

Planar Empires - Main Continuity

Jump

WIP

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For untold aeons, The Immortal Emperor Of Mankind rules his high-endless domain with an iron fist, sending forth his infinite armies to conquer the rest of the Metauniverse. Despite being locked into a bitter positional war of attrition with the Forces of Evil, the Empire of Mankind still has more than enough men and resources to continue its wars of conquest against the rest of the infinite Metauniverse, subjugating everything in its way and exterminating everyone who is not human for the glory of God Almighty, praised be His Most Holy Name for ever and ever. It is opposed by the Anti-Imperial Coalition, a loose confederation of different states and very influential non-state actors, as well as lesser nations and powers, but that is not even close enough to stopping the Empire's armies. On the other hand, the Empire of Mankind brings to the Metauniverse order, progress, high standards of living and the One True Faith, while its opponents are either irredeemably evil monsters or so mired in corruption, internecine strife, various disgusting practices and general disorder that it is really hard to distinguish the former from the latter even when the latter are not willingly or unwittingly serving the former. And above all that, in the Upper World, the Angelic Hierarchy is wracking their brains trying to find a way to fix all of this mess and drag the Empire of Mankind out of its xenocidal frenzy without compromising its power and position as the main bulwark against the powers of Hell. It is a world of endless wars of unfathomable scale and destructiveness and deadly intrigues between the states and scores of ancient conspiracies, a world of infinite hope and infinite misery, of infinite wonders and infinite horrors. Welcome, Jumper, to the Metauniverse. Take this: **1000 CP**. You will surely need it to survive in this place.

Location

Roll 1d11 to determine your Starting Location. Otherwise, pay **50 CP** to choose your Starting Location.

1. **Empire Of Mankind.** The largest, most powerful and most technologically advanced nation in the Metauniverse, the Empire of Mankind controls a virtually infinite number of planes in all the Seven Worlds. Life here is incredibly prosperous, peaceful and ordered, with all the benefits of being a hyper-advanced post-scarcity society. But make no mistake, Jumper: living in the Empire of Mankind means living in a gilded cage, and its vast security apparatus is ever-vigilant and utterly merciless to those who step out of the line. Due to all-pervasive surveillance that will make the Big Brother himself think that it's definitely going overboard, if you appear here while not being an Imperial citizen or, if you are an Imperial citizen, show even the faintest

signs of disloyalty, you will be in immediate mortal danger and should get out of the Imperial territory as soon as possible. You can choose any Empire-controlled plane, other than those currently in process of annexation, as well as the Imperial territories on the Lower Planes, as both of these locations are covered by other options.

2. **Battlefront.** You arrive on the front of one of the Empire of Mankind's incalculable wars of conquest in the Middle World or one of the Worlds of Physical or Liminal Axes. It may be a war against a local pocket of Forces of Evil territory expanding from the newly-formed Hellgate, a bitter struggle of the Anti-Imperial Coalition to at least slow down the Imperial push into its territories, or the routine process of plane annexation in some forgotten corner of the Metauniverse that no major power, other than the Empire, cares about or can reach.
3. **Lower World.** This World is a World on the Spiritual Axis, the direct opposite of the Upper World. It consists of an infinite number of planes, almost all of whom are under control of the Forces of Evil, and the only ones who aren't are situated in the Atrium of the Lower World and constitute the territory of the Empire of Mankind. To be frank, the entire Lower World is just one big shithole. In the territory of the Forces of Evil wickedness, misery and suffering reign supreme, and the Dark Thirteen, the thirteen most powerful beings in the Forces of Evil and its acting government (with Satan's indifference for the affairs of the Metauniverse) desperately try to retain their hold on power. The border between the two hyperpowers is the most hellish and oppressive warzone in the whole Seven Worlds, where an incalculable number of armies is lost every day on both sides with almost zero results. Even in the Imperial control zone life is heavily militarized and far more strictly regulated even compared to the usual Imperial standards due to proximity to the most important Imperial battlefield and constant fear of enemy spies and cultists. You can choose to arrive on any plane in the Lower World. Alternatively, if you pick either Hell: Forces of Evil or Hell: Cultist Origin, you can choose to arrive in any enclave of the Forces of Evil in other Worlds.
4. **Anti-Imperial Coalition.** You arrive on one of the planes controlled by any member-state of the Anti-Imperial Coalition. While its territory is infinitely smaller than the one that suffers under the cruel tyranny of the Immortal Emperor, it still owns an uncountable number of planes in the Material World and the Worlds on the Physical and Liminal Axes. Currently the Anti-Imperial Coalition is badly losing its war against the Empire of Mankind, so badly that some of its leaders started contemplating an alliance with the Forces of Evil to try to salvage its disastrous situation, but maybe you are here to change that. If you instead intend to undermine the Coalition and sabotage its war effort in the name of the Immortal Emperor, be wary, Jumper. While appearing here while being an enemy of freedom is not an almost certain death sentence like it's the case with being a traitor to the Empire of Mankind within the Imperial territory, the Coalition's numerous secret services and the ancient conspiracy that rules it from the shadows do not sit idly, and if you get caught, expect no mercy from them.
5. **Middle World.** This World is the central World of the Metauniverse. While the Empire of Mankind's territories in it are unbelievably immense, it is naught but a speck of dust compared to the infinite number of its planes. In the depths of neutral territories intelligence services of various major powers compete for spheres of influence, while numerous conspirances, both heavenly, satanic and stranger still, pursue their

agendas with single-minded dedication and ruthless efficiency. You appear on one of the planes that is situated far from all the major powers of the Metauniverse.

6. **Elemental World.** This World is a World of the Physical Axis, the direct opposite of the Aether World. It consists of eighteen major planes (4 Elemental Planes, 2 Energy Planes, 6 Paraelemental Planes and 6 Quasielemental Planes) and an infinite number of lesser planes. Of all of the Worlds of Axes, this one is the most thoroughly subjugated by the Empire of Mankind, with it controlling almost the entirety of the Plane of Earth and ruthlessly exploiting the unending natural resources of this World to feed the insatiable appetite of its war machine, and the major powers of its major planes are either obliterated, are bowing down to the Empire and even then survive for the time being only because the nature of their planes currently make it too costly for humans to fully colonize them, or are running from the Imperials because of their nomadic lifestyle and the nature of their planes that support it. Maybe you are here to help the Empire fully conquer this World, maybe you want to liberate it from its iron grip, or maybe you decide to serve no cause but your own, one thing is certain - the natural riches of the Elemental World are limitless, and you are almost guaranteed to become filthy rich no matter which side you pick if you are smart about it. You arrive on any plane in the Elemental World not controlled by any of the major powers of the Metauniverse.
7. **Aether World.** This World is a World on the Physical Axis, the direct opposite of the Elemental World. It consists of a single major plane (Aether Plane) that connects and links clusters of normal planes together in the manner of an incredibly complex multi-dimensional spiderweb. Aether Plane is a bottomless ocean of pure psionic energy, constantly swirling, shifting and flowing in patterns incomprehensible to minds not enhanced by aeons of self-improvement and modification. Various forces are at play here, from the aforementioned intelligence agencies and conspiracies to stranger groups, like those trying to find a way to transcend physical existence via aetheric energies and even the worshippers of the Abominations, eldritch monstrosities imprisoned beyond the Aether aeons ago by the Angelic Hierarchy. You arrive on any plane in the Aether World that is not controlled by any of the major powers of the Metauniverse.
8. **Astral World.** This World is a World on the Liminal Axis, the direct opposite of the Shadow World. It consists of a single major plane (Astral Plane) that connects and links clusters of normal planes together in the manner of an incredibly complex multi-dimensional spiderweb. Astral Plane is a boundless expanse filled by silver light. Long, long ago, when the Empire of Mankind was still in its infancy, this World was dominated by the Ancient Elven Empire, the zenith of this race's glory and power. It has fallen into oblivion long before the distant descendants of its people even heard of the advancing Imperials, but many of its ruins still stand today almost as good as new, containing fabulous riches as well as unbelievable dangers. Maybe you will be the first to uncover the mystery of this awe-inspiring civilization's demise and, of course, to plunder its untapped riches? You arrive on any plane in the Astral World that is not controlled by any of the major powers of the Metauniverse.
9. **Shadow World.** This World is a World on the Liminal Axis, the direct opposite of the Astral World. It consists of a single major plane (Shadow Plane) that connects and links clusters of normal planes together in the manner of an incredibly complex

multi-dimensional spiderweb. Shadow Plane is a dark reflection of the planes that are connected to it, and the deeper you go from these reflections in the Deep Shadow, the darker and weirder things get. Out of the Worlds on Axes, this one sports the biggest number of Hellgates and, thus, is the most heavily infested by constantly expanding enclaves of the Forces of Evil. There are rumours that this is happening for a reason, and that their push in this World is a desperate attempt at achieving some nebulous goal. Would you like to find out what it is that they plan to do and either foil their dastardly schemes or help them succeed? You arrive on any plane in the Shadow World that is not controlled by any of the major powers of the Metauniverse.

10. **Upper World.** This World is a World on the Spiritual Axis, the direct opposite of the Lower World. While the Empire of Mankind controls a considerable amount of planes here, the vast majority of planes is controlled by the League of Good, an alliance of various states and non-state actors of the Upper World that is an ally of both the Empire of Mankind and the Angelic Hierarchy. It is the only World where the Empire of Mankind does not wage wars of conquest, being forbidden from directly expanding its territory here by the ancient Componerian Accords, which it abides by, and instead achieves its goals here diplomatically via its vast diplomatic and intelligence presence in the Componeris-City, the most important political center of the plane. However, despite the outwardly idyllic appearance of this place, all is not well here. The Empire of Mankind is shamelessly abusing the loopholes in the Componerian Accords, creating vast amounts of client states on the planes of the Upper World, which angers many local established powers. Territorial disputes and petty feuds, both ancient and new, flare up between major nations with disturbing and ever-increasing frequency, threatening to end the age of lasting peace brought by the Accords. And underneath all that, the agents of Hell and the self-proclaimed freedom fighters find themselves as allies in a massive conspiracy to help the Upper World devolve into a free-for-all war of extermination.
11. **Free Choice.** Pick your poison, Jumper. You can freely choose any point of space in any of the Seven Worlds to appear in. Bear in mind, some places do not take well to intruders.

Freebies

Basic Personal Upgrade Package (Free). Considering the ubiquitousness of extremely advanced genetic engineering, biological modification and atto-augmentation technologies in the most advanced nations of the Metauniverse and the unbelievably high level of danger of this place, Jumpchain is obliged to provide you this Perk free of charge. You are now ageless and immune to all diseases that are not horrifying genetically-engineered and supernaturally-enhanced bioweapons tailor-made to unravel such defenses. If you had any ailments and genetic defects before taking this option, they are corrected. Your appearance is also modified to be a perfect 10/10 that is the bare minimum expected of a citizen of the local hyper-advanced civilizations (because anything less will be considered by the locals as hideously ugly, and such an individual will stand out like a sore thumb). Your physical

characteristics are now blatantly superhuman, with you being able to effortlessly destroy buildings, take direct hits that can obliterate large skyscrapers and move faster than an ordinary human eye can see, and your mental characteristics are similarly upgraded to allow for normal functioning in the local environment. Bear in mind that this is a minimal level expected of a beginner operator like you, and anyone of even the slightest bit of experience or higher social status will be able to easily turn you into a stain on the wall with a casual glance.

Basic Personal Skill Package (Free). You get a set of skills downloaded in your brain that grants you several benefits. Firstly, your grasp of melee, ranged and unarmed combat allows you to effortlessly wipe the floor with multiple squads of the local rank-and-file soldiers (in comparison, were one such grunt transported to your original world, he would be considered an unstoppable killing machine simply because of his physical characteristics and skills, even without taking his hyper-advanced weapons and armor into account), and the necessary mindset that allows you to act with peak efficiency in combat situations and be free of stress and guilt from taking the lives of other sentient beings. Bear in mind that this level of combat skills alone will not get you far, as even the most low-ranked officer is going to effortlessly mop the floor with you, and is more aimed at making you able to survive in altercations with the local rabble-tier opponents that otherwise could be fatal for an unprepared Jumper. Secondly, you gain proficiency with the most common types of local vehicles and gear to allow you to function in local societies. Lastly, you gain the knowledge of the most common languages of the Metauniverse as well as, should you start in an uncivilized locale, the local language.

Origins

Other: Freelancer (Free). The Drop-In option. You arrive here with no additional memories and nothing sans what you bought here and what you already had. You are beholden to no one and are free to do whatever you wish, but you have no existing ties to anyone in this Metauniverse. In some locations this is no big deal, while in others it may spell your doom.

Other: Disciple (Free). You belong to some of the lesser powers of the Metauniverse. Perhaps you are a member of one of the cults or secret societies that sprout like mushrooms here, or maybe you are a worshiper of some local Eggregore, or you are just a citizen of some small and insignificant country (in the grand scheme of things, anyway) and do not concern yourself with the affairs of the larger Metauniverse. Sadly, such ignorance is often a poor protection against powerful and avaricious conquerors.

Heaven: Imperial (Free). You are a proud citizen of the Empire of Mankind, the Sword of Heaven, the Instrument of the Almighty God in correcting this blighted and fallen world, and the rightful ruler of the entire Metauniverse. Yours is the God-given right to conquer, to take the benighted humans of outer lands into the Imperial fold and teach them the proper values of the faith in the One True God, obedience to the Immortal Emperor and hatred of all things alien, and to eradicate the disgusting stain of xeno species - the foul reminder of the

depravities of the Gilded Era. You fulfill your duty with fervor and the sense of civic pride that can only come with the ingrained understanding that you are on the right side of history.

Heaven: Celestial (Free). While you are not a citizen of the heavy-handed and somewhat brutish Empire of Mankind, you nevertheless stand firm on the side of the One True God in this eternal conflict. Perhaps you are a citizen of one of the more Heaven-aligned nations of the Upper World, an independent operator that decided to pledge his allegiance to the cause of good, or you are a member of the Angelic Hierarchy. Regardless, you understand two things: firstly, the Forces of Evil are the number one enemy of the entire existence, and, secondly, the way the Empire of Mankind behaves itself on the Metauniversal arena is both immoral and counterproductive to the holy cause of combating the minions of Hell. Maybe you will be able to do something in this regard.

Hell: Forces of Evil (Free). Kill. Torture. Plunder. Rape. Enslave. Despoil. That is what you were born to do, and you do that with gusto, praising the Lord of Hell with your every atrocity. Your side, which should be the true ruler of the Metauniverse instead of those flabby do-gooders, has long been abused by the Heavens, cursed by God and locked in the inhospitable and corrupted planes of the Lower World. But now, with the seals on Hell torn down during the fateful days of the Apocalypse, the entire Metauniverse is ripe for your picking. Unfortunately, those pesky Imperials are dead-set on annihilating you for the cause of God, and, though their motivation is laughable to us, their military power is definitely not, as they have beaten us back into the Lower World, even capturing a good portion of its Atrium, and are swiftly eradicating our enclaves that we so laboriously create in other parts of the Metauniverse. But you are here to change this unfortunate situation, right, my fellow hellspawn?

Hell: Cultist (Free). You serve your abominable master with as much fervor as those who reside in the territories controlled by the Forces of Evil, but your service is of a different kind. While your martially-inclined brothers and sisters in Satan are disemboweling people and burning cities on the frontlines, you work within the societies of the Metauniverse, slowly rotting them away and preparing them for the arrival of the legions of Hell. Whenever a nation's nobles indulge in unspeakable depravities instead of governing, whenever its magistrates and officials are taking bribes and perpetrating injustices instead of upholding the law, whenever its elites are consorting with hellspawn, there is your hand, bringing this society closer and closer to the brink of damnation. You will gladly indulge in bloody uprisings and public profane sacrifices and rituals in the name of Evil whenever possible, but still you have to keep a low profile, at least most of the time.

Third Way: Freedom Fighter (Free). You are a proud member of the Anti-Imperial Coalition. Maybe you are a citizen of its member-state, or you are an independent actor of considerable power that chose to join the fight for the sacred cause of freedom, but you are determined to show those prideful Imperials that the free peoples of the Metauniverse will not meekly bow before the genocidal, tyrannical monster they call their Immortal Emperor and accept either slavery or extermination. Though your rage is mainly focused on the Empire of Mankind, you are not going to suffer any despot trying to oppress you, and you will speak with your head held high with both angels of Heaven and demons of Hell.

Third Way: Balance Seeker (Free). You are a member of the Order of the Regulators: an ancient conspiracy devoted to the cause of eradicating the factor of involvement of the forces both Above and Below in the affairs of the Metauniverse, a state it calls the Absolute Balance. It is your Order that was the true founder and behind-the-scenes puppetmaster of the Anti-Imperial Coalition since the first day of its existence. You believe that it is the right of every sentient being to live free, with neither Heaven nor Hell (and especially without an out-of-control power-hungry maniac like the Immortal Emperor of Mankind) telling them what to do. And, of course, you understand that there is no better way for the free peoples of the Metauniverse to realize their rights and freedoms than under the “careful guidance” of the Order of the Regulators.

Races

100 CP Races that are Discounted are **Free** instead. You can freely pick your age, gender and physical appearance within the guidelines of your Race.

Human (Free). You are a member of the most populous race of the Metauniverse. By themselves, humans possess no inherent advantages save for their innovative and driven natures, the fact that makes other, more gifted races look down on them in many other worlds. Fortunately (or unfortunately, depending on who you ask), innovative and driven nature is the only thing you need to make it big in this place. After all, it is humans who created the most powerful nation in existence, and the Immortal Emperor of Mankind, one of the two most powerful currently active beings in the Metauniverse, is also a human.

Xeno (Free/100/200/400 CP. Discounted: Third Way: Freedom Fighter, Third Way: Balance Seeker, Incompatible With: Heaven: Imperial). You count yourself amongst one of the incalculable species of non-human sapient creatures of the Metauniverse. For **Free** you can choose a species that is close to humans in overall power level and natural traits. For **100 CP** you can choose a species possessing some remarkable advantage over baseline humans. For **200 CP** you can choose a species that possesses truly considerable power and very useful and precious innate gifts, able to contend even with novice Growth practitioners simply by virtue of their natural power level. For **400 CP** you belong to an incredibly powerful species, able to match even a bit more experienced Growth practitioners. Remember, though, that innate powers by themselves will not get you far here, and thus you will need to take your self-improvement seriously if you want to survive and thrive in the Metauniverse.

Angel-Blooded (200 CP, Free: Heaven: Celestial, Discounted: Heaven: Imperial, Incompatible With: Hell: Forces of Evil, Hell: Cultist). You are a descendant of a union between a human and an angel. It should be noted that angel-blooded are the only kind of non-pure humans allowed to live in the Empire of Mankind and be its citizens. Even then, the Empire of Mankind has a kind of love-hate relationship with angel-blooded, with them often simultaneously being revered as descendants of holy beings and despised for tainting the

purity of the human race. Power-wise you can effortlessly trounce novice Growth practitioners and have an innate affinity for Holy Magic. Appearance-wise you look like an incredibly beautiful human, but the impossible perfection of your looks immediately gives away your otherworldly heritage, which sometimes can be a mixed blessing.

Cambion (200 CP, Free: Hell: Forces of Evil, Discounted: Hell: Cultist, Incompatible With: Heaven: Imperial, Heaven: Celestial). The darker counterpart of angel-blooded, one of your parents was an infernal. This grants you massive power, every bit as equal to the powers of angel-blooded (even despite the noticeable difference in power between angels and infernals) and an innate affinity for Evil Magic. Your appearance may range from a beautiful human with small demonic traits like rudimentary horns to a full-blown demon.

Infernal (400 CP, Discounted: Hell: Forces of Evil, Hell: Cultist, Incompatible With: Heaven: Imperial, Heaven: Celestial). You were a human once, but you have renounced your humanity for the sake of Hell and was rewarded for it with unholy ascension. Even without a day of training in Growth you possess the power to casually obliterate small galaxies with physical attacks and an immense talent in Evil Magic. While this is far cry from the might of those detestable bird-men from Upstairs, you possess incredible status in the hierarchy of Hell, far above demons and even the mighty devils who will never hope to match a being that has a perfect immortal soul and not its flawed imitation. This special status and privileges of being a unique kind of being that is indispensable for all kinds of Hellish hierarchies is carried with you in all future Jumps.

Angel (600 CP, Discounted: Heaven: Celestial, Incompatible With: Hell: Forces of Evil, Hell: Cultist). You are a holy servant of the Almighty God, the instrument of His Most Holy Will in the Metauniverse. As expected of the one occupying such a lofty position, you possess immense inborn power on the level unheard of by the lesser races of the Metauniverse, with physical strength enough to annihilate an entire plane with a casual flick of a wrist, durability to effortlessly shrug off blows of your own power and natural superluminal speed. You also have an incredible talent for Holy Magic, being able to grasp the mysteries of this unbelievably complex discipline with massively increased speed. Appearance-wise you look like an otherworldly-beautiful human with white feathery wings and soft golden radiance emanating around your head, and you can hide both wings and radiance with a mental command, as well as freely change your appearance within the limits of humanoid races. However, for all your power, your position in the Angelic Hierarchy is at the very bottom, and it will take an unfathomably long time spent in training and building up a perfect service record for you to advance in it. At least your superiors are nice, if incredibly demanding. You must take the **On A Mission From God** Drawback, but are granted the full amount of **CP** from it.

Perks

All Origin-tied Perks are Discounted to their Origin. One **100 CP** Perk Discounted to your Origin is **Free**.

General

Growth (100/200/300/400/500/600 CP). Growth is the local term for the process of improving one's body and attaining higher and higher degrees of physical power, resilience and speed. It is a system of rigorous training that has been streamlined and perfected over the course of incalculable aeons and thus at the very least its beginning stages are more or less the same in the entire Metauniverse (at least, among its major superpowers, in less developed locales it is way less effective or even may be completely unknown, and in the latter stages of practicing Growth (that are not covered by this Perk) the more developed superpowers have a distinct advantage over their lessers), and anyone who's anyone here is most definitely an incredibly accomplished Growth Practitioner (and, of course, possesses lots of other powers, but that's besides the point). Purchasing the **100 CP** version makes you a novice Growth practitioner and gives you the strength to destroy cities with basic punches, durability to easily withstand such hits and supersonic speed. The **200 CP** version allows you to effortlessly throw and endure mountain-busting attacks and move with hypersonic speed. The **300 CP** version makes you a somewhat-experienced novice, being able to destroy and withstand the destruction of entire continents and achieve massively hypersonic speeds. The **400 CP** version allows you to call yourself a beginner Growth practitioner and grants you access to planet-level strength and durability, as well as relativistic speed. The **500 CP** version lets you claim that you have almost finished your introductory course of Growth practicing, with you being able to deal and withstand galaxy-destroying amounts of damage and travel with the speed of light. Finally, buying the **600 CP** version means that you have successfully established your foundation as a Growth practitioner and are ready to build up your power further on your own, and at this level you are capable of destroying a plane with a basic physical attack, easily take many blows of similar power and move with superluminal speed. The levels of physical characteristics listed here implore that you are starting at the level of a human with the **Basic Personal Upgrade Package Perk**. If you possess greater base physical characteristics through any means, you receive greater proportional results from buying this Perk. Practicing Growth also increases a person's mental characteristics, as well as lifespan, with those achieving the level of the **600 CP** version of this Perk attaining agelessness. All Growth Practitioners possess perfect control over their power and the scale of the destruction their power inflicts, so, for example, it is a trivial thing for them to deliver a plane-annihilating blow in such a way that it will merely make a neat hole in a wall or run with superluminal speed in a way that does not cause any adverse environmental effects.

Spark (600/800/1000 CP). Anyone with half a brain can practice Growth in this world, and, with a little (or, to be fair, a lot) of cleverness and dedication, even the wonders of Corpus and Psionics are reachable to anyone who has a dream to rise above one's station and the willpower to follow it. Does that mean that everyone is equal here, and there is no inborn trait that separates those who are destined for greatness from those who are doomed to mediocrity? Absolutely not, and by buying this Perk you ensure that you are among the former. You are now among the lucky few who possess the Spark, a mote of high-order energy that merges with your soul and makes it shine like a bright bonfire to all kinds of spiritual perception, hence its name. However, even the Spark wielders are not equal with

one another, and the different levels of Spark quality are denoted by the different versions of this Perk, with **600 CP** version being a Lesser Spark (that still puts you leagues above those who have none), **800 CP** version being a Medium Spark, and **1000 CP** version being a Greater Spark. While this Spark is nothing like the one that you will receive at the successful end of your Jumpchain, it still grants you several incredible benefits. Firstly, your physical characteristics, as well as the potency of all the other powers you can purchase lower (and of all of your powers in other Jumps), is multiplied by the factor of x1,000 for each step of this Perk you buy (this means x1,000,000 multiplier for **800 CP** and x1,000,000,000 for **1000 CP**). Secondly, you now gain a replenishing reserve of high-order energy with which you can temporarily raise that multiplier even higher and even impart conceptual properties to yourself and your attacks and abilities (with one of the basic techniques being various kinds of perfect defenses and attacks). Thirdly, your existence is now tied to a certain concept that you now can exercise control over (the more powerful and all-encompassing the concept is, the more you need to train to control it). You get one concept for **600 CP**, two concepts for **800 CP** and three concepts for **1000 CP**. Note that in the Metauniverse no one can get anywhere without working for it, even Spark wielders, so if you do not train and develop your natural advantage hard enough, you can be defeated even by those who do not possess it, which would be very shameful for you. All versions of this Perk act as a Capstone Booster for all **600 CP** Origin-tied Perks.

Other: Freelancer

When In Rome (100 CP, Discounted: Freelancer). Do as Romans do. Despite the banality of this proverb, many forget this ageless truism, which leads them to committing social blunders and, quite often, untimely demise. Never again shall you make the same mistake. You gain a sixth sense for social norms and customs in any locale you find yourself in. This allows you to effortlessly blend in and avoid committing faux pas, especially of the sort that will get you gutted for your trouble.

Business Acumen (100 CP, Discounted: Freelancer). Of course, you will need a lot of business skill if you want to make it big in the cutthroat world of interplanar commerce of the Metauniverse. This perk makes you a supreme trader and merchant. You instinctively understand where to buy the cheapest trade goods and where they would be in the highest demand, how to arrange the transportation of your goods and how to protect them from bandits and pirates, and are able to haggle like you've spent your whole life on a Middle Eastern bazaar.

Dashing Rogue (200 CP, Discounted: Freelancer). You possess immense charisma and an air of exotic allure that lets you charm and bluff your way through many dangerous situations. This effect is especially potent on the members of the opposite sex, but even without that you are likable enough to get away with things that will get less charismatic people in trouble. Note that this Perk is far from being powerful enough to allow you to get off scot-free if you committed something that is, in the eyes of locals, worthy of death or lengthy imprisonment, and strong negative attitude towards you personally or the group you belong to (say, your race, religion or nationality) will prevent it from working altogether.

Self-Defense (200 CP, Discounted: Freelancer). Of course, sometimes mere words are grossly insufficient to solve a problem that you are facing. It is, to put it mildly, quite difficult to convince a pirate fleet not to raid your shipping lanes, or persuade your competitors to get out of the way of the real pros. This is where violence comes in, and this Perk provides for that. You are quite capable in personal combat, especially in tight spaces, whether it is a filthy back-alley where a group of thugs sent by your rivals is trying to hack you to pieces or the corridors of your spaceship where you have to fight off hostile boarding parties. You are also quite proficient in employing dirty tricks, with them being far more surprising and effective than normal.

Mercenary (400 CP, Discounted: Freelancer). Knowing how to swing a blade, while vital, is far from enough to make it big in this business. You must be able to win not only fights, but armed conflicts. This Perk grants you experience in small-scale warfare that typically happens between squabbling interplanar corporations. You are skilled in short but intense skirmishes, maneuver warfare and, most importantly, fighting in such a way so as to keep whatever place you're fighting over mostly intact so it could continue to bring you its intended profit.

Fastest In The Sector (600 CP, Discounted: Freelancer). Interplanar commerce and travel is mostly done by the spaceships that, via one method or another, can travel between planes. By purchasing this Perk, you become the master of piloting ships capable of both space and planar travel. This Perk also grants you a basic grasp of space combat, including common methods and techniques of manipulating space, time and probability that are habitually employed by all local noticeable powers.

Boosted: Your prowess at space combat is greatly increased, so that your skill level allows you to effortlessly dominate all space commanders of lesser powers and outclass even many Imperial military ship captains. Your talent at grasping the intricacies of higher-dimensional maneuvering, temporal jumps, creation and utilization of quantum copies and achieving perfect fire accuracy is also boosted to unbelievable proportions, so that you could one day become the greatest master of space combat in the Metauniverse. Just try to remember that the quality of your ship also matters, and don't try to actually test your skills against the Imperial Fleet on a non-Imperial ship.

Merchant Prince (600 CP, Discounted: Freelancer). You are now a supreme master of interplanar commerce, able to build and control a corporation that spans thousands of planes at the very least, as well as best your competitors. Incredible wealth and influence that comes with your position has also allowed you to acquire means for undergoing a serious process of personal augmentation that is able to multiply your physical and mental characteristics by a thousand.

Boosted: While lesser beings are content with being simple merchants and businessmen, you have the skills, knowledge and guts to immerse yourself in the most profitable business of all: that of a warlord and a conqueror. You now deal not with a corporation, but a full-blown planar empire, although in a nascent state, and thus your skills now encompass not only the

matters of business but also of governance. Your personal augmentation is also much more powerful, exceeding the baseline variant by another three orders of magnitude.

Other: Disciple

Beneath Notice (100 CP, Discounted: Disciple). There are countless countries on the infinite expanses of the Metauniverse that are similar to your homeland, small nations trying to eke out their meager existence within the shadow of the major superpowers of this world. Those superpowers pay no mind to these statelets, except for the times when their plane suddenly acquires strategic significance or the Empire of Mankind arrives to conquer it. You seem to share a similar ability, with you being largely unnoticed by those who are significantly more powerful than you. Of course, this Perk has its limits, as it will not work if you are purposefully acting out or intentionally trying to piss someone off, but if you keep your head down and mind your station, you will not invite the deadly attention of those who you have no hope to handle. Regrettably, it also cannot fully affect omniscient beings who, much like the Empire of Mankind, seek to do harm to everyone they meet, but even in this case you are guaranteed to be among the last in their list of targets.

Strange Powers (100 CP, Discounted: Disciple). The Metauniverse is a place of endless wonders and miracles, and it isn't surprising that, if you travel enough, you will meet many odd places and odd people. You seem to belong to the latter category, as you were born with some strange inborn ability that is unique to yourself or, perhaps, your bloodline. You can pick it freely, but remember that it is not very powerful and certainly cannot hope to contend with the diligent practice of Growth, let alone a mastery over the mysteries of Corpus and Psionics. Still, while not powerful, this ability is quite useful and versatile and is bound to be a game-changer in a clash with a foe that is equal to you in all other aspects.

Resist And Bite (200 CP, Discounted: Disciple). As a citizen of a small nation or a member of a minor organization, it is inevitable for you to one day encounter an opponent that cannot be overcome in direct combat. Luckily, you do not need to do that, as from now on you are a master of asymmetric warfare, possessing ideal grasp over all types of actions that can hurt a stronger force and make the process of finding and destroying your men maximally uncomfortable. If you properly employ all your newfound skills and knowledge, the enemy will regret ever having the thoughts of picking on the little guy.

Shamanism (200 CP, Discounted: Disciple). Many places in the Metauniverse are inhabited by spirits - beings that consist of various supernatural energies. In the Great Chain of Being they stand below humans and other sapient creatures, as they do not have an immortal soul, however, they often possess considerable power. This Perk allows you to utilize spirits in achieving your goals. You know all the proper techniques of summoning, binding and bargaining with spirits, and you can even channel spirits to boost your power. With practice you will be able to employ the help of greater and greater spirits and even achieve the pinnacle of this discipline - either spirit merging, when you and the spirit permanently fuse with each other in a greater whole, or spirit devouring, which allows you to kill spirits and absorb their power for yourself.

Faith Of Our Fathers (400 CP, Discounted: Disciple, Incompatible with: Wonder Working, Blasphemous Rites). You do not wish to renounce the gods of your fathers for some demanding foreign God. And when the priests of that God display miracles like calling down blasts of scorching light from the sky or resurrecting the dead, you can show them that, while probably not as powerful, your ancestral faith can supply you with miracles of its own. The power of your Priestly Magic is now significantly enhanced.

Transcendence (600 CP, Discounted: Disciple). You are a member of a powerful organization that seeks to overcome the limitations of mortal existence and become something greater, and your membership has finally borne fruit. You have made considerable progress in the process of ascension, whether it involves turning into a being of pure Aether unbound by the prison of a material body, or mutating your form to emulate the glory of the Abominations you worship, or, perhaps, becoming something even stranger, you receive many benefits suitable to the nature of the metamorphosis you undergo (for instance, the former of the listed examples involves colossal increase in psionic power, while those following the latter path receive many strange and terrifying powers in the image of their idols). Note that the multiplier of characteristics and power potency provided by this Perk cannot exceed 10,000 without incurring significant downsides incurred by speeding up the process.

Boosted: It seems that the process of your ascension has progressed far faster than usually, and its first stage is successfully completed with zero side-effects. Characteristics and powers enhanced by your chosen method of ascension are multiplied by 100,000,000. In addition, you receive an understanding of the general direction of your further development, as well as more precise information on how to achieve the next stage of your journey, though this information is by no means complete. The success of your further journey on the path of self-transformation is up to you.

Egregore (600 CP, Discount: Disciple, Incompatible With: Archangel, Arch-Infernal). You have undergone the process of apotheosis and are now an Egregore - a being that is empowered by worship of sentient creatures. Even in your initial state your power is multiplied by 1,000,000, with additional power provided by worship increasing this point even further. If you lose your worshippers for whatever reason, you will not die, however, your power acquired from them will slowly dissipate until it returns to its initial state. Note that this type of empowerment eventually starts to suffer from diminishing returns, however, you won't encounter that problem for a good while.

Boosted: You are now a Greater Egregore - a much more powerful and rare version of regular Egregores. Your initial power boost is increased by six orders of magnitude, and the issue of diminishing returns from mortal worship will be even less prevalent, though it will definitely remain.

Heaven: Imperial

Imperial Modifications (100 CP, Discounted: Imperial). As every Imperial citizen, you have been subjected to a thorough process of physical and mental modification, and

grouped with the same being done to the uncountable generations of your ancestors before you, this has produced some truly spectacular results. All your physical and mental characteristics are magnified by 100. Your appearance is also further perfected, with you becoming a perfect masculine or feminine ideal. Last but not least, if you are a male, unless you took the **Bearded Drawback**, you will never again have to worry about facial hair and all the social stigma that is tied to it in Imperial society. This trait is fully inheritable for all of your future descendants.

Merciless Perfectionism (100 CP, Discounted: Imperial). Imperials are known for their obsessive drive to perfect themselves and everything around them, a trait that you now share. You possess unbending willpower and a single-minded disposition towards self-improvement. Your determination on this path is so great that it massively impacts the nature and rate of your growth, skyrocketing it and ensuring that you will retain everything that you have achieved forever, whether that would be a level in physical prowess, skill or knowledge. In addition, this Perk removes the limit on your growth, making it possible to endlessly improve all aspects of your being with enough work and innovation.

Bread And Circuses (200 CP, Discounted: Imperial). How does an oppressive and monstrous tyranny such as the Empire of Mankind even function and not implode in a bloody chaos of revolution? Incredibly high standards of living, safety and order, as well as an ingrained slavish devotion to their monarch, paternalistic dependence on the all-powerful state, patriotic fervor and sense of superiority over all other possible polities in the Metauniverse, that's how. Well, that and the threat of brutal execution of anyone who so much as breathes the wrong way, the threat that the Imperial citizens perfectly know that they are utterly helpless against. You now perfectly understand those principles and are very skilled in applying them, which makes you a master of being a successful tyrant. You know the perfect proportion of propaganda, cultivating learned helplessness, instilling fear and actually competent governance that will make the country you rule be docile and prosperous, and you get a sixth sense for dissent and sedition amongst that tiny minority of your subjects that proves to be resistant to this approach.

Imperial Swordsmanship (200 CP, Discounted: Imperial). Imperials pride themselves on being the best swordmasters in the entire Metauniverse, and, as boastful as these claims are, they can fully back them up, and now so do you. You are a sublimely skilled swordsman, able to wield the blade with such mastery and precision that you can now pick a fight with a group of much physically stronger opponents and be almost guaranteed to win. It would take a truly horrendous level of disadvantage in numbers or physical power, or a similar degree of skill, for you to feel threatened again on the field of battle. You are the most skilled in wielding long straight-bladed double-edged swords, but this proficiency extends to all kinds of swords and sabers, although to a slightly lesser extent.

Warmonger (400 CP, Discounted: Imperial). The Empire of Mankind would not be what it is today without endless wars of conquest, and you, as its son, now possess considerable skill in this type of warfare. You know how to lay waste to the feeble armies that dare stand against you, how to break the spirit of individual persons as well as entire nations that you've taken by force and make them submit to your rule, how to obliterate the peoples and races

that offend you by their very existence from the face of the Metauniverse, and, most importantly, how to do all of that and more without causing excessive damage to the land that you conquer, so that you can enrich yourself and your nation more effectively from it.

Artificial Spark (600 CP, Discounted: Imperial). The Empire of Mankind has discovered the process of infusing the souls with artificial Sparks and has utilized it on its military officers and secret agents with wild abandon, which is one of the many reasons for why this nation possesses such a monstrosly powerful military and deadly secret services. You have undergone this process as well and possess all benefits of the **600 CP** version of the “Spark” Perk. However, this Perk does not act as a Capstone Booster.

Boosted: Those who already possess a natural Spark can also undergo this process, which will greatly empower it. If you have a **600 CP** or a **800 CP** version of the “Spark” Perk, it will move to its next version. If you have a **1000 CP** version, then your Spark blossoms further, with its characteristics multiplier increasing by a further x1,000, your reserve of high-order energy becoming even greater, and you gaining access to a fourth concept.

Imperial Noble (600 CP, Discounted: Imperial). You are now among the lucky few who were born into one of the Empire’s numerous noble houses. Alongside the usual privileges of unbelievable wealth even by the standards of the Empire of Mankind, high societal status and numerous connections, you were subjected to a vastly widened and improved set of biological and genetic augmentations, and the eugenical selection of your ancestors was far stricter than usual. As a result, all your physical and mental characteristics are multiplied by 1,000,000,000. In addition, you have received a superb upbringing, with you being schooled in everything a proper Imperial Noble is required to know, from skills in combat and employing Corpus and Psionics to the matters of warfare and politics to the knowledge of history, arts and culture. Your powers and skills in these spheres are also multiplied by 1,000,000. Your status as a member of nobility can be carried to other Jumps.

Boosted: You are not a mere Imperial Noble but an Imperial Princeling - a member of the Imperial Ruling Dynasty, if a very low-rank one, a mere child of one of the least Imperial Princes from one of his less-important wives. Naturally, the gap between the benefits that you received (that are further augmented by the fact that you have the genes of the Immortal Emperor of Mankind in you) and the paltry bits that common Imperial Nobles have to deal with is truly insurmountable. Remember, however, that, for all your power, you are still considered at best only an average member of the new generation of least Imperial Princelings, and that you will have to work a thousand times harder than the others in order not to fall behind, which is something absolutely intolerable for a scion of the Imperial Dynasty, and that you are nothing compared to even the minor geniuses of your generation, to say nothing of those higher in generations or standing in the Imperial Dynasty.

Heaven: Celestial

Let’s Sit And Talk (100 CP, Discounted: Celestial). How did the League of Good persuade the xenocidal and warmongering Empire of Mankind to stop its expansion in the Upper World? Lots and lots of careful diplomacy. Well, the unwillingness of the Immortal Emperor of

Mankind to antagonize the Angelic Hierarchy also played a very important part in that, but the talents of the Upper World's inhabitants in negotiations and peace-making are really something to behold. And, by purchasing this Perk, you now possess the very same talents and are able to recreate the same feat. Of course, you should always remember that carrying a big stick is a great boon to successful negotiations, and that your counterparts would still try to maximize their benefits and find loopholes in the deal, but as long as you account for that, almost everyone will acknowledge that you are one of the greatest diplomats and negotiators that they have ever met.

Let's You And Him Fight (100 CP, Discounted: Celestial). The nations of the Upper World really have it good, with the large and powerful Empire of Mankind fighting the Forces of Evil and other less-than-pleasant polities in the other six worlds of the Metauniverse while they have the luxury to live in peace and even freely have internecine squabbles without suffering the usual consequences for doing that in such dangerous circumstances. You now have the same talent of acquiring allies that are far more powerful than you and willing to fight your enemies for you. Naturally, their willingness to serve as your attack dog is proportional to the benefits your relationship brings them and the necessary amount of their involvement, with occasional intervention to protect you from much stronger foes requiring nothing but you being pleasant to them, while if you want to be in the same situation as the nations of the Upper Worlds, you'd better be prepared to display something matching the full array of reasons for why that situation came into being in the first place and still be ready for being taken advantage of at every possible opportunity.

Honest Banking (200 CP, Discounted: Celestial). How does a small and weak race like the mercanes control a significant portion of banking and finance both in the Upper Planes and in the rest of the Metauniverse that does not belong to the Empire of Mankind or the powers hostile to the League of Good? Why, lots of intelligence and skill in finance, of course (and prodigious support from the Angelic Hierarchy in exchange for being a pawn in their games, but you didn't hear that from me). You now share those traits of the mercanes and receive a boost in intelligence, significant skill in business, trading and banking sphere and an uncanny ability to make yourself useful to the powers-that-be and enrich yourself in the process. Just don't become too greedy or piss off your patrons, or they will dispose of you and find another money-counter for their schemes.

Warrior Of God (200 CP, Discounted: Celestial). Being an angel is, first and foremost, being a warrior of the One True God, praised be His Most Holy Name for ever and ever, always ready to strike down any sinner that dares rear their ugly head. For all the power of angels, their numbers compared to the number of threats the Metauniverse is facing are just too low for them to not exist in the state of total militarization and constant readiness for being sent on combat missions. As expected of all members of the Angelic Hierarchy, you are a supremely skilled engine of death, finely honed to quickly and efficiently murder anyone who stands in your way with every imaginable kind of weapon, and a great number of unimaginable ones. You are especially proficient in facing an enemy who possesses overwhelming numerical superiority, which is a typical occurrence for the chosen servants of the Almighty God, praised be His Most Holy Name for ever and ever.

Angel Unaware (400 CP, Discounted: Celestial). If there is one thing that angels excel in apart from combat and warfare, it is infiltration and intelligence. All angels possess incredibly potent shapeshifting abilities and are supremely skilled at stealth and concealing his presence, and many are trained to further hone their inborn gifts to turn themselves into the scariest and most efficient spies, infiltrators and assassins in the Metauniverse. You have undergone the same training and possess the degree of skill necessary to be called a true angelic infiltrator.

Wonder Working (600 CP, Discounted: Celestial, Incompatible With: Faith Of Our Fathers, Blasphemous Rites). As befitting a true devotee of the Almighty God, praised be His Most Holy Name for ever and ever, the power of your Holy Magic is greatly increased in all of its aspects, whether it be the reserve of Holy Energy available to you, the precision of your control over it or the power of your spells. Furthermore, the Almighty God favors you so much that He, in His Infinite Grace, bestowed upon you the ability to petition Him for revival once in ten years or once in every Jump, whichever is sooner.

Boosted: The strength of your Spark-empowered soul can withstand even greater amounts of Holy Energy coursing through it, which massively increases the power of your Holy Magic even further. You also gain another chance of revival from the Almighty God, with the same stipulations.

Archangel (600 CP, Discounted: Celestial, Incompatible With: Egregore, Arch-Infernal). You are now not a regular angel, but rather an archangel - a member of the second angelic rank out of the nine. Despite the fact that your advance in station is not that great, your power growth is truly monstrous, multiplying all of your characteristics and powers by a quintillion. As for the changes in your status in the Angelic Hierarchy, you can expect to be placed in charge of a small team of regular angels and be buried under even more work and responsibilities than usual. An angel's work is never done, after all.

Boosted: You are not a newly-minted archangel but a more matured and experienced one, tempered by aeons of serving the Almighty God, praised be His Most Holy Name for ever and ever, and participating in innumerable brutal battles against all manner of deadly foes. While you have an unbelievably long way to go before you can even see the prospects of being promoted to the third rank of Principalities on the horizon, you are still far more powerful than you once were, with the difference in power between you and a wet-behind-the-ears archangel the same as the difference between that archangel and an ordinary human. In the meantime, you now command a number of angelic teams and are responsible for an entire collection of planes in some corner of the Metauniverse.

Hell: Forces of Evil

The Face Of Horror (100 CP, Discounted: Forces of Evil). No matter how much subterfuge, smoke and mirrors the emissaries of Hell use to conceal what they are and what they serve, represent and promote, sometimes they have no choice but to reveal their true nature in all of its unsightliness, horror and cruelty. However, you do not see it as a downside to your operations and, in fact, learned to capitalize on that. You possess a very impressive

skill in intimidating your opponents and especially counterparts in negotiations by your sheer evilness, and if you come across a more strong-willed individual that is not moved by your aura of malice and brutality, you can always gruesomely murder some poor bastard right in front of their eyes or commit some other stomach-churning atrocity to make even the most jaded and hard-hearted people flinch in disgust and uneasiness.

Infinite Malice (100 CP, Discounted: Forces of Evil). You and your kin do not call themselves the “Forces of Evil” just to sound edgy. You are a very literal servant of capital “E” evil, and the abominable concept you have pledged your very being to has given to you some measure of its power. From here onwards, any act of evil you commit brings you a certain temporary benefit, with its potency depending on the degree of “evilness” of the act. Take candy from a baby, and your energy recovery rate is slightly increased. Disembowel a pregnant woman in front of her husband and children, and the arm that you lost in combat is regrown. Consign the population of an entire plane to eternal suffering, and for a year your power is multiplied by sextillion. Hell itself is your limit.

Kill And Destroy (200 CP, Discounted: Forces of Evil). Of course, you would be a worthless cog in Hell’s war machine if you were bad at fighting, so this Perk exists to rectify that. You are now an extremely skilled warrior, with a particular focus on causing your foes the maximum amount of pain and suffering. Let those do-gooder pansies taste the torment of Hell that they are so proud to be free from.

Send In The Next Wave (200 CP, Discounted: Forces of Evil). Although the war machine of the Forces of Evil is greatly outclassed by the armies of the Empire of Mankind, to say nothing of the Angelic Hierarchy, it more than makes up for it in sheer weight of numbers due to their hordes consisting of disposable evilspawn - flawed imitations of humans and other sentient races of the Metauniverse that do not possess immortal souls and are utilized by Hell as cheap labor force and cannon fodder. Hell’s generals are more than happy to quite literally drown their opposition in the bodies of evilspawn grunts, waiting for them to exhaust themselves from killing all of this worthless rabble, and then send in their more valuable troops to swoop in and finish them off. You now possess a great deal of skill in employing such tactics, being able to produce actual results instead of simply wasting your soldiers’ lives.

Rage Against The Heavens (400 CP, Discounted: Forces of Evil). In the Metauniverse, good and evil do not exist in the state of balance. Good possesses a significant metaphysical advantage, which manifests, among other things, in the fact that its energies deal devastating damage to evil beings, while good creatures do not suffer the same weaknesses of their evil counterparts. Well, until now, that is. Your attacks against the upholders of “Truth, Justice and the Whatever Way” now deal considerably more damage than they otherwise would. Regrettably, this Perk provides nothing to shield you from the harmful effects of Holy Energy... but then again, protection is for do-gooder pansies. Evil is, among other things, the maximization of total suffering in the Metauniverse, so, as befitting its true servant, the only way for you to win is to make the other guy suffer more than you do.

Eternal Damnation (600 CP, Discounted: Forces of Evil). Temporal power-ups from random acts of evil, while certainly useful, sound a little amateurish. You'd certainly like to receive something more permanent. Well, look no further. This Perk provides you with your very own Hell, which is a special pocket dimension that is tied to your soul. The souls of the people you kill or obtain via other measures are stored inside and are forever subjected to unbelievably agonizing torture, with their suffering constantly increasing over time. The energy produced from this process is absorbed by you and permanently increases your power. Beware, certain souls, especially the souls of the righteous, are immune to being placed in this Hell, but such protections are not very common, so feel free to slaughter people left and right and feel your power rise higher and higher. The size of your Hell is finite, but it is very big and grows alongside with your power, so if you don't slack on soul acquisition, your growth will be smooth and pleasant (for you, that is). Oh, and do keep quiet that you have this Perk, especially amongst your fellow minions of Hell. You wouldn't want to know what the Dark Thirteen is going to do to you if they discover that the souls that would have gone to Hell's common torture grounds have instead stuck to your fingers.

Boosted: The size of your personal Hell is greatly expanded, as well as the rate of its growth and the amount of energy extracted from every soul. Your power growth will be even faster than normal. In addition, the enhancement of torment procedures in your Hell has led to the appearance of the new kind of energy alongside the regular one. You cannot use it to permanently increase your personal power, but it is ideal for temporarily boosting the potency of your Evil Magic.

Arch-Infernal (600 CP, Discounted: Forces of Evil, Incompatible With: Egregore, Archangel). You have become an arch-infernal, a step above the common ascended (or, more correctly, descended) mortals, though ultimately still insignificant in Hell's pecking order. All your characteristics and powers are multiplied by a quadrillion. You possess a greater aptitude in controlling Evil Energy as well. You also possess a far higher standing than common infernals, able to have incredibly vast armies and fleets on your beck and call. Of course, these armies consist of worthless cannon fodder that are common evilspawn grunts, but they are still quite formidable.

Boosted: You are far from a common arch-infernal, but an established and experienced one. Compared to your power level, ordinary arch-infernals are naught but ordinary mortals. Don't let that go to your head, though. There are plenty of beings above you who look down upon you with even greater scorn and contempt.

Hell: Cultist

Serpent's Tongue (100 CP, Discounted: Cultist). In the end, siding with Hell brings only suffering and misery to all those who foolishly embark on that path. But why are there so many people who willingly and eagerly embrace eternal damnation? Well, there are many reasons for that, but a big part of them is that evil has a great skill in appearing as a much more enticing option than it really is. You seem to have the very same trait, with you being able to tempt, cajole and goad people into doing things that are obviously detrimental to their

long-term existence and quality of life. Remember, there must be at least a semblance of a short-term benefit in dealing with all but the most gullible of creatures.

Circle Of Secrets (100 CP, Discounted: Cultist). It is an unfortunate fact of life that satanic cults constantly sprout like mushrooms in all corners of the Metauniverse. Most of them get squashed in the early phases of their existence by the authorities of various countries and nations, however, some of them manage to evade detection, worm their way up their host nation's hierarchy and subvert it outright. You get all the skills and qualities necessary to fit into the latter category, with top-notch skills of evading the pursuit of many skilled law enforcement agencies, so that you can run circles around anyone but the security services of the major powers of the Metauniverse right off the bat. In addition, you are also now skilled in all other matters pertaining to the successful running of cults and other secretive religious organizations, especially of the darker bent.

Alluring Decadence (200 CP, Discounted: Cultist). You possess an air of dark charisma and sinister allure that greatly enhances your prowess in tempting and seducing your targets, as well as the looks necessary to pull that off. You are especially skilled at manipulating those attracted to you and milking resources and favors from them. Especially strong-willed and intelligent targets will, of course, be unwilling to give in to truly outrageous demands and will be suspicious of you if you display interest in things you normally shouldn't (like an airheaded courtesan asking for the information on military secrets), but anyone less than that will be completely wrapped around your finger.

Terror Tactics (200 CP, Discounted: Cultist). Although your line of work demands subtlety and secrecy, there will be times when you need to resort to violence. Maybe the society you operate in is so completely weakened and undermined that a simple insurrection will easily topple it, or its security apparatus found out about your activities, and you have no choice but to fight back to save your skin. In any case, you will need some methods to survive against a foe that not only outnumbers and outguns you and yours, but possesses significant institutional advantages, and this Perk provides that in spades. By purchasing this, you become a superb terrorist, a master of urban guerilla and sabotage. Not only are you able to inflict a massive amount of damage on the society you reside in and its infrastructure, you are also skilled at intimidating this society, paralyzing its security apparatus with fear and making its rulers cave in to your demands.

Unclean Deal (400 CP, Discounted: Cultist). Faustian bargains, although a staple feature of demons in the mythology of a lot of worlds, are somewhat rare to find in reality. No demon, devil or infernal in their right mind will trade for something they can take by force, and only in the grips of a truly dire need they would deign to lower themselves to make deals with mortals (with predictable results). However, for you, a being that chose the path of secrecy instead of overt bloodshed and destruction, this art will prove to be much more useful. By purchasing this Perk, you become a master of acquiring the souls of others through faustian bargains. Sadly, in the Metauniverse you will not be able to fully benefit from the fruits of your labor. Here, all souls that go to Hell are nationalized, and that, with Hell being what it is, means that the bulk of the energy from soul tormenting goes to the Dark

Thirteen, with everyone else getting by on scraps from that banquet. But, hey, even that is better than nothing, right?

Blasphemous Rites (600 CP, Discounted: Cultist, Incompatible With: Faith Of Our Fathers, Wonder Working). As befitting a true devotee of Satan, the power of your Evil Magic is greatly increased in all of its aspects, whether it be the reserve of Evil Energy available to you, the precision of your control over it or the power of your spells. Furthermore, Satan favors you so much that he bestowed upon you the ability to petition him for revival once in ten years or once in every Jump, whichever is sooner. Naturally, you will need to repay your revival with a suitable amount of sacrifices of sentient creatures, lest your soul will be forfeit.

Boosted: The strength of your Spark-empowered soul can withstand even greater amounts of Evil Energy coursing through it, which massively increases the power of your Evil Magic even further. You also gain another chance of revival from Satan, with the same stipulations.

Against God And Nature (600 CP, Discounted: Cultist). You possess remarkable talent in combining your command of Evil Magic and ordinary technology. You are able to replicate a lot of unholy abominations that the Forces of Evil supply to their armies in great abundance, like a plethora of unholy and cursed weapons, possessed warmachines, mutated monstrosities, and many more. Only the most complex examples of evil magitech elude your understanding now.

Boosted: And now they don't. You see, the entire existence of Hell revolves around torturing the souls of the damned, and it is quite natural that the most advanced kinds of evil magitech are powered by countless tormented souls imprisoned there. Now you possess considerable knowledge and ability in designing, constructing and modifying such technologies. Of course, right now you are only beginning to explore this unholy art, but with enough practice you will stand shoulder-to-shoulder with the most prominent evil geniuses of Hell.

Third Way: Freedom Fighter

Give Me Liberty (100 CP, Discounted: Freedom Fighter). A freedom fighter, such as yourself, fights for freedom, that much is obvious. So it would be very unpleasant if your enemies rob you of the most basic and fundamental freedom - your free will, and local types of supernatural abilities offer them ample ways to do that. This Perk does not grant you total immunity to such kinds of abilities, but it gives you the next best thing - an immense willpower that would allow you to fight off most beginner Psionics users by itself and decide the outcome of mental struggles in your favor (or, at least, hide your most important secrets from mind scanning) against more advanced practitioners. The willpower granted by this Perk also helps you in resisting the effects of torture, seduction and other means aimed at forcing you to compromise on your beliefs.

Don't Give Me Death (100 CP, Discounted: Freedom Fighter). Unfortunately, noble as they are, the Metauniverse does not look kindly on the ideals of freedom, and those who fight for them here find themselves hopelessly outmatched. What, in this case, should you

do in this situation? Of course, it is always laudable to give your life for the ideals you believe in, but if you don't want to do that, then this is the Perk for you. Purchasing this will grant you incredible luck in surviving situations that would bring guaranteed death to those less fortunate than you. No matter how bleak the situation seems or how overwhelming your enemy's advantage is, there is always a way to worm yourself out of trouble. Of course, actually utilizing the opportunities provided by this Perk will require you to do your best, and sometimes your salvation will come in the form of self-sacrifice on the part of someone you hold dear, but never again will your struggle be absolutely futile.

Whatever The Weather (200 CP, Discount: Freedom Fighter). Living harmoniously and peacefully with your neighbors, regardless of what species they belong to, is one of the core tenets of the path of freedom. Current political realities of the Metauniverse, where the very existence of freedom is imperiled by the insatiable appetite for conquest of the monstrous Empire of Mankind, place an even greater demand on all free peoples of the Metauniverse to forget their squabbles and unite in the face of this grave danger. Of course, uniting very disparate nations and species into something coherent is unbelievably difficult, with conflicting interests often tearing such alliances apart. This Perk exists to rectify this unfortunate situation. You are an incredibly skilled alliance-builder, able to bring together the strangest of peoples and nations for mutual defense against a common foe, and then deepen the bonds of friendship and cooperation between them until a temporary alliance of convenience becomes an inseparable confederation. Your skills are so high that even the most bitter of enemies can be brought together like that, although for that the circumstances must be truly dire, and even then it will be a long, arduous and conflict-filled journey.

Mobile Defense (200 CP, Discount: Freedom Fighter). The last of those who thought that the Empire of Mankind can be defeated or at least fought off died in the initial battles against the endless tide of its armies. Since then our war against our most hated enemy can be summed up as an unbroken string of bitter defeats that has cost us a lot of planes and even more lives. However, not all defeats are created equal. There is a considerable difference between a controlled and orderly retreat, which gives the civilians ample time to evacuate, and a total rout that sees those that we tried and failed to protect mercilessly slaughtered by the genocidal invaders, and the way to organize and conduct the former is called mobile defense. You are now a veritable master of mobile defense, able to both make everyone under your command keep their cool and do what's necessary to pull this off, and to translate your mastery of this concept in personal combat, where it becomes an agile and elusive fighting style perfectly suited for opposing a much stronger foe.

Diversity Is Our Strength (400 CP, Discount: Freedom Fighter). The Anti-Imperial Coalition consists of countless nations, races and individual freedom fighters united only by two things: their dedication to the idea of freedom and their hatred of the Empire of Mankind. How does this disparate mish-mash manage to remain a unified fighting force? By forgetting their grievances and disagreements in the face of a very real threat of the Empire, and due to the tireless work of the agents of the shadow leader of the Coalition and other Regulators. You, by borrowing some of their collective skill, are now a master of instilling and improving teamwork between various fighters (and nations) of wildly different backgrounds, talents and levels of power and skill. Under your leadership, even those who have never heard of each

other will fight as a single organism, and even those who are much weaker than everyone else will be contributing to your collective effort to the best of their abilities instead of dragging everyone down.

Paragon Of Your Race (600 CP, Discount: Freedom Fighter). By virtue of your superb genetics and exalted lineage, you possess incredible power and the trait of inborn nobility that signifies you as a paragon of your race. Your physical and mental characteristics, as well as the power of all of your racial abilities, are multiplied by 100,000,000. In addition, you now possess an air of superiority that makes all lesser members of your race defer to you as their better.

Boosted: You are now an apex of your race, undoubtedly one of the most innately gifted of its members. The bonuses you receive leave those enjoyed by mere paragons in the dust, and your aura of superiority is also significantly enhanced, with even many aliens being forced to acknowledge your majesty.

Exiled Lordling (600 CP, Discount: Freedom Fighter). Despite incredible efforts to the contrary, not all Imperials are happy about the way their country is governed and behaves itself on the Metauniversal arena. Although the overwhelmingly vast majority of the Imperials are hopeless voluntary slaves of the Emperor due to the brutally effective carrot-and-stick approach honed throughout uncountable aeons, there does exist an almost imperceptible minority that is resistant to this conditioning and desires change. Of course, most of them are swiftly found out by the Imperial repressive apparatus, but a scant few of them, usually those powerful and influential enough to organize a successful escape, manage to flee to the Anti-Imperial Coalition. You are a descendant of such “disgraced” scions of one of the Imperial Noble Houses. Although you had no access to Imperial biotechnological marvels and educational system, you still retain an abnormally large amount of what makes Imperial Nobles so powerful. Your physical and mental characteristics are multiplied by 200,000,000, and your knowledge of the subjects that every Imperial Noble is required to know is multiplied by 200,000. If you received a Discount on this Perk, you can instead take it for **Free** if you take the **Imperial Kill Order** Drawback in addition to its regular price.

Boosted: Oh my, Jumper, you are not an ordinary exiled Imperial Noble, but a member of the Imperial Dynasty that somehow found himself opposing his all-powerful primogenitor. Maybe you are a descendant of the current shadow leader of the Anti-Imperial Coalition, former Imperial Prince Absalom, or you are simply a less prominent Imperial Princeling who also decided to support the cause of freedom. Like it is with the un-boosted version of this Perk, the power you receive is lesser than you would get if you were loyal to the abhorrent tyrant that is your ancestor, but much greater than what others in your situation can enjoy. Be careful to keep your lineage unknown to the rest of the Metauniverse. In addition to the obvious danger of Imperial assassins and retrieval teams, there are many who would wish to do harm to a descendant of the Immortal Emperor, or take you back to his domain for an understandably generous reward.

Third Way: Balance Seeker

Don't Be Ridiculous (100 CP, Discount: Balance Seeker). "Young man, what you are saying is preposterous. There is no ancient conspiracy that covertly controls vast swaths of the Metauniverse via puppet governments and attempts to manipulate the course of the greatest conflict in existence. You sound almost like these lunatics ranting that the energy signatures of gravity engines are specifically tuned to change the sexual orientation of the amphibians!" If you buy this Perk, that's what you'll hear from people when someone tries to tell them about your conspiracy's dastardly plans for the world. Not only are you and your underlings supremely skilled in conducting your activities in secret and covering your tracks, all of your secret organizations are protected by a memetic effect that causes everyone believe that they don't exist so strongly that even mentioning them is enough to be rebuffed as a deranged conspiracy theorist at best. The effect's strength slowly grows with the power and influence of both yourself and the organization it protects, and the resistance of others to it also grows with their power and social status, as well as that of their organizations. Of course, there always will be powerless plebeians who, by some inexplicable reason, prove immune to this effect, but what can they do to the one who strives to decide the fate of the Metauniverse?

A Finger In Every Pie (100 CP, Discount: Balance Seeker). Concealment is very important in running a secret organization, but it's hardly the only thing you have to worry about. Luckily, you have this Perk to aid you. By purchasing this, you become a virtuoso of shadow games that serve as the backdrop to the endless warfare of the Metauniverse, of covertly amassing influence and leveraging it into changes that benefit you and your organization, of worming your way into the power structures of nations and corporations and assuming control over them, and of besting your rivals in this field. With sufficient training, you would even be able to compete with the true masters of this art like the Imperial Intelligence, the Angelic Hierarchy, the more prominent and widespread satanic cults and the Regulators themselves.

An Eye On Distant Events (200 CP, Discount: Balance Seeker). The Order of the Regulators owes a lot of its successes to the efficiency of its precognition specialists, whose skills you now receive. Though precognitive abilities are quite common in the Metauniverse, few can rival your sheer talent in this sphere. With everything else being equal, you see more variants of the future that stretch further and reveal more details, you make less mistakes in cross-analyzing the future variants that you've seen and compiling the final prediction, and, last but not least, you are much more resistant to attempts to distort and manipulate your visions.

Nuisance Disposal (200 CP, Discount: Balance Seeker). Sometimes, upholding the Absolute Balance necessitates removing certain plummets from the scales of the Metauniverse. When such necessity arrives, this Perk comes into play. Purchasing this grants you the mastery of a swift and agile fighting style that involves heavy use of specialized poison-injecting weaponry. It certainly isn't able to replicate the precision and grace of the Imperial sword styles, much less their sheer offensive power, but you are smart enough to pick the time and the place of your battle so that you won't need either of those, and in such circumstances your thrusts and nicks are more than deadly enough for the restoration of the Absolute Balance.

I Never Really Was On Your Side (400 CP, Discount: Balance Seeker). Unfortunately, you, as a member of the mortal races, lack the innate shapeshifting abilities of angels. This Perk doesn't give them to you either, but the skills and powers it provides you more than make up for that. While the angels might be the best assassins and short-term infiltration specialists in the Metauniverse, you have them beat in the sphere of long-term infiltration. Not only are you able to create elaborate and incredibly robust cover identities on the fly and effortlessly juggle them without anyone being the wiser, but you receive an incredible boost in effectiveness in acquiring people's trust when you do that specifically to abuse it or set them up for future betrayal. Just don't forget to take pictures of their faces as they realize that it's you who've slipped a poisoned dagger in their backs.

Ancient Traditions (600 CP, Discount: Balance Seeker). The Order of the Regulators is an incredibly ancient organization, one of the few whose age can rival that of the Empire of Mankind. It is quite natural that during all this time it has acquired quite a collection of knowledge and techniques that are unavailable to less established institutions. And, by taking this Perk, you become privy to some of that knowledge. Your skill at wielding the powers of Corpus and Psionics is multiplied by 1,000,000. But the most important part of this Perk is not a simple power increase, but the broadening of your perspective. Studying the techniques, styles and approaches of countless long-dead civilizations that more close-minded cultures, like the Imperial one, would brush off as inefficient and unoptimized, has transformed your view on Corpus and Psionics, which allows you to work wonders with them that others would find impossible.

Boosted: Without a doubt, you are one of the most skilled wielders of Corpus and Psionics of your generation, if not the most skilled one. The power your command leaves your would-be competitors in the dust, the degree of control you can exercise over these energies puts many seniors to shame, your sheer inventiveness with their applications knows no bounds, and your potential allows you to one day become the greatest master of Corpus and Psionics in the Metauniverse.

Primeval Lineage (600 CP, Discount: Balance Seeker). As befitting an ancient conspiracy, many leadership positions in the Order of the Regulators are occupied by similarly ancient and powerful beings, whom you now may count among your ancestry. Your lineage has greatly increased your power, multiplying your physical and mental characteristics by 1,000,000,000. In addition, your ancestry has given you some sort of affinity to certain abilities, that, although merely an echo from what your progenitor can bring to bear, can prove itself quite useful. Beware, though, the established members often like to use their progeny in their games. If you received a Discount on this Perk, you can take it for **Free** if you took the **Balancing** Drawback, in addition to its regular cost.

Boosted: The genes of your esteemed ancestor seem to be much stronger than usual, with your increases in physical and mental characteristics being much greater than normal, and your innate affinity also receiving a similar boost. Of course, even the lowliest of Imperial Princelings is far above you in sheer physical and mental power, but with clever application

of your inborn talents and setting up favorable battle conditions you very well might be able to triumph.

Practices

You receive a stipend of **1000 PP (Practice Points)** that can be spent on the Practices in this section. You can obtain additional **PP** by spending **CP** on a 1:1 basis. You receive the **200 PP** version of either **Corpus** or **Psionics** Practice for **Free**.

Corpus (200/300/400/500/600 PP). Corpus is the first of the Two Internal Practices - powers that are based solely on their user. Corpus is the energy produced by sufficiently developed bodies that can be harnessed by appropriate techniques and utilized for great many purposes, the chief of which is enhancing the body of its practitioner. Purchasing the **200 PP** version grants you the starting abilities of a Corpus practitioner, which revolve around temporarily enhancing the physical characteristics of your body with Corpus energy, making you much stronger, tougher and faster. The degree of this enhancement increases with the baseline physical characteristics of the practitioner and their skill at manipulating Corpus energy, with a practitioner that possesses only the level of fitness provided by the **Basic Personal Upgrade Package** Perk (the minimum level needed to produce Corpus energy in your body) and basic skill level being able to match the power level provided by the **200 CP** version of the **Growth** Perk. At this stage you are incapable of manipulating Corpus energy outside of your body. The **300 PP** version increases your skill at boosting your physical characteristics and provides you with basic abilities for manipulating Corpus energy outside of your body, allowing you to employ basic-level Corpus techniques, chief among which are: the ability to generate a skin-tight defensive field that serves as an additional means of protection, the ability to infuse your weapons and armor with Corpus energy, enhancing their durability and overall performance; the ability to further increase the damage of your melee attacks by channeling quick bursts of Corpus energy through them; the ability to employ basic mobility techniques, colloquially known as the "flash step", and the ability to utilize Corpus-fueled items and equipment. The **400 PP** version further enhances the abilities provided by the previous stages, as well as improves your skill at manipulating Corpus energy outside of your body, allowing you to use it to fire different forms of ranged attacks, as well as for flight. The **500 PP** version further enhances the abilities provided by the previous stages, as well as raising your skill at manipulating Corpus energy to the level required for utilizing complex Corpus techniques, many of which emulate the capabilities of Psionics practitioners. Lastly, the **600 PP** version not only greatly enhances all of the previously-described Corpus abilities, but also boosts your further individual progress in mastering Corpus and creating your own techniques.

Psionics (200/300/400/500/600 PP). Psionics is the second of the Two Internal Practices - powers that are based solely on their user. Psionic energy is the energy produced by sufficiently developed minds that can be harnessed by appropriate techniques and utilized for great many purposes, the chief of which is bending reality to the will of the practitioner. Purchasing the **200 PP** version grants you the starting abilities of a Psionics practitioner, who

revolve around basic ranged attacks formed out of raw Psionic energy and basic telekinesis. Their power increases with the mental characteristics of the practitioner, with the level provided by the **Basic Personal Upgrade Package** Perk (the minimum level needed to produce Psionic energy in your mind) providing enough power to destroy mountains with your strongest attacks and resist assaults of similar power level via telekinetic defenses. The **300 PP** version improves your skill at manipulating raw Psionic energy, allows you to perform complex manipulations with your telekinesis, as well as grants you basic telepathic and clairvoyant abilities. The **400 PP** version further enhances the abilities provided by the previous stages, as well as transforms your basic telepathic and clairvoyant abilities into full-scale mind manipulation and precognition powers and grants you the ability to manipulate matter and energy with your Psionics. The **500 PP** version further enhances the abilities provided by the previous stages, but also grants you the ability to manipulate space and time, as well as life and living organisms, which, among other things, allows you to emulate many Corpus techniques. Lastly, the **600 PP** version not only greatly enhances all of the previously-described Psionics abilities, but also boosts your further individual progress in mastering Psionics and creating your own techniques.

Priestly Magic (100/200/300 PP, Discount: Other: Disciple, Incompatible With: Evil Magic, Holy Magic). Priestly Magic, being the first of the three External Practices - powers where a user utilizes a source of borrowed energy, is the practice of utilizing powers bestowed upon you by an Egregore. It is the weakest of the Three External Practices, but also the easiest to master. The exact nature and kind of abilities you receive depends on what Egregore you chose to serve, but their general power level is as follows. Purchasing the **100 PP** version grants you the ability to affect planets with your magic, **200 PP** version broadens this range to star systems, while **300 PP** version brings it up to galactic scale. Note that, unlike all other options presented in the Practices section, this Practice's growth is ultimately limited to what the Egregore you worship is able and willing to provide you with. You can be secure in the knowledge that you are guaranteed to receive at the very least the power level of the **300 PP** version of this Practice, and, as a general rule of thumb, you can potentially go up to become a plane-level threat with this Practice, but anything bigger than that is up to debate.

Evil Magic (200/400/600 PP, Discount: Hell: Forces of Evil, Hell: Cultist, Incompatible With: Priestly Magic, Holy Magic). Evil Magic, being the second of the three External Practices - powers where a user utilizes a source of borrowed energy, is the practice of harnessing and controlling the Evil Energy - the wicked and malevolent essence of Hell. It grants you much more power than the Priestly Magic, but demands considerably more time and training to master, although its speed of development may be bolstered by conducting human sacrifices and other profane rituals. The abilities provided by it are many and varied, but all of them ultimately revolve around either directly or indirectly harming others, or summoning beings from Hell. Purchasing the **200 PP** version grants you the power to affect entire star systems, the **400 PP** version makes you able to affect entire galaxies, while the **600 PP** version turns you into a plane-level threat. Your abilities are much stronger than those provided by the **Priestly Magic** Practice and don't have a limit on their growth, but are, in turn, much weaker than comparable spells of the **Holy Magic** Practice.

Holy Magic (400/600/800 PP, Discount: Heaven: Imperial, Heaven: Celestial, Incompatible With: Priestly Magic, Evil Magic). Holy Magic, being the third of the three External Practices - powers where a user utilizes a source of borrowed energy, is the practice of harnessing and controlling the Holy Energy - the sacred, joyous essence provided by the Almighty God, praised be His Most Holy Name for ever and ever, to His faithful. It is the greatest and by far the most powerful of the Three External Practices, with its applications being truly endless, but also the most difficult to master, demanding both deep and ardent faith in the Almighty God, praised be His Most Holy Name for ever and ever, and utmost dedication to training and self-perfection, and possesses no shortcuts to power. Purchasing the **400 PP** version grants you the power to affect entire star systems, the **600 PP** version makes you able to affect entire galaxies, while the **800 PP** version turns you into a plane-level threat. Your power growth in this Practice also has no limits, and, despite it sharing the same range progression with the **Evil Magic** Practice, in a direct clash of spells, provided that those spells are of the same power level and were cast with similar degree of skill, **Holy Magic** effects will prevail all the time.

Items

All Origin-tied Items are Discounted to their Origin. One **100 CP** Item Discounted to your Origin is **Free**.

Basic Package (Free). The Metauniverse is an incredibly dangerous place, and sending you there unequipped is simply sentencing you to death. In light of this, the Jumpchain is obliged to provide you with the following: 1 melee weapon of your choice (if your primary fighting style utilizes a shield or an off-hand weapon, it will also be provided to you), 1 kinetic or energy ranged weapon of your choice with five hundred rounds of ammunition, 1 suit of light armor and 1 personal shield generator. All of your weapons and armor are adequate for combating basic-level threats, but inferior in quality to the basic-level weapons and armor utilized by the major superpowers of the Metauniverse. All broken weapons and armor, as well as spent ammunition, are replaced daily.

Personal Assistance Unit (Free/100 CP/200 CP). Personal Assistance Unit is a marvelous piece of technology that is used by every subject or citizen of the major superpowers of the Metauniverse. It is an attobot-based personal supercomputer and AI servant that not only functions as a personal computer, communication device and augmented reality set, but can also instantly create all sorts of tools from hard light. You also don't have to worry about charging your Personal Assistance Unit, since the attobots circulating in your bloodstream that comprise its hardware are powered by miniaturized infinite energy reactors. But that's just the version that you get for **Free**. By paying **100 CP**, your Personal Assistance Unit is equipped with a fabrication unit that can assemble all types of objects from matter that it can acquire either from pre-packaged capsules of matter, or from disassembling the matter found on site, as well as with an infinite pocket dimension that possesses perfect indexing of stored objects and instant retrieval system. For **200 CP**, your Personal Assistance Unit is also

equipped with a matter replicator that eliminates the need for gathering matter for its fabrication unit.

Income (Free/100/200/400 CP). Thinking about such trivial matters like what to eat and where to sleep is beneath a proper Jumper, so the Jumpchain has got you covered here as well. The **Free** version of this option is a Universal Basic Income that most major superpowers (which means everyone save the Forces of Evil) provide for their subjects or citizens, which grants you a lodging in the form of a hyper-advanced variant of a standard suburban home or a city apartment, as well as a sum of money that allows you to live a comfortable and modest life while using all amenities of the local civilization (if you wish to travel, it allows you to keep those standards of living wherever you may find yourself). The **100 CP** version grants you the ability to support a much more costly way of life, equivalent to that of a well-to-do businessman. The **200 Point** version allows you to live the life of a playboy billionaire that, for all his wealth, is still naught but a pauper compared to even the lowest rung of the local elites. Finally, the **400 Point** version allows you to join that lowest rung, at least by wealth alone. You now have literally infinite money which no amount of money-squandering, no matter how insane and wasteful, will ever be able to diminish for even a tiny bit, and an appropriate amount of property to boot. The money and the property provided by this option are wholly legal and accounted for by the local authorities, with all the required taxes being filed and paid with neither the reduction of your living standards nor the need for your personal attention. Take note, though, that this is a double-edged sword, so if you want to use this money to fund any sort of shady activities, you'll need to employ some very serious financial skills unless you want the local government to start asking unpleasant questions. If you, by virtue of your purchased Perks (the Perks **Merchant Prince**, **Egregore**, **Imperial Noble**, **Archangel**, **Arch-Infernal**, **Exiled Lordling** and **Primeval Lineage**), belong to the local elites, you receive the **400 CP** version of this Item for **Free**.

Finery (100 CP, Discount: Other: Freelancer). If you are going to be an interplanar merchant prince, then you should look the part. This armor disguised as an extravagant outfit of the highest quality and a lavishly-decorated set of weapons (you are free to choose the number of weapons required for one melee and one ranged fighting style, e.g. sword and dagger for melee and two pistols for ranged) display your wealth and status to everyone around you. Their extravagant and flamboyant appearance shouldn't fool you - these are the finest tools of murder and means of protection that you can buy without being connected to any of the major superpowers and utilizing their technological and supernatural secrets. Your weapons are really well-made and make you absolutely unstoppable compared to your peers among the merchant princes (to say nothing of the wannabes), but, considering the limitations described above, you shouldn't expect anything of them other than mere excellent performance. Your armor, on the other hand, deserves a special mention, since it comes equipped with the latest fad in the sphere of personal defense - the Fatality Prevention Module that, should you suffer an attack that would otherwise breach the armor and kill or cripple you, shunts that attack in a pocket dimension that then collapses in on itself, creating a field of constantly-fluctuating space around you that serves as a total protection against all attacks that cannot bypass this effect by means of at least direct space manipulation for about ten seconds afterwards. Your armor has the capacity to activate the Fatality Prevention Module ten times, and its uses are recharged after each battle. In addition to that,

the manufacturer has used the numerous pieces of jewelry adorning your armor to conceal many gadgets that can be used both to disorient your foes, aiding in your dirty fighting, and perform sudden additional attacks via hidden miniaturized weapons. You can import your own weapons and armor for them to gain the properties described above.

Trade Goods (200 CP, Discount: Other: Freelancer). This is about a trillion tons of various commodities, from rare resources and foodstuffs to commonly-used machinery and weapons to luxury goods, packaged in expanded-space containers so that even a single modestly-sized ship could transport them. You can use these as you see fit, either for making a quick profit or for establishing your own operations.

Workhorses (400 CP, Discount: Other: Freelancer). Quite obviously, it would be impossible to establish your own multi-planar business empire without the means to travel the planes. This option has got you covered. By purchasing this Item, you get your own fleet of spaceships capable of planar travel.

Company (600 CP, Discount: Other: Freelancer).

Legacy (100 CP, Discount: Other: Disciple).

Tools Of The Trade (200 CP, Discount: Other: Disciple).

Bloodline Empowerment (400 CP, Discount: Other: Disciple).

Ancestral Relic (600 CP, Discount: Other: Disciple).

Imperial Armaments (100 CP, Discount: Heaven: Imperial).

Metal Legions (200 CP, Discount: Heaven: Imperial).

Private Fleet (400 CP, Discount: Heaven: Imperial).

FOB Establishment Package (600 CP, Discount: Heaven: Imperial).

Diplomat's Garb (100 CP, Discount: Heaven: Celestial).

Holy Armaments (200 CP, Discount: Heaven: Celestial).

Banking Institution (400 CP, Discount: Heaven: Celestial).

Holy Relic (600 CP, Discount: Heaven: Celestial).

Souls (100 CP, Discount: Hell: Forces of Evil).

Bodies (200 CP, Discount: Hell: Forces of Evil).

Profane Armaments (400 CP, Discount: Hell: Forces of Evil).

Hell Chariots (600 CP, Discount: Hell: Forces of Evil).

Sweets (potent drugs)

Fireworks (everything for terrorism)

Abominations

Profane Relic

Ammunition

Banner Of Freedom

Menagerie (war machines of the Coalition)

Liberators (ships)

Dirt

Balancers

Useful Trinkets

The Great Equalizer

Companions and Followers

Import/Create

Local

Drawbacks

Infinite Wonders (Jump-merging toggle, all the Jumps you merge with this one exist in the form of small parts of the greater Metauniverse)

Hey, I've Barely Seen Anything Here (time extension)

Bearded (your appearance makes you suspicious and untrustworthy)

Vendetta (some guy wants you dead)

Xenophobia (you feel compelled to dislike others, how it manifests depends on your faction)

Those Damn Mercanes! (mercanes constantly try to cheat and swindle you/want you out of picture)

On A Mission From God (you now serve the Angelic Hierarchy)

Balancing (You now serve the Regulators, they are less nice than angels)

Your Soul Is Mine! (you now serve the Forces of Evil, they are FAR less nice than the Regulators)

Why Won't You Die! (You gain an enemy that is much weaker than you, but very smart and crafty and just won't die, they will be a pain in the ass for the entirety of your stay, you can make them a Companion if you manage to befriend them or more)

Humiliation Conga (You are that weaker enemy to someone, expect being trounced on a regular basis, try not to die, you can take them as a Companion if you survive (they automatically come to at least respect you, and maybe something more)

Corpus Deficiency (can't use Corpus)

Cerebral Malfunction (ditto for Psionics)

Oppressor (the Anti-Imperial Coalition wants you dead)

People's Prince (Its leader wants you dead)

Disbalance (The Regulators want you dead)

Do-Gooder Pansy (Forces of Evil want you dead)

Hell Has A Fury (The Dark Thirteen wants you dead)

Imperial Kill Order (The Empire of Mankind wants you dead)

Emperor's Wrath (The Immortal Emperor of Mankind wants you dead)

I Have A Message For You From The LORD (The Angelic Hierarchy wants you dead)

You Have Great Potential (Power-sealing Drawback (down to the level of the Freebies), you can regain your powers and Perks by training your ass off, you get them back once you trained to the power level that you've bought here)

Scenarios

You can take as many Scenarios as you like and are able to complete, however, you cannot pick mutually-incompatible Scenarios (consult specific Scenarios), and you can take only one Endgame Scenario. You can treat an Endgame Scenario as an Endjump Scenario or as a regular Scenario. All Endgame Scenarios are tied to specific factions and cannot be taken by anyone belonging to any faction not listed in the Scenario Requirements. **Other:**

Freelancer Origin can choose any single Endgame Scenario to complete, choosing an Endgame Scenario for this Origin means that the faction in question accepted the Jumper as its member, with all the rights and responsibilities thereof.

Le Happy Merchant (supplanting the mercanes as the dominant banking and commerce power)

Caliph's Confidante (deciding the conflict between Coalition-aligned jinni and Empire-aligned ifrits in favor of jinni)

Sultan's Spymaster (deciding the conflict between Coalition-aligned jinni and Empire-aligned ifrits in favor of ifrits)

Sublimation (defeating Malesal)

The Stars Are Right (defeating the cultists of the Cosmic Mother)

The Lost City (helping the elves uncover the mysteries of their past)

Tomb Raider (slaughtering elves and plundering the ruins)

Sacred Darkness (helping the Shadow Empire repel the invaders)

Dark Is Evil (helping the Forces of Evil establish a foothold on the other side of the Shadow Veil)

War In Heaven (Good Guys version). (Help mediate the strife)

War In Heaven (Bad Guys version) (Help the situation become even worse)

Humanity Fuck Yeah! (Endgame: Imperial, Celestial). (Help the current Empire of Mankind conquer the Metauniverse)

There Is Neither Human Nor Xeno (Endgame: Imperial, Celestial). (End the Empire's xenocidal policies and help the reformed Empire conquer the Metauniverse)

Let The Metauniverse Burn (Endgame: Forces of Evil, Cultist). (Help the Forces of Evil conquer the Metauniverse)

The Absolute Balance (Endgame: Freedom Fighter, Balance Seeker, Disciple). (Serve the Regulators and implement their plan)

No Gods No Masters (Endgame: Freedom Fighter, Balance Seeker, Disciple). (End the Regulator's grip on the Anti-Imperial Coalition and spread the renewed Coalition over the entire Metauniverse.)

To The Skies See The Jumper Rise (Endgame: Everyone). (Carve out your own empire in the Metauniverse)

Endings

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