



Generic Concept Understand Education Wonder

Version 1.0 (Tri-Sevon Edition)

Greetings, fellow scholar. Welcome to the starting point in your newest venture in the art of learning. We will be providing **1000 Concept Points** for you to use as you see fit.

And now, we shall begin your prep material...

Starting Location

Here are a selection of various locations you can pick. And in case you wish, you can roll some dice to determine where you start instead. Take your time.

Magical Fantasy World

Sci-Fi World (Non-Space)

Modern Fantasy/Magitek Fantasy

Sectors Of Space

Alternative Earths

Other

Backgrounds

While you are initially given a goal to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Species

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human

A common choice.

Fantasy Creatures

Includes, but is not limited to: Elves, Dwarves, Orcs, Trolls, Goblins, Lizards, Dragons, Kobolds, Slimes, Constructs, Golems, and Elementals.

Artificial Life

A not so common choice.

Extraterrestrial Creatures

A rarer choice.

Supernatural Beings

Includes those who may also exist beyond other dimensions or realms of reality.

Other

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Perks

*You gain **4 Concept Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 CP to use.*

Limitless Memory [100]

You find that your mind can easily store and accommodate so much information, with no downsides of holding so much in there. And you gain the ability to easily find what you may want to be looking for via memory, unless you wish to perform inefficient manners for your own personal preference.

Passing Of Knowledge [200]

This allows you to always have a fully legible and understandable means to produce the information in any medium of your choice with what you know. And in case anyone tries to circumvent your method without your approval, they will become deeply black boxed that it may take the greatest of minds to merely try cracking it.

You will also find that you also have an increased effort in doing the same for non-informational matters, like developing methods to restrict access to things like weapons or functions inside equipment and objects.

Environmental Traveler [100]

This offers a strong resistance to any hostile or detrimental effects inside a variety of mundane environments, while also making it far more easy to traverse them no matter how you move.

You also find that you can enhance your belongings and equipment to also gain these resistances in future locations as well.

(This does account for those being under your own two feet, powers, or an attached/controlled method of locomotion/movement.)

Uniquely Adapted [200]

Compared to the one above, this instead allows you to quickly grow and adapt to an specific environment you may find yourself in. This works especially well with not-so normal environments that are still 'reasonably arguable' to survive in.

And no matter how long it may be from living outside it, you will always retain some form of lasting strong resistance to any environment you adapted to. The catch being, you won't be at very higher levels without returning to them to build it up again.

Also, you can easily modify your belongings and equipment to gain these sort of environmental protection adaptivity as well in future settings.

Omni-Travel Immunity [300]

And yes, this is perhaps one of the most useful powers for a true wandering being interested in learning as much as they can of everything. In essence, this allows you to become immune to the environmental effects of anywhere you go, no matter if it is made of magic, exists in the vacuum of space, or is esoterically created...

...Under the conditions that you only have these immunities by being a traveler that roams these environments. Trying to abuse this to create pseudo-temporary or permanent residence in these locations will revoke these immunities, especially if you only rely on this.

Silent Presence [100]

In short, as long as you are actively not trying to be heard, no amount of movement either by your own body or any form of transportation will emit any sound. Meaning that you can easily avoid disturbing anything that can be woken up by mere sound...

...You can also easily modify your equipment and vehicles to gain and enhance these special silencing effects if you wish to go that route.

Anti-Visible Field [200]

In case you wish to not actively be seen by those along the way in your travels, this is a special extendable field that can easily shift around your form to visually hide you from others. And in case you have any equipment on you, it will extend to account for them.

This also works especially against organic and artificial creatures as well that only rely on visual sights. However, this does not protect against those who have a sixth sense or can feel/sense the presence of others out there. Nor does it remove the possible trails and signs you may leave behind.

Repulsion Aura [300]

An togglable aura that can radiate around you that acts as a means to subtly repel those who get too close to you, even if they aren't actually aware of your presence. It also can be used to designate targets, like say a specific entity/being in particular, in case you want to only affect them instead of others.

And in essence, this radiates either constant waves of energy or other forms of deterring effects to keep others away from you. Just be careful that those who are more 'aware' may be able to pinpoint where you are.

Full Scan [100]

A power that allows you to scan anything and rapidly gain tangible data about the organic/mechanical item or subject being scanned, albeit as far as its external level will go. Though as a benefit, this allows an entire '360 Degree' scan, no matter what matter or obstacles are in the way.

Deep Scan [200]

A power that allows you to deeply scan anything, allowing you to get past any form of flesh, metal, or any external material to see what lies below. And with that, allows for more tangible data for you to make use of regarding the internal level.

If taken with **Full Scan**, this can make figuring out the biological and mechanical make up of beings far more easily, especially with learning how they function and so on.

However, even with (or without both), the scanning power(s) will be extremely less effective in gathering magical or supernatural data...

Exotic Scan [300]

A very strong power that allows you to safely observe and freely scan any form of magic, supernatural energies, and other rare phenomena out there.

While this doesn't protect you from actually physically interacting with it, it does allow for distant viewing that will never leave any form of corruptive, harmful, or mutative effects on you from merely studying it.

This also will provide a togglable protection on your findings, no matter what form or recording medium is used if you wish to share it. Of course, you can also allow said effects to happen if you wish to go that route in sharing.

Subject Finder V1 [200]

With how much is out there, this is a power to help designate specific parameters you wish to find as far as it will go with more organic, mechanical, and mundane materialistic subjects.

You can also use this to find and track similar sub-variants or alternative versions of said subjects. For example, you can search for 'Iron', while also finding alternative worlds' versions of 'Iron'. Or say, sub-species of creatures like Elves and Humans...

...And this will also give them markers of your choice to help track and locate them while also not disrupting your efforts of studying.

Exotic Searcher Y2 [200]

With a more special focus on the Exotic (which includes magic, supernatural, and other non-unique phenomena), this allows for tracking and finding of such objects or energies in the places you travel across.

This will also help keep track of sub-variants of things. For example, if different variants of 'Crystals' would emit magical or cosmic energies. Or perhaps you may be wishing to track what different kinds of 'Fire Elementals' exist and compare similarities and differences between them.

Wonder Phenomena Tracker X3 [300]

And this is the one for finding and tracking truly unique phenomena that may only exist in special cases or settings with their incompatible reasons for why those don't exist elsewhere.

As with the other two mentioned above, you can designate markers and also work out comparability measures to understand and infer the special qualities of 'X' or 'Y', while deeply working out possible similarities.

Critical Replication [400-500]

You have the power to create a separate dimension that can safely replicate whatever you have observed and learned, to further study them in a truly safe version of the environment best suited for the subject/object/phenomena.

The dimension will also offer a boost from being able to learn from your failures, to further act as motivation to keep learning or to offer new inspiration that you may just need. And it will also provide for any amenity you will need to continue existing, while also allowing for any extraneous additions that may help you with studying.

And for an additional **100**, you can also mix and merge multiple together to truly study deeply in what can be created or learned from such actions.

However, as a massive warning to give you. What you can replicate here will not be able to leave this dimension at all. In fact, the only thing that can leave is yourself, anyone you brought along, and the knowledge you gained from your experiences there.

(Any form of manipulation trying to subvert that catch will fail, with lackluster or rather outrageously showy results that will be fully harmless, save for any damaged egos.)

Gear & Equipment

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Omni-Attire [100]

An entire set of attire that will fit your form and offer no form of distractions on its end, while providing a level of comfort that will offer a boost to your physical and mental stamina.

And yes, you can freely edit its style/aesthetic qualities as you see fit, alongside merging or mixing in new modifications and improvements.

Adaptive Two-Way Translator [200]

A small communicative device that can be worn externally or implanted internally that allows for being able to understand and respond back in any language, no matter how ancient or unintelligible it may be.

It also offers a noticeable boost in teaching you how to speak said languages, even if your physiology won't normally allow for it.

The device will also clean and repair itself, while remaining open for modification and vanity manners. It is also easily removable or can be easily turned on and off at your whim if you wish to not rely on it for any reason.

Adaptive Enviro-Armor [200]

A customizable set of form-fitting armor that will offer a massive amount of protection across all forms of environments. But will also gain an adaptive boost to further add more protection the longer you stay inside an environment.

Chimera Fuel Engine [200]

A special small engine that can be attached to any vehicle that will accept any form of viable fuel to keep it going. It offers no increase in speed/performance by itself, but can be modified and adapted to provide other benefits to connected mechanical, magical, or esoteric systems.

Pocket Storage Device [200-300]

A small piece of tech or magical origin that will always fit into even the smallest pocket that can summon a pocket dimension to take in any small object or piece of phenomena you can come across.

While in the pocket dimension, it is placed in stasis and will never degrade over time. And anything else near it inside the dimension will be also protected from cross-contamination of any kind.

For an additional **100**, you can increase the size of the pocket dimension collecting function to pick up significantly larger objects or larger quantities by default. If you wish to increase this, you will have to put in the hard work to make it happen.

Remote Drones [300]

A collection of organic, mechanical, and magical drones that can be sent out to cover more ground/distance while offering modes for live recordings or photographic image

taking. They also come with measures to be silent, invisible, and untraceable if needed.

They also are fully customizable, while still being able to retain any visual/style choices you wish to keep them in at any given time.

Universal Scanner [400]

This comes as either a customizable hand-tool, which will always be held steady perfect at any angle. Or it can be a modifiable attachment item that can be fitted onto any surface.

Either version comes with a mode that will scan anything down to the deepest part and also filter out multiple things to be specific in what it is scanning. And as a bonus, this can be adjusted so that no one will be able to notice when this is active, albeit at a very noticeable dip performance in scanning and compiling data in its vast data bank.

Companions

Companions can purchase more companions.

Import [200-300]

You can bring along 8 companions for 200 CP. They will each individually get 600 CP to spend for themselves or instead receive 4 Concept Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 CP to bring in as many as you want.

Recruit [100]

If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the CP you spent.

Supplement/Crossover Mode

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

(You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

Drawbacks

You can take up as many Drawbacks as you want, just don't make it impossible for yourself...

Longer Stay [+100]

You can take this up to 5 times, but any further time extensions will not give you any additional CP.

Nomadic Learner [+100-200]

You find that you feel a pull to not stay around in one place for too long. And while this doesn't mean you can't have a mobile home or shelter, you do feel the subtle feeling to take it to be elsewhere.

For an additional **100**, you will find that staying past the 'limit' (and you'll always be aware of it) will begin to slowly build up to a semi-minor annoyance and will persist until you do end up moving.

(It'll also go dormant afterward for an while as well, and you'll know when that is over as well.)

Sufficient Effort [+200]

You find yourself wanting to push yourself further than may be necessary to really learn as much as you can. You can use try to use this as a boost, but doing so means you may get yourself into trouble if you aren't careful.

Stealth Minus [+300]

In case you wish to not be seen or not to disturb things too much, you may not want to take this. Not because it makes it impossible, but you can't just rely on a singular method at all.

In fact, you have to keep cycling around your methods every now and then (and you'll know what that'll happen) to truly keep yourself in the best stealth conditions for your efforts.

Dilemma Of Violence [+300-400]

You now find yourself to be swayed in both mind and actions in regards to the presence of violence. To clarify however, you either find it as something that more strongly disrupts in an aversive manner or you become more attentive towards it.

This will hamper you in some form or fashion if you don't have help or the willpower to counteract this swaying presence by yourself. And if you wish to get more CP, this will also increase the chances of violence from outside sources (as in, outside of companions) crossing your path.

Dangerous Magnet [+300-500]

You find that you are slightly gravitated towards more potentially harmful things to learn about, given that you seem to attract them to yourself.

If you want, you can also amp up to an additional **100** or **200**. The first one amps up the chance a little bit, but the second one makes the chances be even higher alongside slightly increasing the severity a bit (if that can happen).

A Fresh Learner [+600]

You find that while your memory is intact as it was, your ability to use any learning/training boosts via powers or equipment is now null and void. This also applies to any companions or allies you have as well.

Final Decisions

So with your venture over, you have three choices...

New Study (Next Jump)

Renewing Study (Stay)

Post-Study Graduation (Home)

Change Log

v1.0

The First Version
