of the user. You receive a small case with 12 such ampules which replenish daily. In addition, you also get a second case, containing 12 Decay ampules - when inject, they cause rapid chemical breakdown of the organism on a microscopic level, melting it into sludge. Better not mix those two up.

Drone Army [400] - a warehouse full of advanced drones. It contains at least 50 ready-made drones which utilize anti-gravity tech to float, have rudimentary onboard AI, and are equipped with injectors, firearms, saws, blades, fine manipulators, and lightweight armor plating. The warehouse also contains the production facilities necessary to repair or manufacture similar drones, as well as remote control panel to pilot the drones from afar.

Excision Suit [600] - an advanced power armor which links up with the user's own biological processes, hooking into their bloodstream, brain stem, spinal cord, major nerve clusters and blood vessels. Not only are the mechanical portions of the suit advanced - enhancing the strength of the user by a significant margin and being durable enough to withstand sustained heavy weapons fire - but it is also a marvel of biotechnology, as it is able to, in real time, suppress pain signals, reroute nerve signals if any part of you is damaged, use its own powered chassis to compensate for bodily damage and keep you going, as well as administer nanomachines and refined Tears to heal you and bring back from the very brink of death. Moreover, its advanced biointerface prevents your biology and body from being altered in any way that you do not wish it to be. Comes with a manual instructing how to build more.

Lobotomy Corporation

Abnormality Handling Manual [100] - a small brochure containing the essential information on how to handle and deal with Abnormalities and other monsters. Having this little brochure on you increases the success rate of interactions with said Abnormalities and monsters.

Bullet Research [200] - several drum magazines, each containing a separate kind of bullet. Included are Healing Bullets, Sanity Recovery Bullets, Shield Bullets (Physical Intervention, Trauma, Erosion and Pale shields), Slowing Bullets, and Execution Bullets (which instantly kills someone while atomizing the body, leaving no trace of the person; move strangely slowly for bullets).

Extermination of Geometrical Organ [400] - a full set of EGO Gear extracted from an Abnormality of your choosing, from Zayin to Aleph. Includes the suit, the weapon, any potential EGO Gifts, and other accessories that can be extracted from said Abnormality.

Qliphoth Field Generator [600] - a suitcase-sized device which projects a small Qliphoth field around itself, weakening Abnormalities and other supernatural effects. Can be plugged into a stationary power grid to extend the range of its field into something that can cover an entire facility. Alternatively, it can be used as a portable device, in which case the field it projects is much smaller, more suited for personal use.

Nagel und Hammer

Signs of Heresy [100] - a thumb drive containing evidence as to the nearest heresy. That is, people replacing their bodies with prosthetics - be it out need or desire, be they simple or advanced.

Hammer [200] - a large, hefty warhammer. Weighs as much as an average person, and yet you seem to be able to lift it easily. Solid steel, meant to drive nails deeper and to crush the blasphemous metallic bodies of heretics. Moreover, this isn't just one hammer - this is an armory containing several of such implements!

Nail [400] - a massive nail, sized up to be wielded as a zweihander. Not only does it not break nor bend, but this particular nail-sword has a nearly monomolecular point, able to pierce through even the thickest metal of heretic bodies. Moreover, it has an installed device from N Corp, which collects the experience of those it is stabbed into - memories, skills, abilities, the very essence of their life, all of it distilled into a mushy grey substance which can further be refined.

Großhammer Plate [600] - a thick, powerful plate armor of the Großhammer. Adorned with purity seals and life-giving technology of K Corp, this armor can not only turn away blades, clubs and spears of all who dare stand against you - even the most powerful weapons falling short of actually damaging you - but also enhances your physicality. You grow stronger, larger, tougher, you regenerate at incredible speeds - enough for others to call you undying - and otherwise physically powerful when wearing this armor. Comes with instructions on how to forge more of such suits of armor.

P Corp

Bodysuit [100] - standard P Corp uniform - a black, slightly translucent, skin-tight body suit with orange patterning all the way down. Stylish, comfortable, never gets dirty, and even reinforced against damage so it can act as basic body armor.

Company P Supplies [200] - some leftover supplies from when P Corp was still making those. A set of sturdy metal crates stamped with the old P Corp logo - a blue 'P' in a white circle, with a black line going diagonally from the top left of the circle to the bottom right and cutting through the 'P' at the bottom of its curve. They contain multiple non-perishable goods, such as canned food, water, first aid kits, some non-edible supplies such as matchsticks, batteries, rope, and some simple tools. The insides of these crates are equipped with U Corp's preservation tech, meaning the contents won't go bad, ever, unless you take them out. Each crate is a cube with a volume of one cubic meter, and each side is one inch thick, made out of high carbon, rust-resistant steel. You get five such crates each month.

Plasticrete [400] - the buildings in P Corp are known for being nigh-on indestructible. Rather than break and crumble, in the face of even the most powerful forces, they bend and spring back as if they were made of malleable plastic instead. And now you have access to the material that makes it possible. This is a stash of several tons of cement-like material that, when mixed with water, creates a substance of similar properties to concrete, but boasting a structural strength that makes nearly indestructible and elastic like rubber, allowing to withstand nearly anything without breaking, Now, the people inside the buildings made out of this material... that's a different matter entirely. You gain several tons of this substance daily.

Shelter From the 27th of March [600] - an Abnormality that takes the appearance of a bomb shelter. The shelter has enough supplies and space to house several persons - at first glance. In truth, it possesses an indeterminate area, as it is seemingly larger on the inside, extending further and further below ground, the entirety of it stocked with nonperishable goods - although, the deeper you go, the darker it gets, the interior get more covered in dry blood splatters, and it becomes more and more rundown, though still livable. It is indestructible, cannot be breached, those within are perpetually kept in top shape - with their wounds and diseases being healed - and are made invulnerable to all damage so long as they stay inside. The caveat is that so long as even a single person is inside, the situation will get more and more dangerous - natural disasters will occur, geopolitical tensions will result in wars, etc. And the situation will just keep deteriorating until the outside is an uninhabitable wasteland.

S Corp

Rice [100] - rice is the main export of S Corp, with them supplying the grain to most of the City. You get one ton of rice each month.

Paddies [200] - several paddies of rice and taro. Permanently flooded and incredibly fertile - to the point that any crop planted there will grow to maturity and will be readay to be harvested in a matter of weeks. You have access to a total of about a hectare of paddies, equally divided between taro and rice, and staffed by undead, soulless peasants that can and will work without rest, food or any amenities.

Styrax Cane [400] - a gnarled cane made out of styrax wood. Indestructible. If lost, will reappear in your warehouse. By striking a dead body three times with this cane, you can bring them back to life - although there's caveats and conditions. Firstly, the body must be intact. While some superficial damage is permitted, the major muscle groups, bones, organs and blood vessels must be intact. Secondly, this revival only concerns the body - it does not concern the soul, only reanimating the body in a manner akin to a zombie.

Seocheon Flowers [600] - a collection of fresh flowers. Includes Uleumkkot (Flower of weeping), Useumkkot (Flower of laughter), Bulbuteulkkot (Flower that brings fire'), Bujadoelkkot ('Flower that brings affluence') Ssaumkkot (Flower of combat), Seonshimkkot (Flower of the good mind), and the Suremyeolmangakshimkkot (Flower that brings destruction through the evil mind). Each flower, when consumed, has a supernatural effect, such as inducing gut-busting laughter, causing one to commit unspeakable acts of violence (such as killing and cannibalizing one's own family), or even altering causality slightly to make fortune favor you. You get one of each of these flowers every day. Unless you have a very specific set of skills, you will not be able to grow them.

R Corp

Military Sundries [100] - a set of high-calorie high-sugar MREs, a stockpile of ammo for both a handgun and a few larger calibers, some powerful stimulants to keep you going and lend you some more ferocity, strong painkillers, and a first-aid kit. Refills every day.

Bioelectric Equipment [200] - a set of standard equipment for the soldiers of R Corp. In this armory you will find equipment suite for Rhinos, Reindeer, Rabbits, Rats, Ravens, and other sections of R Corp. Power armor, energy weapons, guns, psychic staves, reconnaissance equipment, and other such gear meant for various military divisions and units - all of it in abundance, and all of it built to be powered by the bioelectricity of the user. It's all very draining, and whoever utilizes it will need to eat a lot to keep their energy levels at appropriate heights.

Recon Room [400] - a room containing all sorts of tactical aids and reconnaissance resources. Not particularly large, but sufficient to fit a round table with holographic display, several monitoring devices and server banks, and several shelving units filled with information regarding whatever tactical or strategic undertakings may be on your mind at the time. All the information which can be found here is accurate and automatically updated in real-time, including things such as enemy troop numbers and placements, terrain information and 3D renders thereof, capabilities of your own units, reports as to your logistics, etc. This room also has a communication system which allows the occupants to reach anyone via radio frequencies.

Cloning Facility [600] - a singularity of R Corp allows them to clone their employees and leave only the most competent among the clones. You yourself are now in possession of a cloning facility modeled after R Corp's own. It consists of multiple large chambers lined with cloning pods capable of spewing out hundreds if not thousands of copies of an individual in minutes. Moreover, it comes equipped with a time distention technology - courtesy of T Corp - and time within these chambers an be slowed down so that months or years pass inside, while only days or weeks pass outside. You need only load the initial genetic sample into the cloning pods, and they'll do the rest. Whether you let the clones live or not afterwards... that's up to you.

U Corp

Tuning Forks [100] - a set of proprietary U Corp tuning forks, which use resonant frequencies to merge two objects into one. By attuning two different objects to the same frequency using this tuning fork, you can merge the essence of said two objects into one. Using the same tuning fork, you could separate the objects which have previously been merged.

Whale Oil [200] - a large bucket of whale oil. This isn't just regular whale oil, though - it's from the whales of the Great Lake. This is a majorly psychoactive substance, that, when in contact with the human body, begins dissolving and eroding memories of the subject, until there is nothing left, at which point it corrodes their sense of self until they distort into wailing mermaids. This substance is used in metallurgy, pharmaceuticals, food (when cooked properly), as a fuel, and in many industrial processes. Refills every day.

Port Marlin [400] - a floating port. As the Great Lake is tempestuous, and staying in one place is to be subject to the Waves, most installments of U Corp are not permanent fixtures. Even massive hubs such as Port Marlin are floating cities which change their location frequently to avoid the natural disasters and Whales of the Lake. And you now a proud owner/manager of Port Marlin - a massive hub of trade and industry. It contains whale oil refineries, factories, energy plants, forges, docks, wharfs, drydocks, fixer offices and Association branches, privately owned small businesses, and whatever else you may expect from a massive port city. All net income goes straight to your pocket, and you can easily requisition any industrial means with but a word.

Lake Section [600] - an entire section of the Great Lake. It can be accessed via your warehouse or placed into the world upon your entry into it. It is home to a constantly repopulating pod of Whales, and has its own Waves - which you can trigger on demand. It is still larger than any real "lake" - it is more akin to a sea in size. Around the size of the Sea of Marmara - that is, 11,350 km².

T Corp

T Corp. Special Investigator Badge [100] - a small golden badge which contains some emergency time stored in it. If you are damaged to the point you would die while wearing it, it will activate "Golden Time" and rewind you back to being healthy. This ability only triggers once every ten years.

Lady Agatha's Handbook [200] - a guidebook written by an infamous Seven Association fixer. Within are the secrets to being the best detective, investigator and otherwise sleuth. Even a child could learn to solve labyrinthine cases with this book in hand!

Tax Reclamation Suit [400] - a powerful piece of clockwork technology. This brass and bronze power armor ticks and tocks all the time, and in general sound very satisfying, in addition to being effective. It boosts your abilities far beyond that of a normal human, allowing you wield weapons twice your size and weight as if they were nothing, accelerate your own time and move faster, even rewind time to a limited degree. You see, not only is this suit equipped with proprietary Golden Time of T Corp, it also absorbs ambient time and stores it. As long as you wear it you won't grow old - won't be affected by time, in fact - mortal wounds will be rapidly healed and temporal abilities won't have much hold on you. Comes with a manual on how to make more.

More Time [600] - this is a large warehouse containing that which everyone wishes to have more of - time! An absurd amount of time, honestly. It is piles high with containers filled with extracted time - thousands of years, dozens - no, hundreds of thousands! What you do with it is up to you - give out to other people, take it for yourself, use it for your technologies or distort reality and time-space continuum, all up to you. Any expended or extracted time will be replenished every consensus 24 hours - that is, every 24 hours for reality at large, not your personal 24 hours.

W Corp

Cleanup Crew Equipment [100] - a set of equipment standard for the cleanup crews of W Corp. Body armor, comfortable clothes with plenty of pouches, straps and other such utility attachments, and most importantly - a dimension shredder sword.

Dimension Ripper Armory [200] - a collection of weapons available for the employees of W Corp. Capable of ripping through dimensions and opening portals with every swing at the cost of a lot of energy, these things are powerful weapons. Glaives, spears, swords, knives, axes, even unusual choices like claws, gunblades and whips, all equipped with dimension ripping capabilities, can be found in this collection.

WARP Express [400] - one WARP train, coming up! This is a 17-carriage train, with a first-class car equipped with stasis modules that can keep someone in suspended animation for thousands of years without malfunctioning, 13 regular passenger cars, and 3 cargo cars. This train, naturally, is capable of breaching into another dimension with a different passage of time. This particular train has an adjustable "speed", allowing you to control how it passes through this parallel dimension and how it interacts with the passage of time therein. While you could make it act as all other W Corp trains do, you can also make it actually, truly only take 10 seconds to get anywhere, even from the passenger's perspective. You also don't have to worry about rails, as this thing is capable of driving even off-road.

Train Station [600] - an entire train depot of W Corp. Home to multiple trains arriving and departing at all times. From here, you can construct more trains, modify them, send and receive them, etc. Moreover, it is equipped with a workshop for creating, repairing and modifying dimension ripper gear, and technology relating to dimensional traversal in general. It is staffed by fleshy abominations reminiscent of Love Town, who take up the roles of technicians, staff, cleanup crews, etc., and obey your commands.

Associations

Hana

Hana Basics [100] - a set of basic equipment for Hana Association. Crisp white shirt, slacks, gloves, and long overcoat. Has Four Trigrams embroidered on the sleeve cuffs and pant legs.

Fixer Registry [200] - an updating document containing information pertaining to all nearby Fixers, Offices and Association branches. Contains name, rank, last known location and publicly available capabilities. Always updating based on your current location. In future Jumps, will contain the same information pertaining individuals of a similar standing and occupation as Fixers.

Ink Weapon [400] - a weapon of your choice formed out of solidified ink. Resonates with your mental state, and is capable of shifting its form to those more pertinent to your situation - shields, spears, gauntlets, swords, etc. Even without using its shapeshifting feature, it is no less solid than steel and can inflict significant damage due to its jagged and craggy exterior. Despite its shape, though, it is comfortable to hold and wield. Doesn't transmit shocks from impacts to your arm.

Trigram Formation Regalia [600] - a set of equipment meant to facilitate the usage of traditional Four Trigrams. Every inch of this outfit is engraved with said trigrams and covered in related talismans. Almost definitely uses some proprietary tech. Allows the user to utilize the Four Trigrams much more offensively in combat, manipulating the elements associated with them (Geon - Air, Gon - Earth, Ri - Fire, Gam - Water), as well as manifesting their more mystic symbolisms, such as increasing your durability, elevating your intelligence, healing yourself and others, etc.

Zwei

Zwei Basics [100] - basic kit for a fixer of the Zwei Association. Some comfortable civilian plain clothes, a basic zweihander, binoculars and a walkie-talkie.

Platemail [200] - a set of fitted full plate armor. Made with X Corp alloys, this bad boy can protect you from a lot of punishment. Self-repairs if damaged, never chafes, and changes shape to fit you if your form changes.

Shield-Sword [400] - one of the massive two-handed swords that also serve as shields. Made with X Corp alloys, it is light enough for even the scrawniest nerd to wield, despite being easily 2,5 meters in length and several inches thick. Not only that, it is indestructible, and never loses its edge. And as if all that wasn't enough, it comes pre-equipped with a barrier module that deploys a protective hardlight barrier when activated, shielding you and those around you from harm. This barrier recharges using absorbed kinetic energy, so the more someone hits it, the longer it stays up.

Barrier Modules [600] - a cache of Workshop tech, designed to be installed onto armor and weapons. These modules activate with a press of a switch, and deploy protective hardlight barriers. These barriers are hardy, and can shield you and those around you from both conventional attacks and the more esoteric stuff, including directed energy weapons, magic, and other supernatural assaults. They recharge using kinetic energy by default, but can be switched over to recharge using thermal energy, conventional electrical current, you name it. Come with instructions on how to make more.

Shi

Shi Basics [100] - basic kit for a fixer of the Shi Association. A katana, a black bodysuit, and some bandages.

Bandage of Holding [200] - a special bandage which ensures you can live a little longer. When applied to a wound, so long as it stays in contact, it seals the wound, prevents blood loss, prevents further mechanical damage (unless actively attacked), has mild antibacterial properties, and mildly speeds up healing.

Ledger [400] - a business ledger used by the Shi Association to keep track of their contracts. Anyone who ends up on it is found dead not long after. Should you input someone's name in this ledger, not only will your attacks deal increased damage to them, each strike has a small percentage of instantly killing the target.

Katana of Mortality [600] - a cursed katana which warps the mind of its wielder. Whenever you hold it, you are mentally put upon death's door, as you are forced to confront and comprehend the very concept of mortality and of inevitable death in its entirety. Lesser mind would shatter, but to fixers of the Shi Association, such understanding is a boon, as it allows them to use such comprehension to great effect, applying it to their techniques, such as Boundary of Death, without needing to physically enter a half-dead state.

Cinq

Cinq Basics [100] - basic kit for a fixer of the Cinq Association. A rapier, a fancy hat with a big feather, a fancy outfit, and some high-quality gloves.

Duelist's Glove [200] - a comfortable, black, leather glove. When thrown, if it impacts someone, it prevents anyone from interfering in your fight with them. Their allies will step aside and let the two of you duel one-on-one.

Bracelet of Jade Fire [400] - a mystical bracelet made of unidentifiable, smooth, jade-like material. When worn, it harnesses your own internal energy and manifests it as jade flames. These flames not only burn your enemies, but also heal yourself and draw out more of your energy, making you faster, stronger and tougher than any normal human could hope to be.

Meditative Weapon [600] - this weapon is a part of you, as much as your limbs. Not literally - it's not a prosthetic or a bionic weapon, but rather it is so deeply connected to you and fits you so perfectly that it is exceptionally easy to slip into a trance-lile state wherein your skills multiply tenfold. Most likely it will take the form of a rapier, but can also take on other shapes, all depending on who wields it.

Liu

Liu Basics [100] - a basic kit for a Liu Association fixer. A fire-retardant red coat, a sword capable of producing flames, and a small accessory made out of M Corp Moonstones, allowing you to focus and ignore mental effects to a degree.

Communication Is An Art [200] - a book which goes into detail on how to communicate with others, get past your anxiety, fit in, and make friends! This is sure to help you make friends with your Liu colleagues. It really does work - reading it tangibly improves your communication skills and charisma.

Yá Zi [400] - a fierce, serrated blade. Its construction allows it to be wielded as a sword, or extend the handle and wield it as a guandao. Whenever held by you, it ignites into fierce, raging flames which surround you like a corona of solar plasma. You can control the flames it produces, contorting them into jets and gouts, or concentrating them into near-solid slashes that rend and tear as much as they burn. Curiously, these fires don't burn or otherwise harm you, nor will you be affected by oxygen deprivation or smoke inhalation. The blade itself is indestructible and rips moreso than cuts, leaving savage, torn wounds reminiscent of the ones inflicted by fangs of some rabid beast.

Crimson Dragon Regalia [600] - a set of crimson and gold scalemail, covered on top with solid metal plates of red and gold metal, with prominent tassets, a full-face helmet with large antlers (which don't seem to get in the way, somehow), and a crimson cape. This armor is indestructible, and when worn it directly converts one's emotions into energy, manifesting it as scorching dragonfire which can melt through even the toughest X Corp alloys. The force behind this fire alone is sufficient to break stone and shatter bones, let alone the heat which can incinerate nearly anyone. With sufficient emotional output, one donning this armor could even achieve flight by forming jets and wings of fire, becoming a living inferno.

Seven

Seven Basics [100] - a basic kit for a Seven fixer. A fencing sword of choice (épée, saber, foil) and a dark green suit.

Tea Brewing Kit [200] - a collection of tea blends, a strong kettle, a set of teacups and other china related to tea, a manual on non-threatening interrogation techniques, and a small but replenishing amount of truth serum. Comes in a fancy wooden box.

Discerning Flechette [400] - a fencing sword of choice, with the unusual property of extracting information from the mind of whoever is struck with it, and allowing the wielder to access aforementioned extracted information. The sword itself acts as storage for information, which can be accessed by whoever holds it, though you may choose to lock the ability to access the information by anyone other than you. The clarity of information depends on the mental state of whoever you strike and the damage the strike inflicted - the greater the damage, the greater the amount of information extracted.

Detective's Handbook [600] - a handbook written by joint efforts of famous Seven Fixers such as Lady Agatha and Sir Holmes. Contains a set of instructions and procedures that will allow one to uncover any mystery and solve any case, regardless of complexity, factors or actors involved, the contents of the handbook seemingly changing to suit the investigation on hand and in response to resources, powers, items and connections available to you. Doesn't hand the information or answers to you, but will invariably lead to them in a way much easier and more straightforward than a classical investigation.

Devyat

Devyat Basics [100] - a basic kit for a Devyat Association fixer. A rugged coat, comfortable hiking boots, and, of course, one of Devyat's dimensional trunks.

Longstrider Boots [200] - boots which may or may not be related to W Corp singularity. Not only are they comfortable, adjust to your size, waterproof, grounded, fire-retardant, dust repellant and blast resistant, but they also mess with the dimensions of your strides, making each step cover twice the distance it should, multiplying your speed significantly.

Jailbroken Poludnitsa [400] - a hacked and jailbroken Poludnitsa AI. Comes dangerously close to violating the AI Ethics Amendment. Guaranteed not to cross it entirely, though. This chip contains a unit of the Poludnitsa AI which is capable of sentient though and self-awareness. Has all the capabilities you'd expect of an AGI - can modify code, infiltrate and hack pretty much any digital system, create copies and forks of itself, store and process obscene amounts of data at rapid speeds, and progressively iterate on itself. Guaranteed not to turn on you even if you let it loose.

Dimensional Expansion Module [600] - a module that can be attached to any container, turning its insides into an infinitely large pocket dimension. Once attached, cannot be detached by anyone other than you. If it is detached, there are two options - the items stored in the pocket dimension remain there, or are deposited in the container to which the module was attached - up to you. If the items stored in the pocket dimension exceed the physical space of the original container in volume and you choose to deposit them, they will be forcefully squished into the available space - depending on their composition and properties, the items may be irreparably broken, or they may violently explode into chunks. Comes with instruction on how to make more.

Dieci

Dieci Basics [100] - a basic kit for a Dieci Association fixer. One of their famous stoles which can convert knowledge into physical power, and a key which can act as a research aid and can be enlarged to be used as a weapon at the cost of knowledge.

Magnifying Glasses [200] - a pair of prescription glasses that invariably improve your sight when worn, and always look stylish despite being pretty plain otherwise. Have the function of zoom, up to 50x.

Study Hall [400] - a large room accessible through any door. Contains desks, a lectern, a well-stocked library with books on many various subjects - from anatomy to architecture to math and various sciences, to literature and trivia, a projector, a whiteboard, and some laptops. Has electricity and heating.

Charity Receptacle [600] - a large box which will materialize various items and objects from time to time. Most of the time, it will materialize various amounts of money - ranging from several bucks, to millions of dollars. Sometimes it will materialize clothes, food, and even more abstract items - paintings, books, toys, etc. Sometimes will materialize things such as ammo, weapons, or artifacts. Generally, materializes around 12 items a day.

Öufi

Öufi Basics [100] - a basic kit for an Öufi Association fixer. A rectangular halberd, a sheaf of high-quality parchment, a fancy fountain pen which doesn't seem to run out of ink, and a black-and-silver striped uniform consisting of a vest, ankle-length breeches, a short cape with frilled edges and low-heeled shoes.

Ye Book of City Law [200] - a big ol' book bound in leather that contains a detailed codex of all laws of the City, from the Head's taboos, to individual laws of each Nest, to regulations of the various fixer Associations, laws both civil to criminal. Updates to contain all laws of whatever setting you're in. Never seems to run out of pages. All the law codices of all the settings you've visited are kept and stored in this book.

Oathkeeper [400] - a hefty, rectangular halberd meant for chopping and dismembering. Somehow, this weapon seems to be aware if whoever it strikes has ever broken any promises, violated contracts or reneged on other obligations. It then subsequently deals significantly more damage to those who have accrued such violations. Its handle is telescoping, allowing it to be collapsed into more of a one-handed cleaver.

Yesterday's Promise [600] - a sheaf of glimmering papers, and an accompanying inkwell and quill. When a contract is written and signed on this paper using the quill, it becomes supernaturally enforced. If either party fails to hold up their end of the bargain, or attempts to back out of their obligations, the other party gains the ability to take anything from the violator as "compensation" - items, property, body parts, memories, skills, abilities, etc., simply ripping the desired object from the other party at will. The papers continually restock and never run out. The quill and inkwell cannot be lost, as they always invariably find their way back into your possession.

Offices

Yun's Office

This Month's Bills [100] - a sheaf of papers and documents. Constantly updates with completely filled out and paid for tax forms, bills, utilities, and other such payments. You just need to send them in.

Fixer Handbook [200] - a small handbook containing general information about Fixers, how they operate, a list of Offices and brief descriptions, Associations and their branches, Workshops and recommendations.

Workshop Weapon [400] - a large, hefty chainsword. With a powerful engine in the handle, and serrated teeth along the edge, it is a gruesome and effective weapon. Needs no fuel, never dulls or breaks, and its teeth hook and catch on any surface, cutting and tearing and sawing even a flat metal surface.

Paid-for Office [600] - a decently-sized Office, with everything you could need. It has a small armory, an actual office space, a reception room, a small workshop room, and a living space with several rooms - just enough to fit however many permanent members the Office has. The land it occupies, the utilities, all taxes on it and all other such things are forevermore paid for and are of no concern for you.

Hook Office

Maniac's Toolkit [100] - an intimidating mask, thuggish clothes, thick gloves, a machete, and a spool of barbed wire - just because. The classic look of a Hook Office thug - sorry, "Fixer".

Torture Tools [200] - a set of several implements designed to inflict all manner of pain and torment. A brutal meat hook - the namesake of your office - a soldering iron, sledgehammer, pliers, jumper cables, a sharp knife, a scalpel, a bottle of piranha solution, a bottle of bleach, a bottle of chloroform, some hypodermic needles and a syringe, and whatever other implements of torture you can imagine.

Bionic Weapon [400] - courtesy of Union Co. Workshop. A pair of biomechanical body-augmentation scythes that connect to your back and are controlled via your own mind. These scythes are wickedly sharp and are controlled instinctually, acting like a natural pair of limbs. They also possess a degree of autonomy and will respond to your emotional state - becoming more agitated as you also grow more irritable - and will act to defend if you are knocked unconscious. Comes with additional instructions on how to make more. You will not suffer tissue rejection or any kind of immunological response after installing these.

Screaming Gallery [600] - a monument to your monstrosity. This is an alleyway which you and your buddies have repurposed to act as your own little art project. The walls are covered in blood and viscera, gore and severed body parts litter the ground, between the walls barbed wire is strung up and innards of your victims splayed across it, from the walls meat hooks pierce into the flesh of your still-living, brutalized victims who scream in constant agony. This little horror show seems to go on forever, and those stabbed onto the meat hooks or strung up within the barbed wire just don't seem to die or bleed out, constantly screaming in agony until you decide to finish them off with your own hands. Any previously present biomatter can be harvested and it will simply regenerate. Being anywhere near this place inspires fear and primal horror in others, and a sadistic lust for the suffering of others in you.

Streetlight Office

Cake [100] - a special, limited-edition cake, at that! It is very delicious, and will regenerate if any part of it is eaten! If it is eaten in its entirety or otherwise wholly destroyed, the entirety of it will reaper in your warehouse! Does not need to be refrigerated, and will never go bad!

Fire Club [200] - a hefty, metal bat with some powerful heating elements and a fuel compartment. Pretty much indestructible, and can burst into flames on demand. The fuel it uses guarantees to set whoever you hit on fire. Comes with instructions on how to create more of its kind. The recipe for the fuel also comes included.

Contact List [400] - a compiled and long list of various contacts you can call upon. This includes friends, acquaintances, debtors, colleagues, etc. It is arguable if you actually know any of them, but they all seem to know you, and are all universally willing to come to your aid, whatever it is you ask of them, be it some chores or a dangerous mission. Even if some of them die, this list will further expand with new contacts. Of course, this will also keep track of your actual contacts and friends.

Protected Area [600] - a small urban area, about two blocks. Contains an always stocked grocery store, some apartment complexes, a chop shop, a few restaurants, a cafe, and an empty office space, reserved specifically for you. The entire area possesses a curious of property of being completely crime-free - it is quite literally physically impossible to commit any kind of crime here, be it physical or white collar. You, as the owner of this place, can turn this property on and off at will, or make it only work selectively, affecting only certain individuals while ignoring others.

Molar Office/Boatworks

Crab Wine [100] - a bottle of some... honestly? Pretty bad liquor made out of brine, brains and intestines of trash crabs found along the coast of the Great Lake. It packs a hell of a punch in the alcoholic sense, though, so there's that, at least.

Crab Driver [200] - a modified harpoon meant to serve as a power weapon against the hardy, metallic shells of trash crabs. Powered by explosive blasts propelling the spike forward, it can pierce even the hardiest covers and armors. You are proficient in its use, and it is indestructible. Comes with a harness to properly use it, some basic diving gear and armor, a very nice wetsuit, and instructions on how to make more.

Chainweapons [400] - an assortment of various chainsaw-like weapons. Swords, polearms, spears, scythes, if it can feasibly support a chainsaw architecture, it can be found in here. These weapons never break, require no fuel (although they can be supercharged by supplying them with energy), and can serve as tools as much as weapons, cutting and grinding away at obstacles as much as enemy flesh and bones.

Busboat [600] - a weird hybrid of a bus, a train, and a boat. Multiton vehicle that has a pocket dimension in the backdoor, can subsist on meat and brains as fuel, and can transform between a terrestrial and a naval configuration at will. Heavily armored, indestructible even, and comes with a navigation system, plus some backup propulsion methods (it's... it's just pedaling...).

Gaze Office

Oversized Jacket/Noire Coat [100] - some very stylish clothes. You can choose whether you want an oversized, poofy jacket, or a long detective trench coat plus hat.

Observation Device [200] - a small tracking device that can relay its position, chronological data, and audiovisual feed of everything around it to a special receiver. Undetectable by normal means. Will keep working and relaying data unless something drastic happens, such as temporal or dimensional distortions. Comes with instructions on how to reproduce it.

Commission Fee [400] - a card with a whopping two hundred million Ahn. That is around 146,000 USD. Will automatically convert the currency on it into whatever format you're trying to pay in, with 1:1 conversion ration - none of that exchange fee nonsense.

Cybernetic Augmentations [600] - a collection various, very non-subtle, cybernetic enhancements. Mechanical octopus arms, a big ball of cameras and glowing screens for a head, livewire cables connected to your nervous system, various multispectral sensors, reactive power armor grafts, inbuilt communication systems, etc., all of it sparking with electricity and enough voltage to kill an elephant. You can safely install of these in either yourself or anyone else with no adverse immunological reactions, and they are guaranteed to be compatible with any other cybernetics. Also comes with instructions on how to make more.

Dawn Office

Ssanghwa-cha [100] - a set of dried medicinal herbs, plus a cozy tea set. The herbs never seem to run out.

Stylish Suit [200] - a stylish suit consisting of a beige two-button blazer, dark navy-blue pants, and a pair of black gloves. Everyone will think you look distinguished when you wear it. Beyond that, it offers a similar level of protection as a basic armored vest, protecting you from small arms fire, basic cuts and stabs.

Stigma Workshop Weapons [400] - a collection of weaponry designed and built by Stigma Workshop. Their key operating principle is moving parts. Each weapon has openings, telescoping sliders and ports which allow them to be wielded in a variety of ways. Most of them are also able to fold into more inconspicuous forms, such as cello cases. Moreover, these weapons avoid overhearing by belching flames from their openings, setting whatever you strike on fire with every hit. You receive a full armory of these kinds of weapons.

Quaint Office [600] - a nice, rather rich office space. Furnished with real wooden furniture - some may even call it "antique" - and homely - rustic, yet sophisticated - decor, with a fireplace, an office space, a reception area, and a small workshop to perform maintenance on weapons and equipment.

Wedge Office

Spear [100] - a basic spear with an 8.2-foot handle and a 15-inch blade. The whole thing is made of X Corp alloys, and is therefore, if not indestructible, then very close to it. You can be sure that is will not bend, deform, crack or chip.

Hunter's Garb [200] - a hoonter must hoont. This is a set of gear consisting of a black dress shirt with a white jabot, a black vest secured with belt-like straps, a black long coat with black leather vambraces and black gloves, black pants, black boots, and a black tricorne. This gear is slash and pierce resistant, padded to better dissipate blunt impacts, waxed and treated to be fire-retardant, waterproof and acid-resistant.

A New Corpus [400] - a backup body. This is a perfect, headless copy of you, with a neck attachment that allows your head to be stuck on at a moment's notice, connecting you to the body's vital systems and activating it. Even if your head is braindead for a few hours, sticking onto this body will revive you with no brain damage or other detrimental side effects of dying.

Hunter's Eye [600] - an eyepatch that, mysteriously, does not obscure your vision. Instead, when you put it on, you gain unparalleled capacity for situational analysis and combat assessment. This capacity is rooted in your own knowledge and experience and does not provide any additional information in itself beyond what you already know, or can observe, or that which is self-evident. However, this newfound analytical ability allows you to quickly analyze and assess the capabilities of your foes in under a second, predict their next moves, and come up with a winning plan.

Full-Stop Office

Basic Ammo [100] - a supply cache containing ammunition of various calibers, ranging from .22 Long Rifle to .50 BMG. There are 100 units of each caliber. Replenishes daily.

Guns [200] - a selection of 3 guns - a sniper rifle utilizing both magnetic propulsion and chemical propellants; a powerful handgun, which functions by the same principles as the aforementioned rifle; and a more traditional rifle, capable of full auto.

AL-HV Pulverization Rounds [400] - Atelier Logic High Velocity Pulverization Rounds. Specialized ammo produced by Atelier Logic Workshop which can inflict damage sufficient to reduce a man to giblets without violating the Head's overpenetration rule. These rounds have a two-stage activation - one when they're fired, and the second one mid-flight, where a secondary, internal primer and payload go off and further accelerate the actual bullet, which is cleverly engineered to distribute its kinetic force in such a manner that doesn't diminish its effect, and yet affects a larger area. A single one of these rounds could reduce a solid concrete wall to rubble. You now possess a cache containing 100 such rounds. Replenishes monthly.

Railgun [600] - a massive fuck-off cannon of a weapon. A helical railgun, powered by a portable, self-sustaining plasma reactor. Can launch whatever you stuff in it at velocities calculable in fractions of the speed of light. Now, whether anything other than specialized ammunition can survive such velocities without being torn apart by momentum before it ever reaches the target... is different question. But either way, even if you don't have ammunition, the aforementioned reactor can directly inject plasma into the barrel, which is then held in place by the electrical and magnetic fields of the coils and rails, and subsequently launched as a projectile (roughly donut-shaped ring of plasma which explodes upon contact and releases an EMP blast).

Leaflet Workshop

Steampunk Gear [100] - a white shirt, brown sleeveless vest, brown slacks, combat boots, leather apron, and a rumpled top hat, plus a toolbox containing a variety of mundane tools - including a heavy wrench that can very handily bash someone's head in.

Smokethrower [200] - a contraption consisting of a tank which is worn on the back, and a nozzle connected to it. The tank contains pressurized smoke, which is superheated and fired out of the nozzle, choking and burning enemies as well as reducing visibility.

Experimental Weapon [400] - a massive hammer, with heavy canisters filled with pressurized vapors inside its hammerhead. The buttons, knobs and levers on the handle can be used to control the flow of the vapors inside the weapon for various effects. The vapors can be relocated inside the weapon by means of various internal tubes and pipes, shifting its center of gravity; the vapors can be expelled via jet-like nozzles to accelerate or slow down the swings, or to enhance the force of the strike by blasting the target with superheated steam and smoke upon hit; the vapors can be superheated to, in turn, conduct the heat to the hammerhead and turn it red-hot for additional damage.

Steampowered Armor [600] - a suit of armor connected to several tanks containing vapors (mostly smoke and steam), using said vapors to power its functions. Not only is it protective - the metal exterior being made out of a reinforced and treated bronze alloy - and enhances your strength, but has a variety of other functions. The pressurized fumes can be expelled in precise bursts to nullify even powerful impacts, or be used for movement and propulsion; the helmet/mask contains filtration systems that can be adjusted to function however you want; certain parts of the armor can act as heat sinks and expel heat, acting like flamethrowers and reducing the heat inside the armor. Moreover, it is highly modular and can be easily modified.

Jeong's Office

Liar's Dice [100] - a set of weighted dice, with several D4's which hurt like absolute hell when stepped on (can probably be used as caltrops), several D6's which sometimes land on 7s (don't ask how it works), D8's, D12's and D20's.

Cutting Cards [200] - a deck of laminated playing cards. The edges are surprisingly sharp, fit for cutting and slashing. Can be used as thrown weapons rather handily. If lost, any cards will reappear in the deck.

Luck Collector [400] - a machine based on the unofficial Singularity of District J. This suitcase-sized machine passively absorbs the luck of others, skewing causality and probability against them. This collected luck can then be deposited back by printing out tattoo slips, which, when applied to skin, paste on a temporary tattoo that boosts the user's luck by the same amount as was absorbed - the user becomes as lucky, as the victims became unlucky.

Lucky Katana [600] - a silvery katana with sakura patterns along the blade and sheath. Whenever you slash at someone using it, there is a 50% chance of instantly killing them, bypassing all defenses and protections and cutting their life short. This effect can only occur once every half an hour.

Bayard's Office

Assuring Garb [100] - an outfit consisting of a white buttoned shirt with dark brown pants and black shoes underneath a green tattered cloak with a horse's head patterned on it, held by a silver badge. Makes you feel confident and reassured whenever you wear it, as well offering some bare minimum protection.

Wedging Thorn [200] - a large spear with a heavy tip on the front, and a smaller but no less sharp tip on the other end. The front tip is large and shaped in such a way as to be used as a cleaving and slashing, as well as thrusting, instrument. The flanks of the tip will inflict severe ripping wounds whenever you pull it out of a wound. Indestructible.

Grade One's Number [400] - the personal number of a certain Grade One Fixer. You can use this to get in touch with him, and request some favors free of charge. Be it cleaning up a gang, killing someone, or coming over to discipline a rowdy bunch of new employees. Truly, there are few things he cannot do.

Bayhorse [600] - a modern, steel version of a trusty steed. This motorcycle is a powerful beast, boasting massive all-road wheels, hybrid drive, an engine that is almost definitely based on some obscure Singularity (that has long since passed into public domain), and a main chassis that can withstand pretty much any assault so long as it isn't an Arbiter that you've pissed off. Can go from 0 to 400 km/h in 5 seconds, has inbuilt safety to protect you from whipping winds and debris kicked up by its passage, an attachment system to ensure you don't slip off mid-motion and an onboard AI assistant that can drive the thing for you. Beyond that, it can expand up to 4 times its original size to fit more passangers, and its engine does not require fuel.

Cane Office

Uncanny Briefcase [100] - a seemingly ordinary briefcase that is, in truth, filled with mechanical tendrils. When opened, they will instantly lunge to attack the closest hostile. Quickly retract upon finishing their attack so you can close the briefcase.

Power Gauntlets [200] - a pair of large piston-powered gauntlets. Can output sufficient force to launch someone into the air without any wind-up for the strike. Their power can further be enhanced using some batteries by inserting them into the appropriate compartments.

Monitor Head [400] - a prosthetic head which is, in essence, just a monitor you attach to your neck stump. The monitor is incredibly resilient, so you can rest assured that it won't crack or break, and it displays your current expression as a simplistic smiley face (though you adjust it to display emoji or kaomoji instead). Its main function, though, is to fire a massive, fuck-off laser that can melt through solid steel.

Wings' Secret [600] - a briefcase containing information pertaining to the singularities of three Wings of your choice. This information is quite extensive, detailing their uses, requirements, limitations, and even methods of emulation or reproduction. This is very, very dangerous information, so be extremely careful with it - if anyone finds out you have this, they won't bother with a cease and desist, and move right onto elite units and taboo hunters.

Charles' Office

Perception-blocking Mask [100] - a black, featureless mask completely covering your face. Despite the lack of straps, stays on you and is impossible to remove without your consent. Does not block or limit your vision despite lacking eye holes. When worn, mutes your presence, allowing for greater stealth capabilities, and makes extremely difficult to connect your actions when wearing this mask to you personally. Comes with a crisp, black suit.

Black Book [200] - a small, black pocket book with an indefinite number of pages. The first hundred or so are already filled out with information about factions of the City - Offices, Associations and Syndicates alike, locations and people of interest, their fighting styles and combat techniques, various notes about the Distortion phenomenon, a lot of information pertaining to a certain Color Fixer, and some more miscellaneous information - such as good eating spots.

L Corp Lighter [400] - a small, blue zippo lighter with infinite, yet dubiously sourced, fuel. This lighter is capable of infusing whatever is set on fire with it with a curious property - the resulting fumes have strong psychoactive effects. When inhaled, they heighten one's emotional state to unprecedented levels. Even someone who has never felt real emotions will be shook awake and have their life changed by inhaling this smoke. This heightened state puts no actual strain on your brain or nervous system, and the effects of this smoke never dim, even after repeated and continuous use.

The Black Silence [600] - a pair of black gloves that fit you perfectly. Possess several properties - firstly, they mute the sound around user, dampening it enough that even the desperate cries of a dying man will not be heard by his comrades a dozen meters away. Secondly, they grant access to a pocket dimension with infinite storage space. When wearing these gloves, you can dismiss any item you're holding into this pocket space, and recall any item from it to your hand at will. Already comes with several items stored inside it - gauntlets by Allas Workshop which increase your speed, a mace and an axe by Zelkova Workshop which can be dual wielded without overburden, an Old Boys Workshop hammer which can swung as if it weighs nothing, a dagger by Ranga Workshop which seems to always strike the vitals of your opponent, a Mook Workshop katana which can unleash a flurry of lightning-quick slashes, a giant sword by Wheels Industry which causes explosive impacts on hit, dual swords by Crystal Atelier which can effortlessly cut through opponents, and an Atelier Logic shotgun with a seemingly endless supply of ammo by the same Workshop.

MultiCrack Office

Charging Module [100] - a small piece of tech that has a rather versatile connection port and can be attached to pretty much any piece of tech that runs on electricity. This little module allows whatever it is attached to be charged much faster, and also acts as a capacitor for extra charge.

Photoelectric Harpoon [200] - a large, spear-like weapon with electrified blades at the tip. It is charged rather quickly by exposing it to light - be it direct sunlight, or something artifical. The grip has a handy control panel that allows you to control the flow of current along the weapon.

Prosthetics [400] - a collection of prosthetic arms, and a prosthetic harness to be installed into your upper back and spine. Guaranteed to cause no complications. The harness serves as the mounting point for the arms, and has six quick-mount hotswap points, three on each side. These hotswap points allow the arms to be installed by just snapping them on, with no complicated installation procedures. The arms come with a case by P Corp, allowing you to store all the arms you could ever want in a conveniently compact case.

Hardblood Art Prosthesis [600] - a mechanical prosthesis of an arm, made entirely out of crystallized and coagulated blood, held together by the strange abilities of Bloodfiends. Despite being prosthetic, it functions somewhat like an organic limb - when damaged, it regenerates rather quickly using your own blood supply, feels natural to use, and you have the full range of feeling and senses in it. Nevertheless, can be integrated with most tech, and has all the appropriate charging ports, mount joints, and coagulated veins channeling electricity. Allows you to use a measure of the Bloodfiends' powers over blood - slowly crystallize the blood you touch, regenerate your wounds by stitching them with blood, send out shards and globules of blood as projectiles, etc. Allows you to make more of such prosthetic arms using the control over blood granted by this one.

Rosespanner Workshop

Ergonomic Chair [100] - a large part of work for a Workshop member is contacting clients, submitting patents to Tres and the Head, reviewing expenses, buying materials and parts... it's a lot of paperwork. This chair is very ergonomic, guaranteed never to cause back pain! And it has an inbuilt massager to help you relax!

Tuning Kit [200] - a set of tools usable for pretty much any kind of repair work. Includes some more complex diagnostic tools that allow you to measure and adjust the various functions of different technologies, though that is some time-consuming work.

Resonant Spanner [400] - a large spanner wrench, large and hefty enough to be used as a weapon. Has several modifications that allow it to be used as a tuning fork, modulating, matching, adjusting and conducting vibrations. Also has an inbuilt engine, allowing it to generate and its own vibrations and modulate them to an appropriate frequency.

Your Own Machine [600] - a very versatile mechanism with some shifting. Can be used as a standalone weapon, can be attached to a body as a bionic, or even as a prosthetic in place of a missing limb. Can be configured on the fly, with it taking a second to swap between forms. Has four "pre-programmed" forms - a chainsaw, a dagger, a flamethrower, and a grabbing claw. You can configure more forms into it, given sufficient understanding of tech and sufficient parts. You can fit pretty much as many forms into it as you want, and it'll all work seamlessly, switching between them as you need.

Firefist Office

Pyro Suit [100] - actually just a regular, red pinstripe suit and a gas mask. The suit is slightly rumpled and has oil stains. Surprisingly fire-retardant and resistant to rips and tears. The gas mask fits your face perfectly and filters pretty much everything that could harm or irritate your respiratory tract.

Fire Fist [200] - a weapon fitted to your right hand, connected to a fuel tank to be worn on your back. It's just a flamethrower - a pretty inefficient one, honestly. At least it's easy to use, cheap to repair, and can use pretty much anything as fuel. You pour some high proof moonshine into that tank, it'll burn all the same.

District 12 Fuel [400] - special fuel produced by a Workshop. Burns at extremely high temperatures, almost impossible to get off if you get it on you, can burn underwater, and the fumes it produces are a killer on the lungs. You receive two large canisters which refill every hour. Can actually overheat without igniting, altering its properties to burn even hotter and be even more viscous (and thus harder to get off).

The Fumigator [600] - a variation in the wrist-mounted flamethrower of the Firefist Office. This variation is much more efficient in its fuel consumption, though you might not be able to tell, as its nozzle is actually modified to spread the flames in a much wider radius, setting pretty much everything in sight in fire with a single volley. Moreover, it employs a special oxidation process when igniting the fuel (yes, it's an internal ignition system) that produces approximately 20x as much fumes as it normally would. Moreover, these fumes are particularly toxic and acidic, burning away exposed skin in seconds with chemical burns, making flesh peel off in sheets and leaving behind necrotic tissue. You can easily burn away even the last of the Bloodfiends and their filthy blood with this.

Fanghunt Office

Vampire Hunter's Garb [100] - a gray and black outfit consisting of black shin-high boots, gray undershirt, a vest, and a gray coat, all of it adorned with plenty of straps, belts, silver buckles and buttons. Resistant to piercing and slashing.

Styptic Vials [200] - a belt of vials filled with emergency styptics - that is, a kind of medicine meant to stop blood flow. Incidentally, these vials are shaped such that they can be fired out of a gun like a bullet without breaking, releasing the styptic payload into the target. Comes with a complimentary belt filled with water vials. Both refill daily.

Anti-Bloodfiend Hammer [400] - a giant mallet akin to a tenderizer in appearance. Designed to inflict internal ruptures and breaks without breaking skin or inflicting bleeding of any kind. Not only that, its spikes are arranged in such as way as to disrupt bloodflow and crush muscle fibers in a manner that would prevent the affected area from healing easily, needing extensive efforts to bring it back to norm.

Cheerful Hunter [600] - a powerful crossbow loaded with bolts tipped with styptics. At an impressive 1500 lb (~680 kg) draw weight, this bad boy can pierce pretty much anything. It uses an automatic cocking system, meaning you need only press a button to reset the drawstring's position and be ready to fire again. The peculiar part comes from its ability to somehow transmute your emotions into additional ammo. The stronger the emotions you feel - be they delight or hatred - the more ammo you can synthesize out of thin air. And you can manifest all kinds of bolts - tipped with styptics, with vials containing water, with explosive or burning tips, with broadheads or tasers, really any kind of bolt you can imagine.

Tri-axe Office

Generic Mook Clothes [100] - a dark outfit including a hat and changpao with silver fastenings below the collar. Somehow makes you look arrogant even when you're not trying to be. Never gets dirty or torn.

Low Grade Spirit Pill [200] - a pill that will mend your meridians... well, no, it's just a common healing bolus of H Corp. You have a small box of these healing boluses, which you can consume as is, grind them up into powder, mix them with water and use as a topical balm or soak into bandages... really, the methods of using a bolus are endless, and it is more about finding the right method of application than anything else when using these boluses. The box refills daily.

Spatial Storage Ring [400] - an artifact of the Nascent Soul Real of the Tri-Axe Sect!... Well, actually, you just bought it from on U Corp clearance sale. Either way, this ring automatically resizes to fit whatever finger you put it on, and grants you access to a small pocket dimension, approximately 50 cubic meters in volume. You can instantly banish items you're holding to this space, and recall them back into your hand at will. Cannot be broken or damaged, and the aforementioned pocket dimension cannot be accessed by anyone other than the owner of the ring.

Tri-Axe [600] - a set of three hatchets with strangely sharp blades. Similar to an EGO weapon, when you hold these axes, you seem to gain an instinctive mastery of their use, able to juggle them mid-combat and use all three at once to injure and strike at your enemies, throwing them before immediately recovering them and slashing at your opponents' tendons and throats. Their blades seem to be sharp enough to be good at not only chopping, as axes usually are, but also at cutting and slashing. Moreover, if one of the axes is out of your reach, you can recall it to your hand, making it fly to your grip, chopping at everything in its path like a circular saw.

Moses' Office

Waspish Glasses [100] - prescription glasses which fit you perfectly. Prevent the wearer from being blinded, or their eyes from being irritated of drying out. Also bestows a small boost to eye-related abilities. The glasses have a designer frame with a small wasp logo on them.

Tobaccoless Pipe [200] - a stylish smoking pipe, thin and elegant. Is capable of producing smoke even without tobacco, or being lit at all. Can produce sufficient smoke to generate an obtrusive smokescreen. Somewhat similar in design to the pipe wielded by Moses herself.

Workshop Enthusiast's Collection [400] - a purse which, thanks to Workshop tech, is larger on the inside. Contains many other pieces of tech collected from various workshops - Stigmata sword, Allas gloves, Koori gloves, Nester hammer, Namir gauntlets, Windvalley gauntlets, Fanar pressure bandages, YuRia glasses, pendant and battleaxe, several exoskeletons of unspecified make, and some others. As expected, each item has its own special properties - Allas gloves, for instance, increase the speed of the wearer by a multiple of five, while Koori gloves freeze anything the wearer touches, etc.

YuRia Atelier [600] - a door directly into the YuRia Atelier itself. An extradimensional workshop staffed by animated teddy bears, it has everything necessary to research and work with psychoment equipment, such as EGO Gear, EGOs themselves, and Distortions. The door is actually quite light, and can be moved around.

The Udjat

Weapons of Sand [100] - a jamadhar and a khopesh, produced of special allows which allow them to resist all damage, while remaining perfectly sharp through whatever abuse you put them through. Perfectly balanced, and exceptionally sharp - enough to cut through metal, with enough power behind them.

Eye of Horus [200] - a black, full-face mask, emblazoned with a golden symbol of the Eye of Horus. When worn, it perfectly conceals your identity. So much so, that you yourself start posing track of who you are if you wear it for long enough. Lacking a sense of self, you become a perfect soldier for you master to wield as she sees fit.

Dias' Backing [400] - money. An ungodly amount of money, to be precise. More than you can spend. Enough to organize and sponsor a War of the Wings and help erect a new Wing, sustain a professional Grade 1 Fixer Office, sponsor a different company, get a Color Fixer in your employ, and still live in luxury without working a day in your life. While it does not regenerate on its own, rest assured - this is more than you will ever spend, unless you want to try and buy the entire City.

The Udjat [600] - as in the Grade 1 Fixer Office. You are now a captain of the Udjat, much like how Moses once was. While you still serve Dias and her goals, you have the second most authority over the entire organization, and so long as your orders do not contradict those of Dias, they will be followed to the letter. In the future, when there is no Dias, you will remain as the sole leading figure of the Udjat.

Bloom Office

Pamphlets [100] - a stack small, colorful pamphlets advertising your services. If you let them, they'll easily scatter in the wind as if they weigh nothing, like flower petals.

Windflowery Office [200] - a small, cozy office with enough space for multiple filing cabinets, desks, chairs, a sofa, with a small bathroom. Gets plenty of natural light, has rather colorful and flower-themed decor.

Workshop Device [400] - a brooch with bright, reddish-pink ribbons and a similarly colored red gem in the center. Seems to function as some sort of self-defense and navigation device. Can direct you to a desired location, so long as it's accessible by foot, by giving you mental direction as to where to go. Additionally, can emit flashes of burning and blinding light to deter any wannabe attackers.

Rosethorn Regalia [600] - an outfit consisting of sky-blue jacket with silver buttons, a brooch with mint-green ribbons, white cape, white bracers with silver buttons, and white combined breeches and boots, with silver knee guards and toes. Easy to move in, never gets damaged or soiled, and surprisingly protective, cushioning even the strongest blows. Allows you you manifest a spectral whip in the shape of a thorny vine in a flurry of blue rose petals. This whip obeys your mental command as if it were another limb. With time, you may grow to be able to manifest multiple such vines at once. Can just as easily be dismissed.

Syndicates

Car Pagoda Triad

Slot Machine [100] - a regular slot machine, a one-armed bandit, a puggie, whatever you want to call it. It's just a regular slot machine. You also get a key to access all its earnings and available chips, as well as adjust the odds.

Cartel Video Archive [100] - a USB drive filled with photos and videos of some... nasty stuff. For all that they're soulful partiers, Los Mariachis are still a Syndicate, and know how to send a message. The drive contains exactly that - examples of their work, such as skinning debtors alive, cutting off children's heads in front of their parents, mutilating rivals' genitalia, you name it, they've done it.

Tieqiu Dictionary [100] - a neat little book filled with such horrendous obscenities that one might just pass out from simply reading it. It is surprisingly verbose and well-cited, explaining the grammar structure of proper swearing, conjunctions for coming up with new ones, and all the language rules to make your insults and curses hit all the harder.

Wish Extractor [400] - a small, briefcase-sized device with a handle. This portable Wish Extractor collects nearby wishpower - luck and fortune - and congeals it into something tangible. Once it has enough wishpower collected, you can press a button to make it print out pieces of paper with tattoos on them, that, when applied to one's skin, will transfer all that luck to the user.

Arma de Maraquero [400] - this is not just any set of maracas, oh no. This is a specially developed weapon as much as an instrument! These maracas channel your emotions, and hit all the harder for it! The more intense your emotions - specifically positive emotions, such as happiness and joy and pleasure - the harder they hit, and the louder the sound they produce.

Butcher's Cleaver [400] - a specialty cleaver meant for separating bones from one another, and for separating meat from bone. This here cleaver, covered in dry and crusty blood, seems unusually effective for lobbing off limbs, digits and other extremities. What might have been a regular slash to the arm, with this weapon, will instead sever the limb entirely.

Car Pagoda [600] - the casino itself! A large pagoda tower, surrounded by smaller obelisks of burnt-out cars, long since stripped for anything of value. The casino has its own security contingent which answers to you and follows your orders. It has pretty much every single gambling game you can think of - slots, roulette, blackjack, poker, lottos, bets, dice games,

anything you can think of. Not just that, but the casino has several hidden Wish Extractors, which you can engage at will to suck the luck of the gamblers therein out, and render it into tangible luck tattoos, while ensuring that even the luckiest if them will go bankrupt. Additionally, there is a basement level, which leads into a mine with deposits of some minor metals - copper, iron, tin, sometimes small veins of silver or gold. It is staffed by malnourished debtors working off their debt, and can be further filled with those who go bankrupt in the casino above.

The Thumb

Bayonet [100] - a simple bolt action rifle with a bayonet affixed to the barrel. The wooden stock is surprisingly durable and hefty, enough so to crack open a skull, and the bayonet never dulls. Doesn't come with ammo.

Savage Tigermark Rounds [200] - custom-made propellant ammo. This ammo is light on actual bullet, but the propellant stacked into it is something else. Their primary use is not to shoot someone from a distance, but to accelerate the movement of a weapon and enhance the melee blow. You get a stash of 100 of these rounds, which replenish every week.

Tailored Suit [400] - a special suit, consisting of a rose-red jacket and fedora with golden outlines, a black three-piece suit, and dress shoes. Not only is it stylish and refined, it is also protective - it is fire retardant and thermoregulating, resistant to slashes and stabs, padded to protect from blunt force, will never tear or rip or otherwise come undone, and refits to you even if you change your shape.

Winged Tiger's Podao [600] - an infamous sword originally belonging to a Thumb Capo and Tiantui Star of the Pinky Lei Heng. Taking the shape of a massive, two-handed podao, with exhausts along its blunt side and a revolver-like chamber between the blade and the handle, as well as a break-action reload mechanism. This thing is wickedly sharp, tough enough to withstand the forces put on it by the use of Shin and Mang, and can further be enhanced by use of propellant ammo. Beyond that, this particular version seems to bestow you the same level of skill and mastery that actual Lei Heng possessed, including the ability to call on Shin and Mang, and execute such moves as Savage Tigerslayer's Perfected Flurry of Blades (超絕猛虎殺擊亂斬).

The Index

Proselyte's Garb [100] - black formal attire, a short white cloak with a golden gorget and an Index badge, and an additional black blindfold with a golden trim. Comfortable, stylish, and unable to be torn or soiled. All according to the ~~keikaku~~ Prescripts.

The Prescript [200] - a small bronze cylinder. When opened, it contains a piece of paper with your daily Prescript. Moreover, when opened after the daily Prescript has been retrieved, it may contain a similar slip of paper with some prophetic prediction or valuable advice.

Proxy's Blade [400] - a blade perfectly tailored to you. It continually evolves and grows stronger as you grow in ability and skill, and even gain new powers. It can even end up splitting into multiple blades if that would fit your style better. Channeling the Will of the City with every strike, this blade vibrates at imperceptible frequency, yet with such resonance that it seems to cut through every solid material and send cracks spreading through armor and arms of your opponents.

Voice of the City [600] - a massive underground complex containing one of the God of the City - a massive system of swinging pendulums, swinging with every minute motion and tremor of the city above them, depositing ink onto threads and papers, which are then interpreted by a Weaver into Prescripts. Regardless of what kind of blasphemy that is, you can adjust the swinging of the pendulums to a desired amplitude and position to churn out those Prescripts which you want. Comes with a trained Weaver to turn the threads into the Prescripts using the Loom. They can also teach you in the art of interpreting the Voice of the City and in weaving the threads into Prescripts.

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The Middle

Golden Chains [100] - a length of thick golden chain, heavy enough to qualify as a bludgeoning weapon. When wrapped around your body or fists, it mysteriously stays in place without coming undone or sliding off.

Book of Vengeance [200] - a decently sized book with a purple cover and a skull on it. Not only does it contain a list of appropriate punishments for those who cross you or your siblings of the Middle, but it also automatically records the names and physical description of anyone who does slight you.

Hair Coupons [400] - several flashy hair coupons. When presented to any hair stylist, it instantly entitles you to free and immediate service, in addition to raising the stylist's skill level to the supernatural. But mostly, these coupons are very, very visible and actively tempt everyone into stealing them. When someone does steal them, you instantly get awareness of their existence and constant tracking as to their location. In addition, your attacks deal 10x damage against the thief. If spent or stolen, they will reappear in your pocket in 24 hours.

Great Sister Anne's Revenge [600] - a massive seaworthy ship, with an entire town built atop it. Sporting gargantuan purple sails, it doesn't really need those to move, nor is it limited to water - it comes equipped with the new G Corp's gravity tech, allowing it fly. It's hull is adorned with wicked spikes and blades, and has entire buildings and structures atop its deck - shops, salons, bars, casinos, everything you could ever want, comparable to the finest cruise ship. It is also always armed and crewed, boasting nearly a hundred harpoon guns along each of its decks, with seemingly endless amounts of pirates and Middle Siblings ready to come out and serve aboard the vessel, be it for a party, cleaning, maintenance, or boarding action.

The Ring

Artist's Essentials [100] - an apron, a beret, a set of paints - watercolor, gouache and oil - and pencils - colored as well as plain - and brushes. Among the brushes, you will find a particularly large one, taller than you in fact, with stiff bristles, just as fit to be used as a spear as an artistic implement.

Masterpiece [200] - a piece of art created by a Maestro of the Ring. Be it a sculpture, a painting, a time-looped performance, a song - it can be any piece of art. It is utterly captivating, and draws in the attention and focus of those in its presence, making those who witness it think about it for days and weeks after, becoming obsessive and demanding to witness it yet again.

Maestro's Ring [400] - a three-banded ring, normally worn by Maestros to indicate their artistic excellence and rank in the Syndicate. When worn, it allows to turn any door your open into a door to the Corridor - the Ring's very own Singularity. This extradimensional space is a single, endless hallway lined with doors, all which lead to different places. Some are linked to the real world, allowing you to travel hundreds of thousands of kilometers in a matter of minutes, while other lead to entirely bizarre spaces where the laws of physics become more of a suggestion.

Pointillist Lab [600] - an expansive laboratory, managed by the Pointillism branch of the Ring, dedicated to further researching and perfecting the Mirror technology. It contains all sorts of esoteric machinery and monitoring equipment, capable of accessing and observing parallel realities, and even melding parts of them with ours.

Brotherhood of Iron

Iron Body [100] - the very basics you need to join this Syndicate. This is a rather cheaply made, kinda crappy robotic body meant to house your brain. It requires fuel, maintenance and parts for repair, but you don't need to eat, sleep, drink or breathe, never get tired or worn out, and a bonus, your body seems to come with a switch to turn off your sense of hunger or smell.

Brain Fluid [200] - a canister of fuel for your body. This Brain Fluid is the thing coursing through your veins - err, tubing. It delivers oxygen and nutrients and electric charge to your brain, and it is what you burn to function. This canister seems to have some P Corp tech, as it contains a lot more Brain Fluid than it should - enough to top up you and three other people. Refills daily.

Charge Cells [400] - this universal cell is a power source which can be used to fuel pretty much any machinery. Thankfully, it is compatible with your metal body, and can be inserted into a special port which to supplement your movements, reduce the need for Brain Fluid, reduce the latency between your brain signals and the response of the limbs, and otherwise supercharge your metal body. You get a set of four such Charge Cells. They can be recharged by filling them with any conventional fuel, or even via inbuilt photoelectric generators. Comes with instructions on how to build more.

A Rifle [600] - a large rifle as long as you are tall. This is, in essence, an anti-tank rifle capable of supplementing its shots with electromagnetic acceleration - that's right, you can hook it up to your body to channel the energy from it into this rifle. This rifle also has the function of changing its form into that of a large chainsword, which normally required no fuel, but can be supplied with additional energy just the same to make it spin faster and with more power.

Chef de Cuisine

Chef Uniform [100] - a white uniform emblematic of the cooking profession. A long white chef suit with pockets on both sides of the waist, with one the left side of the chest, and long white pants. Includes a complementary chef's hat, a few aprons, and gloves.

Ingredients [200] - a fresh batch of all kinds of ingredients! That is, all manner of human meat - old, young, athletic, fat, male, female, augmented, unaugmented, all-natural, those who used prosthetics, healthy, drunkard, drug addicts, you name it - there is this kind of human meat in here! This walk-in freezer is full to the brim of both trimmed and de-boned meat, to whole carcasses, and even offal. Replenishes daily.

Chef's Knife [400] - a large, intimidating knife that is perfect for slicing, dicing, chopping... ingredients upon the cutting board and enemies in front of you alike. This knife not only never dulls, chips or otherwise gets damaged and maintains perfect edge, it bestows upon you the skills and knowledge of a professional, experienced cook and butcher, knowledgeable in the art of taking people apart into chunks of meat. Additionally, this knife seems to draw much more blood when slashing someone, causing even the slightest cuts to spray that hot, red liquid.

Bistro [600] - a cozy little restaurant, all yours! Has everything a self-respecting eatery needs - a seating area, a kitchen, a bar, a walk-in freezer, an abattoir... the usual stuff, you know. The kitchen has all sorts of devices - beside regular kitchen appliances, it has things that are more reminiscent of torture devices -a kneader to turn flesh into jam, a stretcher to make meat taffy, all manner of things to prepare human meat into something edible and entirely exotic.

The Carnival

Uncanny Mask [100] - an expressionless white face mask, which fits perfectly and never slips. Projects an uncanny, inhuman feeling of creepiness, akin to an uncanny valley effect. Comes with a large, baggy grey robe that perfectly conceals your body shape.

Tailor's Tools [200] - a collection of tools emblematic of a tailor. Shears, needles, tape measures, rulers, seam rippers, tailor's hams, thimbles, bodkins, measuring gauges, fabric weights, pins, irons, threadclips, point turners, buttonhole chisels, punch pliers, and any other tools for working with fabrics, buttons, threads and other such textiles.

Nuovo Fabric [400] - several bolts of Nuovo Fabric - a special textile made using choice subjects, possessing supernatural properties, such as extreme durability, defensive abilities, and perhaps most importantly - the ability to, rather than fit the person wearing it, make the person wearing it fit the shape of the garment. When woven into a suit, whoever puts it on, will have their body shape changed to fit into the suit, for example. Besides that, it has defensive properties, as stated earlier - it softens blunt impacts, dulls slashing impacts, blunts piercing attacks, holds in and seals wounds so as to prevent bleeding and speed up healing, etc.

Loom [600] - a set of augmentations, once a singularity of a long-fallen Wing, now owned by the Carnival. These augmentations alter your body structure, filling you up with sewing mechanisms, and allowing you to unfold mechanical tendrils out of your body. These tendrils are tipped with various sharp tools and implements. Using them, as well as the additional machinery deeper within, whoever possesses this augmentation would be able to unravel any living organism, and spin their organic material into thread, adn weave that thread into fabric with unique properties and abilities based on the abilities and characteristics of the person who was used in the making of said fabric. Comes with instructions on how to make more of such augmentations and install them into others.

Stray Dogs

Punk Fit [100] - a set of street clothes, including a chain necklace, knuckle wraps, a pair of dark grey pants, a black tee, a spiked collar and a spiked belt. Basic, but nonetheless fashionable, and makes you look like a right proper thug!

Courageous Handler [200] - a metal dog muzzle that fits nicely over a human face. When worn, it bestows upon the wearer the unrestrained power and fury of a rabid hound, increasing their strength, lowering inhibitions and improving pain tolerance.

Old Dog [400] - a set of biological augmentations consisting of two lifelike dog ears, somewhat reminiscent of a Rottweiler's. When affixed to someone's head, they provide enhanced hearing, as expected, allowing the user to hear even normally inaudible frequencies. Beyond that, it improves their musculature, making them leaner and fitter, enlarges and sharpens their canines, enhances their senses of smell and sight, and grants them improved stamina.

Promised Information [600] - that snake Walter may have reneged on his promise... but you managed to get your dues anyway. This stack of papers contains the full, complete and unabridged floor plan of L Corp's Nest. In future Jumps, this will be empty, unless someone breaks their promise to you, in which case it will update to contain information which was attempted to be hidden from you.

Musicians of Bremen

Animal Mask [100] - a garish, bloodstained mask of an animal of your choosing. Completely hides your identity, and allows you to make lifelike noises normally made by the animal this mask embodies.

Music Instrument [200] - a music instrument of your choice. It can be anything - violin, drum, maracas, zither, flute, glockenspiel, hell - pick a theremin if you want. It also doubles as a weapon, and can be used offensively. I'm not entirely sure how some of these can be weaponized, but rest assured - they all are.

Red-Noted Sheet [400] - this sheet music is marked not with ink, but with blood of countless humans. When read, it drives others to carve open their own veins and flesh and exsanguinate themselves and attempt to finish the piece. But there is always more space to be filled, and more blood must be spilled to write it, leading the victims to drain themselves onto the paper until they die. When played, it has the same effect on those who hear it, prompting them to claw at their veins and write music.

Piano [600] - a massive piano, rather resembling a pipe organ. When played, it physically affects those who hear it, except for the player... it rips them apart and rearranges their broken bodies into musical notes, killing them instantly, and stuffing their note-like mangled corpse inside the piano to make it even bigger, make it play even louder. Those who hear the screams of the victims, the tearing of their flesh, cracking of their bones, snapping of their tendons, gurgles and bubbles of their blood... are all affected in the same way.

Smiling Faces

Smiling Face [100] - a metal, grinning mask. Exudes the smell of tobacco. When worn, bestows upon you a rustic, country accent.

Tobacco Stash [200] - a stash of all kinds of tobacco products and means of smoking it. Cigars, cigarettes, hookahs, bongs, pipes; flavored tobacco, raw leaves, ground tobacco, etc. Never runs out.

Smoking Pipe [400] - a large smoking pipe the size of a polearm. Not onlt is it always filled with tobacco to be smoked, it is strangely effective at producing and spraying smoke. As well, it can be separated into an additional blade which leaches smoke out of its metal, filling the wounds it causes with carcinogenic tar that, despite its viscosity, spreads through the veins and bloodstream and in between muscle fibers, only to clog it all up.

Cannibal's Feast [600] - a set of plates and dishes that will turn anything placed onto them into an equivalent in human flesh. The thing is...it has to come from somewhere. By default, it will simply violently remove the equivalent material from a random human somewhere in the world, but you can set priorities for it to withdraw flesh from a specific individual or group of individuals, as well as prevent certain people from being potential sources of the food at this table.

Night Awls

Stiletto [100] - a simple metal dagger with a long, thin blade and a needle-like point.

Stabbing Prosthetic [200] - a prosthetic limb that, rather than terminating in a hand or foot, ends with a sharp spike, meant to be used as a weapon. Strangely, doesn't make it any less comfortable to use than a regular prosthetic.

Vanishing Point [400] - a stiletto blade with curious transdimensional properties. It passes right through armor, entirely discorporating when it would hit armor and reapparating when it would hit flesh. Moreover, its point has a multidimensional property, striking whatever it would hit in multiple dimensions, and even in nearby timestreams, making the wounds it inflicts extremely to heal, and making it capable of harming even higher-dimensional beings.

Sufficient Payment [600] - a briefcase containing... you're not sure what. When presented to someone you have a debt with, the contents will spontaneously manifest as something that the debt holder wants, enough so to entirely waive your debt/obligation. If whatever they want is larger than should reasonably fit in a briefcase, its interior will manifest non-standard geometry to be larger on the inside. If you try opening it yourself, you will find nothing inside. You can always try to steal whatever your debt holder withdrew from it, though, if you were so inclined. If you put something inside the briefcase, it will vanish upon the briefcase being opened by a debt holder, replaced by whatever is sufficient to settle the debt.

Rusted Chains

Spiked Chain [100] - a length of rusted chain, lined with hooks, spikes and barbs. Surprisingly, when you wrap them around your body, they somehow don't hurt you, leaving no wounds or other harm. They do still get caught on the flesh of your enemies. Despite having rather significant mass, it feels rather light to you, allowing you to wield them like whips.

Chainmail [200] - a set of chainmail armor. The chain links are particularly large and heavy, though they weigh little to the wearer. The exterior of the armor is covered in barbs, which dissipate the force of impacts and attacks, making them easier to withstand, in addition to serving as a deterrent for anyone who thinks to get into melee combat with you. The gripping force of these barbs is surprisingly strong, allowing you to stick to walls and buildings, should you wish. The chain links never break or snap, and are large enough to protect from even thrusts and stabs, unlike normal chainmail.

Scarification Blade [400] - a small dagger. Wounds inflicted by it immediately heal over into tough, dense, resilient scar tissue within moments. This scar tissue integrates perfectly into the surrounding tissue, causing no friction or other mechanical faults, and not growing into cancerous lumps. Though, you can achieve the latter effect by plunging this dagger into a wound and holding it there for several seconds, causing it to start generating scar tissue all around itself, forming a cancer-like lump. The scars created by this dagger are hard, more akin to carbon fiber than flesh, but still maintain the necessary mechanical properties to integrate with the surrounding tissues.

Big Ball of Spikes [600] - a huge metal ball of hooks, blades, spikes, barbs and chains. Around the size of a football, the wielder can direct it to sprout chains and whips made of blades and hooks, obeying their will akin to tendrils. It can even be mentally directed to form into a creature made out of blades and barbs. Alternatively, it can be integrated into the body of the wielder, whereupon it will form a layer of metal just under the skin, and allow the wielder to transform into a monstrosity of knives, ripping edges, chainsaw-like limbs, and tendrils of interconnected hooks and chains, regrowing lost mass at rapid pace when damaged. Is also capable of integrating other sharp and metal objects into itself.

Church of Gears

Worshipper Robes [100] - not all that impressive. These white linen robes hang freely off your body, and are stained with oil, blood and cerebrospinal fluid. Whenever you worn, they make the wearer appear as a pious individual, free of any suspicion of heresy or apostasy. This belief will remain so long as the wearer doesn't actively speak or act in a way contradictory to the faith they are blending into.

Ever-Spinning Gearwheel [200] - a massive weapon resembling a circular saw, but with a gearwheel instead of a sawblade. The gearwheel is hefty enough to crush flesh and metal within its spokes, and the combustion engine within is powerful enough to let it chew through even solid metal. The weapon also has a collection slot for crushed biomass, which will turn the collected meat into a Meat Gear or a Though Gear whenever there is enough of it in the receptacle.

Pile of Gears [400] - a large collection of Meat Gears and Thought Gears. Sourced very much unethically, these Gears perform the functions of enhancing one's mind (Thought Gears) and body (Meat Gears). Each Gear has a specific function it excels at, and might even be able to grant some unique powers (though you will really have to dig deep into this pile for those), thought they also provide general enhancements to intelligence and physical characteristics when attached to your body. This collection contains multiple of each gear, and more will appear whenever one is taken out and attached to someone. Just don't ask where they come from.

Mekhanite Regalia [600] - a large device consisting of gears, cogs, metronomes, and other mechanical apparatuses. When worn upon your back, you will find it integrating with your body, and allowing you to spread large, angel-like wing, covered in gears and cogs grotesquely affixed to them. These wings allow you to fly and hover. The device itself integrates into your spine and flesh, connecting to your brain and nervous system, and allowing you far greater cognitive ability - in fact, it allows you to foresee the future in vivid detail, though the range of this precognition only really extends up to several minutes at most. In fact, the cognitive boost provided by this device would allow you to cause spontaneous combustion and oxidation with your mind, and even mess with the minds of others - be it positively, by lending your processing power to them, or negatively, is up to you.

Technology Liberation Alliance

Lobotomy E.G.O:: Sloshing [100] - a set of EGO Gear from Lobotomy Corporation, plundered by the members of the Technology Liberation Alliance. This particular set of EGO Gear is extracted from the Fairy Gentleman Abnormality, resembling body armor and a baton made out of thick, viscous, green jelly. Wearing it makes you feel tipsy and jolly, if no less violent, and allows for limited control over that gelatinous fluid the EGO is composed of.

Lobotomy E.G.O:: Red Sheet [200] - a set of EGO Gear from Lobotomy Corporation, plundered by the members of the Technology Liberation Alliance. This particular set of EGO Gear is extracted from the So That No One Will Cry Abnormality, resembling traditional Chinese manner of dress and a bō staff, if plastered all over with talismans. Wearing it makes you eager to obsess over wishes and curses of others, scribbling talismans as if your life depended on it, so eager to please, and allows for a degree of control over fortune using those selfsame talismans.

Robot Army [400] - a rather large group of combat robots under your command. Consisting of wrecking ball bots, build like spiders, atop four spiked legs and with a heavy metal sphere on top; and sawblade bots, build atop large tank treads with a single arm wielding a large spinning sawblade. There are also some K Corp drones, equipped with metal tentacles and syringes filled with both healing and decay ampules. Altogether, there are approximately 250 units. You have access to a master computer that controls all of these robots. If any are damaged, they automatically repair over time. If any are destroyed, they simply reappear sometime later in your Warehouse. You can modify them with whatever technology you have access to.

Lobotomy E.G.O:: Sunshower [600] - set of EGO Gear from Lobotomy Corporation, plundered by the members of the Technology Liberation Alliance. This particular set of EGO Gear is extracted from the Drifting Fox Abnormality, resembling a worn and tattered cloak or raincoat, constantly wet with unseen rain, and a tattered, old umbrella, with countless holes in it. Wearing it makes you experience dark and unpleasant emotions, wrapping you up in doom and gloom, dreadful reminiscence for now gone, and a sense of being misplaced anywhere but dark and damp alleyways, and allows you a degree of control over weather, rain and water.

Blade Lineage

Shortsword [100] - a curved, eastern style blade, akin to a katana or a wakizashi, with a blade length under 100cm. Cuts surprisingly well, is always well maintained, and doesn't need to be sharpened. Comes with a durable sheath that can easily be worn either on the belt or on the back (posing no problems with drawing the sword even if worn on the back, somehow).

Dopo Robe [200] - a set of bluish-grey robes that sit comfortably on your frame, always look stylish, and don't get in the way. The fabric they are made of is meant to stop blades and slashes, bunching up in just the right manner to halt a cut aimed at you. Give off an ominous aura of dark, black smoke whenever they are cut, and making your eyes glow if they sustain sufficient damage, imposing a feeling of paralyzing dread on your opponents. Repairs over time when damaged.

Monolith [400] - a strange, solid black structure. It emanates a feeling of dread. When nearby, people tend to relive their traumatic experiences, forcefully Distorting into monsters. Thankfully, yours comes with an off switch, so you can choose to turn it on or off. Moreover, your monolith is rather small, portable, around the size of a large carry-on bag. Unlike normal Distortions, Distortions forced by the Monolith can be obstructed and prevented by knocking out the affected person before the transformation is complete. Turning the Monolith mid-Distortion might also work... or it might turn the person into a Peccatulum. Who knows.

Bamboo Hat [600] - a seemingly ordinary, well-worn, wide-brimmed bamboo hat. When worn. it enhances the wearer's skill in swordsmanship to absurd degree. The wearer's eyes glow, and their mind expand into the weapon itself, allowing them to wield it as if it were an extension of them. Such a person would be a terrifying fighter.

Kurokumo Clan

Tattoo Kit [100] - a kit with specialized needles, inks and other, more esoteric pieces of tech that allows one to create the moving, protective tattoos of the Kurokumo Clan, which shift around on the body and are as hard as steel, protecting the owner of said tattoos. You are proficient with this kit.

Hardwood Liquor Cup [200] -a finely carved cup filled with sake. Drinking from it seems to impart some hardness of the wood it is carved of, to whoever drank from it, making their flesh and bones much harder and tougher for some time. The sake in this cup never runs out, no matter how much you drink.

Black Ledger [400] - a small binder with a black cover. Within are documents pertaining to the financial streams of the Kurokumo Clan, and the list of all those who have and have not paid their toll. Whenever someone trespasses on your ground, or disrespects your position, they are added to the ledger. You can then extract some fraction of life force from them using this ledger - not particularly much, but a small fraction of their energy and power is transferred to you.

Resplendence and Sublimity [600] - twin Kokuuntō odachis - one, Resplendence, with a glimmering golden blade, with a number engraved on it - your number among the Captains of the Kurokumo Clan, passed down from Captain to Captain, this blade has served the Kurokumo Clan for a long time, and for good reason: its craftsmanship is immaculate, it is supremely sharp, and is, in fact, capable of leaving afterimages in the air, which still carry the same cutting power as its own edge. Another, Sublimity, with a glimmering silver blade, capable of manifesting inky strikes and slashes, reminiscent of Kurokumo tattoos, which cut and slash just the same; when cutting someone, those same inky tattoos will appear on the victim's flesh, but rather than protect, these tattoos will cut and saw through the flesh until they dissipate.

Twinhook Pirates

Unjust Riches [100] - a whole lotta booty. Several large chests filled with money - ranging from universally accepted banknotes, to coins of various mint and metal composition, bars of gold, silver and platinum, golden teeth, golden prosthetics ripped right outta sockets, and overall precious metals in various forms. They are, however, all illicitly acquired, so you're gonna have to find a fence, a corrupt banker, or own a business to launder all this money, else you get in trouble. Just don't forget to pay taxes.

Shipping Containers [200] - a large portside warehouse filled with shipping containers, all under your name. Some of them are empty. Some are filled with goods specific to Port Marlin - Mermaid perfume, Mermaid ice cream, whale oil, etc. Some are filled with weapons (almost exclusively melee weapons). And some are full of rotting corpses from all the Twinhook Pirates' extortions. Comes with a ledger and a manifest detailing all the containers and their contents. Refills with empty shipping containers whenever one is taken out.

Hook's Choice [400] - a duo of items - a hook prosthetic, fitting onto your hand, which can extend into a hook sword if you want to wield it with a fully functional hand; and a flintlock pistol. Well, the pistol isn't really flintlock, though it sure looks like it - it is exceptionally powerful, firing using processed whale oil as opposed to standard propellant, resulting in massive, powerful blasts that can punch through solid steel of shipping containers (but not building walls, surprisingly enough). Can take magazines, unlike a normal flintlock. The hook prosthetic/sword is surprisingly dexterous and nimble, in either form, and can shoot its hook part out to serve as a grappling hook.

First Mate's Club [600] - a seaside bar and nightclub. Owned by you. Has a techno aesthetic, with loud, blaring music, serving classic Port Marlin drinks and cocktails. Is constantly filled with visitors - some of them of indeterminate age and gender, simply appearing in the club to party and give you money. Is staffed by a cadre of Twinhook Pirates mates, all of whom are decent fighter, and rather proficient in sniffing out wealth on your patrons and kidnapping them without anyone being the wiser. They also know how to launder money, naturally. Can be accessed through a Warehouse, or inserted at a location of your choosing in the world.

Dead Rabbits

Boxing Scarf [100] - scarf that, when wrapped around your person, resembles rabbit ears. Well-worn and scratchy, but nonetheless warm and good at softening blows and impacts, it would work as a decent knuckle wrap. Never tears.

Rabbit Masque [200] - a grotesque, full-face mask resembling a rabbit head. Comes in several varieties - red and brown, with glowing red eyes and without, and with floppy ears or ears standing up. Muffles and warps your voice, making nearly impossible to recognize it, in addition to looking all around creepy. Also, rather effective as a helmet, as its exterior is hard and tough.

Metal Bat [400] - a long metal bat, wrapped with chains and barbed wire, with several railroad nails welded to it. Beyond being a nasty weapon that inflicts jagged wounds, broken bones and severe bruising, this particular bat is made with special alloys that make it surprisingly light and easy to swing, without diminishing its actual mass and the damage its heft can do. Never breaks nor bends. Striking with it seems to slow the enemy down and makes them turn almost monochromatic, as if a sepia filter has been applied to them, as if siphoning a bit of their personal time.

Wolf's Fall [600] - a cozy pub for you and all your mates. Has a small kitchen that serves all the pub classics, and taps with infinite supply of beer and other drinks - the good stuff, too, not that warm piss you find in some shiteholes. The pub has an atmosphere of camaraderie and tends to bring those share a drink here together. It's actually rather large, and fits up to 100 people at max capacity. Has enough glassware for that many people. Can be fitted and modified as you wish. Can be accessed through a Warehouse, or inserted at a location of your choosing in the world.

Drawbacks

Extended Stay [100] - if you would like to remain in this world beyond the mandated 10 years, you may choose to extend your stay, gaining 100 Points for every additional 10 years you stay here, up to a limit of 1000 Points for 100 years.

Ahnless [100] - there must be a hole in your pockets. There is no other way to explain how fast money vanishes from your possession. You can never hold on to money for a prolonged period of time. You run into unexpected expenses, feel a spirit of generosity overcome you, or simple find the money having vanished without a trace.

W.T.F.D.Y.M. [100] - you're really difficult to understand, you know. You have some sort of annoying verbal tick, be it endless, unnecessary abbreviations, constant stuttering, old-timey manner of speech akin to Shakespear being put through a woodchipper, unceasing stream of puns and wordplay in even the most inappropriate situations, or even some sort of grating accent. It will always be apparent, uncontrollable, and annoying.

Craven Cravings [100] - you have some sort of substance addiction. Be it smoking, alcohol, coffee, some sort of narcotic, or even Enkephalin. Hell, even sniffing glue counts for this. You will have to satiate your addiction at least once a day, but often times more. You can take this Drawback multiple times to take on multiple addictions.

No Sex and the City [100] - there aren't many mentions of sexual themes in Project Moon works. Makes you wonder. Well, for the duration of this Jump, you are entirely incapable of having a single lascivious thought, nor of engaging in any such activities.

Annoyance [100] – a Zayin-level Abnormality has taken a liking to following you around and causing trouble. It is ugly as sin and very, very annoying. It will not directly harm you, but it will annoy the living hell out of you, break your stuff, and jumpscare you at every opportunity. There is no way to get rid of it.

Aesthetically Challenged [100] - most people in the City, at the very least, know how to accessorize. Fashion may not be on everyone's mind, but people will seldom choose to look like crap. Except you. You not just lack a sense of fashion - you have negative sense of fashion, if such a thing is possible. You outfits are all invariably incongruent, garish, with clashing colors and

contrasts, lacking cohesion or any sort of coordination. You are guaranteed to always look ridiculous.

Appearance Deficit [100] - it is somewhat apparent that most people in the City are at least somewhat outwardly aesthetic. Not you, unfortunately. You look like 8 inches of skin stretched over 12 inches of skull, with skin not dissimilar from a testicular melanoma in texture, bones jutting out of your malformed torso, face like Voldemort if he got caught in a grease fire… you get the idea. And the worst part - even replacement bodies will share this unfortunate malformation, skin grafts will wilt and sag like badly glued-on patches of leather… an entirely mechanical body may be your only recourse, if only because they're meant to look inhuman to begin with.

Eau de Sweeper [100] - you should really take a shower… or a dozen. Not like it'll help. To put simply - you stink. You emit an aura of stench not dissimilar to exhaust fumes, month-old bloody bandages, rotten fish, metallic yet rotten blood, sour urine, and all kind of detritus found in dark alleys of the Backstreets.

Green Behind The Ears [100] - you're really new to this whole thing, huh. Your inexperience with violence will cause you to feel ill at something as mild as the sight of spilt innards. It will always be unpleasant, nor will you get over it in your time here.

Oblivion [100] - have you drank from the waters of Lethe upon entering this world? You possess absolutely none of the memories of Jumpchain, and anything preceding this Jump. Not even your powers or companions, though you will still be able to use your abilities. You do retain your knowledge of the setting, however.

Gacha Protagonist [100] - as is tradition, all gacha protagonists must have amnesia so as to be able to be self-inserted into. You now similarly lose all in-universe and setting-related knowledge. When you insert into this world, you will know absolutely nothing of it.

Monster Mascot [100] - you're not an energy drink mascot! You're the goddamn CEO of a Wing! And yet no one listens. Early on you will be saddled with an embarrassing, annoying and otherwise interminable nickname, that everyone seems to know and use to refer to you.

Abrasive [100] - you are deeply insufferable. Even the most even-tempered people will agree that you should go screw yourself. You make yourself absolutely untenable to get along with, not unlike a certain British man or a certain crocodile-inspired janitor.

Hunger PangPangs [100] - you gotta pay the bills somehow. For at least a year after entering this world, you will be forced to work as an underpaid, minimum wage, customer service employee in a HamHamPangPang location, serving the many wonderful people of the City. On the plus side, taking this Drawback grants a 50% discount for the HamHamPangPang Items. Yay!

Grimdark [100] - this world sucks balls. At every turn, you will encounter death, suffering, destruction, pain, tragedy, horror, gore, nihilism and existential dread. Worst of all - you will never get used to it. Every single time something like that happens, you will be equally horrified as the first time. Any perks that allow you to bypass such trauma are turned off.

You Must Suffer... [100] - you have lost someone. Someone near and dear to your heart has been taken before their time, and you must now live with that burden. You will always be haunted by their memory, reminded of them, unable to let go of this grief, this deep soulful pain.

Ruthless [200] - to be emotional, to grow attached, to love, to think of anyone other than yourself in this world is to invite heartache, hurt and disappointment. So, you do not. You are callous and treat everyone you meet as a resource to be used and exploited, and will discard at the merest hint of a chance to benefit yourself.

Topographical Cretinism [200] - maybe trusting your gut isn't the best choice... you can be sure that you'll never retain even the simplest directions, having to simply bumble your way to any destination, probably needing twice the amount of time you normally would, and stumbling into all sorts of trouble on the way.

Interesting Times [200] – you seem to attract all manner of trouble and adventure. Things just can't be quiet around you, as all manner of happenings and curiosities occur in your general vicinity. You won't be able to go for more than a couple days without something peculiar interrupting your quiet life.

Amputee [200] – you lose one of your limbs, and it cannot be regained, replaced or regrown for the duration of this jump. Can be taken up to the number of times as the number of limbs you have (typically 4).

Senseless [200] – you lose one of your senses – sight, smell, hearing, touch, taste. Can be taken up to 5 times, losing an additional sense every time. The senses lost via this drawback cannot be regained or restored during this jump.

Office Enmity [200/400] - you seem to have attracted some attention from a Fixer office. Be it a bounty, a contract, or a misplaced belief that you have what they want. Either way, they will come after you. You can choose what office you want to come after you in force, or simply pick the

Grade of an office. Grades Nine through Five are worth 200 Points, and Grades Four through One are worth 400 Points.

Syndicate Enmity [200/400] - you seem to have attracted some attention from a Syndicate. Be it a feud, coercion, or a misplaced belief that you have what they want. Either way, they will come after you. You can choose what Syndicate you want to come after you in force, or simply pick the Threat Level of the Syndicate. Canard through Urban Legend are worth 200 Points, and Urban Plague through Star of the City are worth 400 Points.

...As I Have [400] - you are hurt, and your response to it is to lash out at anyone and everyone. You do not care who you hurt - you just need to hurt someone. You will often go berserk, if not remain in such as state at all times. A burden shared is a burden halved, but your burden is too great for two, three people - even an entire crowd. And so you will spread it around to anyone and everyone.

Unstable Shell of Ego [400] - it seems your powers are acting up. Be it due to your emotional state, or some issues with your insertion into this world, your powers - those purchased in other Jumps and in this one, both - seem to flicker and fluctuate uncontrollably. Not only does this affect your level of control, but also their overall power - sometimes, your abilities will flicker and grow dimmer, weaker, and sometimes they will overcharge and grow too much for you to control. The degree and frequency of these fluctuations is entirely random.

Shenanigans [400] - how!? How do you fumble things so badly!? Not only that, it's constant, somehow! I suppose when a lack of plan becomes the plan, all variables become constants. You just can't stop yourself and your subordinates from getting into some kind of trouble, regardless of where you are. Someone, at some point, will do something silly to ruin any carefully laid plans of mice and men. And it may just be you.

Unarmed [400] - you lose your access to your Warehouse, being unable to access your items or properties, or any companions that you left behind in there. Only items and properties purchased in this Jump will be accessible to you.

Faida di Sangue [400] - did you mouth off in front of a Capo? Whatever the case, the Thumb has deemed you an undesirable, rude person who must be exterminated. You will find that groups of Thumb Soldatos will pursue you with every intention of ending your life. Should you evade your punishment long enough, a Capo or two, or even a Sottocapo might come after you.

Foretold By The Prescripts [400] - the Index needs no reason other the vague words of their deity to end one's life. Unfortunately, the Prescripts have indicated that it is your life that must end. Groups of Index Proselytes and eventually Proxies will pursue you at every opportunity to murder you in new and inventive ways.

That's Going In The Book [400] - the Middle sure knows how to hold a grudge. It is easy to piss them off, and nearly impossible to lose. Where you step, the Middle gangers will step, and their entire family will seek to end you. It'll start off with Little Siblings, and should you hurt enough of them, will escalate to Middle and Big Siblings. Mayhaps you'll even draw the attention of a Great Sibling if you prove troublesome enough.

Criticism Taken Personally [400] - for not meeting their standards, criticizing Maestros' art, or simply providing unusual art supplies, the Ring is after you. Their various schools will pursue you - Pointillists, Fauvists, Cubists, and whatever else. Eventually, if you accumulate enough history of resistance, a Maestro may even take an interest in you and decide to turn you into a art piece.

Waspish [400] - whatever Wing taboo you might have broken, that Wing has sent a Taboo Hunter after you. These are high-grade fixers, specialized specifically in tracking, ambushing, overwhelming and otherwise murdering troublesome human opponents. There will always be at least one Taboo Hunter after you, and even if you kill your pursuer, they'll just send another one, or even several. They will pursue you to the ends of the Earth, mind you.

Bookish [400] - you must have paid a visit to the Library. At a random point during your time here, you will freeze up, and turn into a book, wherein your entire life story is written. You will spend 30% of your total time as a book, unable to perceive anything or to do anything. You will wake up disoriented, after all that has passed. If anyone were to tear out pages from your book while you're in that state, you would find some of your powers missing, and random people having said powers, with you having to go and take those back manually.

Haunting Neuroses [600] - the manager of Lobotomy Corporation suffered from debilitating neuroses, preconceived notions, paranoia, hallucinations, and general chronic anxiety. They often manifested as "Ordeals", wreaking havoc across the facilities of L Corp. You seem to suffer from similar manifestations. Occasionally, you will simply manifest one of the "Ordeals", ranging from Amber (insect-like, ravenous, burrowing monsters eager to devour everything in their path), Crimson (mad, inhuman carnival troupe, stabbing, ripping and slashing with their dirks and claws, detonating and otherwise continuing to be an annoyance even after death), Green (ancient, nearly-decrepit yet still very much lethal mechanical horrors, taking forms of automatons with an assortment of weapons and entire facilities spewing deadly lasers), Indigo (calling upon waves of Sweepers even before or after the Night in the Backstreets), Violet (cyclopean polyps and eldritch monoliths, spewing tentacles and a reality-twisting influence), and White (singular entities, embodying the very ideas of warriors found in the City, each akin to a Color Fixer). Should you survive this Jump with this Drawback, you will gain the ability to trigger these Ordeals at will.

Failed Realization [600] - ah, the process of your transmigration was incomplete, it seems. Only partially did your otherworldly powers manifest. Or, rather, only those powers you chose in this Jump remain available for you to use, and all abilities, skills and powers purchased in other Jumps, Supplements or other such things, become entirely unavailable for you.

Adamic World [600] - it would seem that the vision of a certain future has come to pass, somehow. The amount and density of Abnormalities and Distortions if multiplied by 15x. Not just that, but the prerequisites for Distorting, turning into an Abnormality or a Peccatulum are lowered. Meaning that a vicious cycle is established - monsters create disasters, and disasters create more monsters. This might as well be the apocalypse.

King Lear [600] - a monster tearing and ravaging through the Mirror Worlds, all for one singular purpose - to kill you. Maybe not *you*-you specifically, but all mirror versions of you, certainly. Your very own Erlking. This version of you will kill other, parallel versions of you, who took all the same Jumps, but different Perks, Items and Companions, and will them all to the memorial procession of undead following in the destruction's wake. And naturally, you will have to fight them all when your turn eventually comes.

Taboo Alien [600] - it seems that the Head has some qualms about the nature of the Jumpchain. By your nature as an otherworlder, you are intrinsically designated as not belonging here, not "human" in the same way as everyone else. And the Head shall not tolerate non-humans in the City. The Head will go after you - send Claws and Beholders at first, and if they fail to exterminate you - the Arbiters will come. And as any self-respecting Jumper knows, the Arbiters… are power-scaling tools. So, be careful.

The End

And so, you served your time here, you've had your adventure, seen your share of horror.
What shall you do now?

Stay

Can't deny that there are some merits to this place. Can't blame you for choosing to stay here.

Return

After seen what you have here, anyone would be rattled. No judgement for going home after this.

Go On

Continue your adventure into the next world. That's why you're here in the first place, right?

Made by u/usernametaken18902

Notes:
The Bad End perk drawbacks go away after this jump, just like any other drawback.

Companions and Scenarios coming in a supplement. Y'know, eventually.

Unless outright stated, assume the most generous interpretation of the wording. Or don't. I'm not your dad. Have fun, y'know.