

# Terror Infinity

v1.1

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**Yes or No.** You clicked yes if you are here. God wants to test and reward people for going through his little game. The goal of this game is to survive, if you do well enough you get points and can improve yourself. I hope you are ready to face your nightmares. Take **1000 CP**.

## Starting Location

**Resident Evil:** You wake up like Alice in Wonderland, only at the start of the first Resident Evil movie as part of team China. If you choose a drawback that changes the universe then the starting location and team also change.

## Origin

Any origins are considered Drop In. If you so wish, you can take Descendant with another origin. Terror Infinity has stats that help represent your strengths and each origin except Descendant represents one of those stats. An average person starting in Terror Infinity has around 100 in each and so do you. Choose your age, gender, and nationality. You can decide what you look like, so long as it is within human possibilities.

**Nerd (Free)** - You have excellent memory and calculation ability.

**Psychic (Free)** - You have some sort of Extra Sensory Perception or ESP.

**Doctor (Free)** - Your recovery rate is extraordinary.

**Soldier (Free)** - You can see and predict the paths of moving objects.

**Athlete (Free)** - Your strength and toughness is amazing.

**Scientist (Free)** - You have increased resistance to viruses.

**Descendant (200 CP)** - You have an ancestor that survived Terror Infinity, and their blood flows through your veins. You get a discount on all purchases relating to a race and energy type of your choosing.

## Perks

You get to choose two 100 CP perks to have for free. You also get a 200 CP, 400 CP, and 600 CP perks discounted to half price, if you have two origins then you get two of each discounted. Each perk gives its starting cost to its respective origins stats as a permanent boost. Nerd gives Intelligence, Psychic gives Mental Capacity, Doctor Gives Cell Vitality, Soldier gives Reaction Speed, Athlete gives muscle density, Scientist gives Immunization Strength, and Descendant perks give to each stat.

## General Perks

**Polyglot (Free/100 CP)** - You can speak, read, and write all the languages of earth as of the year 2000. For 100 CP you now can speak, read, and write all languages. Yep all of them, you are part of a sick game that brings you to any possible reality so all languages. Languages that hold power when spoken must still be learned or purchased to be able to speak, but you can still understand when heard.

**Genetic Constraint (100 CP per level up to 500 CP total)** - There exist five stages of human evolution, with the fifth being a new higher tier of being, the next level of human existence. Each stage unlocks new abilities and further unlocks said potential. Note that it is possible to unlock these levels within the jump; this perk simply gives it to you, backs it with fiat, and then gives you a small bonus for each level.

1. Gain the ability to cut off emotions and unleash combat instincts within the DNA. Unlocks unlimited potential.
2. Gain absolute control of the body with the exception of the brain. You never lose control and never accidentally hurt someone no matter the reason.
3. Gain control over the brain and simulate the brainwaves of others. You have a perfect memory, with instant recall, unlimited storage, and perfect indexing. You can not lose your memories even if your head is damaged or destroyed.
4. Gain ability to manipulate DNA for combat and alter genetic mutations. You can now merge your powers, abilities, skills, races, etc.
5. Gain ability to manipulate energy by merging or creating new powers. You now have an innate understanding of all your powers, all the different ways they can be used, and any limits of said powers. This also prevents the loss, theft, suppression, or removal of any of your skills, perks, powers, etc that you have.

**Jumper Serum (800 CP)** - So many dangerous places you will be visiting here, but this perk will grant you some of the finest survival and utility abilities so you just might have a chance. For your body you are a peak physical example of your species, any barriers to improve yourself are simple hills instead of mountains now, and all negative aspects you have or gain will slowly disappear over time. You now have an equally athletic and charismatic build that will always maintain your attractive appearance. Your body never deteriorates, and you do not lose skill or knowledge over time. Your body has been optimized to survive in space so you are immune to radiation, can survive in a powerful vacuum or pressure, and can resist extreme heat or cold. Your body & appearance will never deteriorate regardless of lack of exercise or food. Since you no longer need to eat, drink, or breathe for living anymore, but may still do so for enjoyment. You regenerate you as long as an atom of you remains and with no scarring afterwards. This regeneration affects your body, mind, and soul ensuring that any damage you take heals. This regeneration has a handy side effect of granting immunity to disease & poison. You have some control over your regeneration; so if you want to permanently stop something non vital from regenerating you can. You stop aging once the prime of your life is reached, or revert back to your prime. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost.

Your mind is equally made immortal granting you a perfect memory, with instant recall, unlimited storage, perfect indexing, perfect comprehension, and you can not lose your memories if your head is destroyed or time altered. Your immortality includes being immune to corruption, changing or copying your memories, mental attacks, hacking, mind control, brain damage, & possession. You now have Unlimited Potential in all things you do. You never lose control, never accidentally hurt someone no matter the reason, and are in absolute control of every aspect of yourself. You now have an innate understanding of all your perks, powers, & abilities. Prevents the loss, theft, suppression, or removal of any of your skills, perks, powers, etc that you have. If you are cloned or copied without your permission for any reason the copy not only does not gain this perk, but also never gets any of the memories you possess. Thanks to certain parts used in the serum you will continue to evolve as a member of your species as time goes on, but you have limited control over it. You can decide if physical characteristics are gained or lost, deny certain evolutionary paths, and choose certain evolutionary paths if they are available. Lastly, you may share this immortality with those you are married to and/or are soulmates of by exchanging blood, but those you give it to may not share it.

### **Nerd**

**Open Source (100 CP)** - You can alter all skills to do as you want, as long as it is within the original skill's possibilities. Someone with this perk can milk every gram out of their skills, abilities, and perks to enhance their repertoire. For example, you can use your capability in languages to make your own, or you can use an understanding of magnetism to create plasma.

**Shortcut (200 CP)** - You can ignore spoken, written, ritual, item, and other miscellaneous components for spells in exchange for an increase in energy costs. Any time a spell or ritual that calls for items, chants, or specific requirements you can substitute more energy to bypass it.

**Empower (400 CP)** - You can use your supernatural abilities with your vehicles or any technology without risk of damaging it from your actions. Basically you can utilize your abilities with ships, mechs, weapons, etc without worrying about destroying them.

**Evolution (600 CP)** - Transcending limits takes countless generations, not for you. You evolve naturally as time goes on, and pushing yourself beyond your limits will evolve you even quicker. Now for the best part unlike natural evolution you have complete control over yours; instead of one aspect improving a bit you can have everything improve a smidge, you think external balls were a mistake well make them internal, or if the natural progression of your species has a physical trait you do not like then reject it.

### **Psychic**

**Natural-Born (100 CP)** - Psyche-force and all techniques can be learned thanks to your innate psionic nature. Outside of Terror Infinity this gives you the ability to learn any and all psionics.

**Substitute (200 CP)** - You can use any skill or ability with whatever energy type you want. It may not be as efficient or powerful as the original technique, but that added cost can be reduced with training.

**Null (400 CP)** - You have the ability to prevent any magic, divine, supernatural, psionic, or special ability from affecting you. This prevents a mage from polymorphing you, but it does not protect you from a summoned meteor. If you trust someone you can mentally register them as safe and they can use their special abilities on you without this ability activating, and any of your own abilities are unaffected by this perk.

**Psionic Aura (600 CP)** - You have improved yourself so you no longer have to be relegated to back line support. You have immensely increased the regeneration rate of your psionics and all energy types. This training also had two side effects, first your psionics pool has been increased by a factor of ten, and second you have discovered how to coat yourself with a psionic aura to protect yourself from all harmful attacks.

### **Doctor**

**White Light (100 CP)** - All physical or mental ailments or disabilities are healed at the start of each world you visit. Outside of this jump this means every time you enter a new dimension or set foot on a new world your physical and mental problems are fixed.

**Regenerator (200 CP)** - You will survive so long as even an atom of your being is left, and heal instantly from wounds so it's like you were never hurt at all. You can give others your blood to have a healing factor that will be a bit weaker than yours. Yes this includes eternal youth type immortality.

**Doctor Who (400 CP)** - You know everything about medicine from all human, alien, psionics, and magical knowledge. In other words if it relates to medicine you know everything about it. You are one of the greatest medical doctors ever, have expert experience in all fields of medicine, and are recognized as one everywhere you go. On top of that you can use whatever energy you possess with your medical skills to heal disease, poison, amputation, age, genetics, death, and pretty much anything else as long as you have the medical knowledge and can provide the energy.

**Doctor Strange (600 CP)** - You have transcended normal medicine and learned Biokinesis. You can freely control and manipulate your own body; this includes shapeshifting, changing your body's genetics, and altering your density and mass. You can sense all nearby lifeforms, detect and heal anything, learn everything about a lifeform including its genetics from just a touch, selectively choose knowledge to gain from those you touch, improve lifeforms with knowledge gained, and change those you are in contact with both physically and genetically. The only thing you can not do is create new life, but in exchange all other aspects of it have no limit on what they can do. This ability uses minimal energy to use and your stamina, internal energy, or external materials can be used to fuel changes in yourself or others.

### **Soldier**

**Training (100 CP)** - You have training in all firearms, weapons, vehicles, and in close quarter combat techniques of modern earth. For another 100CP, you were part of some black ops unit instead of a standard soldier. You now have experience dealing with both the alien and paranormal and can utilize such equipment quickly.

**Gunslinger (200 CP)** - You have mastered the pistol to an unprecedented degree. You can shoot two handguns better than anyone can shoot one, can hit targets at the limit of the pistol's range with perfect accuracy, can hit headshots one after another, can draw your gun faster than anyone can blink, and ricochet shots to go right where you want it to. How much this will help you when many worlds you are going to are immune to science is up to your preparations.

**Energy Attack (400 CP)** - You can fire energy of your choice out of your weapons. Using this makes your weapon more durable and deadly. Guns will no longer need to be reloaded and shots can now curve by the user's energy.

**Slayer (600 CP)** - When it comes to combat you have no equal, your reaction time and efficiency of movement means you can kill whole armies without being hit.

### **Athlete**

**Parkour (100 CP)** - You can free run and do parkour better than the best, since you are no longer constrained by human limitations.

**Trainer (200 CP)** - Your body never deteriorates and you do not lose skill over time. Your training physically, with skills, perks, powers, or abilities improve at quadruple your normal rate. As an added bonus those you train gain the same benefits as long as they train with you.

**Survivor (400 CP)** - Your survival instinct surpasses that of anyone else out there; you will never be surprised in a negative way again. As an added bonus you are immune to all disease and poison, and you can share greater resistance to disease and poison with anyone you wish. You have gained limitless stamina, and the ability to split your focus while you are reacting to things.

**Super (600 CP)** - You are the superhuman equivalent of your species. Like Sephiroth from Final Fantasy, Thor from Marvel, or Medaka Sue from Medaka Box; you are supernaturally superior in every aspect compared to the peak of your species. This also means that your body can support any type of energy or power without worrying about side effects.

## Scientist

**Mind (100 CP)** - Your mind is yours and it can never be controlled, read, possessed, or be under the influence of anyone. You have spent all your life figuring out how to protect your mind from hard-to-detect attacks. Your mind is protected from all mental attacks, clairvoyance, spiritual attacks, and even temporal shenanigans. If you wish, you can turn a dial in your mind to reduce emotions.

**Quick Study (200 CP)** - You can learn anything you are capable of learning in a fraction of the time it takes others. You can learn a language in less than an hour, become the leading expert in a scientific field in a day, or become a martial arts grandmaster in a week. The ability only applies if you have data, teachers, or abilities to impart the knowledge to you. When learning without assistance you only learn as fast as a prodigy.

**Magic Genetics (400 CP)** - You can distill the best parts of any genetic, chemical, or biological agent to improve a person. Unlock the mutant gene, give people a perfected version of the T-Virus, give someone the super soldier serum, or drink some synthetic dragon's blood that will give you regeneration. You can also take something unique like psionics, supernatural body, absolute intelligence, magic circuits, or anything else that could be considered beyond human, and can use a combination of magic and genetics to give to others.

**Expert (600 CP)** - Your understanding of technology has made you the expert on all things related to S.T.E.M. (science, technology, engineering, & math), and you also can perfectly comprehend everything you learn and how it relates to everything you already knew. This comprehension has made you the best at modularity, miniaturization, efficiency, and reverse engineering of technology you find. Basically you can recreate any technology you find, and make it the smallest and most efficient possible. You arrive in this jump knowing all the science and technology of the Aliens Versus Predator, Resident Evil, Starship Troopers, and Independence Day movie franchises. This perk also applies to all esoteric science and technologies examples include magic, runes, psionics, etc.

## Descendant

**One Is The Best Number (100 CP)** - You can not be duplicated for any reason. If or when you reach the third stage of unlocking your genetic potential, you will not have a duplicate added to Team Devil. This applies retroactively. Outside of this jump your leftover DNA cannot be used to clone you or make a child. It also prevents others from making clones of you by magic, wishes, or some other type of energy against your will.

**Legacy (200 CP)** - You have the blood of the greatest flowing through you so why take each step of the staircase to the top when you can just take the elevator? You may choose to ignore prerequisites for races and energy types, and then take the best version without buying the previous ones. In other jumps you may ignore one prerequisite for any perks, powers, or items you can afford. You are also considered a descendant, heir, or candidate for ancient civilizations' legacies or similar situations.

**Protection (400 CP)** - You have absolute protection against corrupting influences of any kind. This includes deities, eldritch kind, the Force, conflicting elements, mental corruption, reality attacks, etc.

**Soul Mates (600 CP)** - You can claim up to two companions as mates and give them all of your perks, powers, and races. They gain them at the same power and understanding that you started with in this jump. After the Jump all perks you possess or buy are also your companions for free, but the rest are just discounted. Any perks they buy you also gain. Recipients of this perk can not share it with others, but you may take this perk multiple times.

## Items

All Items may be bought repeatedly. One 100 CP or less Item is free for each Origin. For discounts athletes and scientists have scientific items, nerds and psychics have magical items, doctors and soldiers have support items, and descendants may choose their discounted item category along with another if they have a second origin. Items can not be discounted less than 50 CP. The world of terror infinity is well infinite so nearly any item can be bought at a cost and examples of such items are listed below. As an alternative to the warehouse you can have all items returned to your storage bag if it has room, is not lost, or damaged after a month. As long as it applies you can import any item into this section.

[Terror Infinity list of items, enhancements, and skills from the all terror infinity material](#)

### **General Items**

**Drugs (50 CP)** - all the drugs you could ever want whether legal and illegal, with 300 points in Cell vitality and 350 points in Immunization you can use all of them without risk.

**Entertainment (50 CP)** - You get access to all music, movies, tv shows, anime, books, and games ever made. Yes this does include Terror Infinity content.

**Basics (50 CP)** - You have unlimited access to the daily necessities. Toilet paper, food, water, clothes, work out equipment, and everything else you need in a luxurious home. You can either have this become part of a ship, home, or some type of living space you own, or you can have this become attached to your warehouse.

**Upgrade Certificate (50CP)**, Rating 100. A rare certificate given to players by God. Allows for the upgrade of a low or intermediate level non-genetic enhancement, ignoring points and reward requirements. Only C Tier or lower enhancements can be upgraded. Consumable: 3/3.

**Sci-fi to Magic Conversion Upgrade (50CP)**, Rating 100. Upgrade a Sci-fi Weapon or tool with magic properties. The capability of the weapon will increase and gain magic properties. One upgrade per purchase. (This also makes armor magical)

**Unlimited Ammo Conversion Upgrade (50 CP)** - Upgrade any weapon to have unlimited ammo. One upgrade purchase. (This also applies to the power sources)

**Forged in Fire (100 CP)** - You have acquired a melee weapon that is nearly indestructible and will repair itself if it becomes damaged. This weapon will injure any being whether supernatural, divine, demonic, or mortal: It will kill. If you kill something with this weapon it stays dead permanently. If your weapon is lost or stolen you can summon it to your hand.

**Gods Caliber (200 CP)** - You have any .45 handgun of your choice made of near indestructible material and repairs itself in the off chance it becomes damaged. This gun will damage any being whether supernatural, divine, demonic, or mortal; and the gun increases in damage as you grow. If you kill something with this gun it stays dead permanently. It comes standard with infinite ammo, and you can summon it to your hand if lost or stolen. This gun is ornate inside and out with runes, arrays, and numerous other magical intricate details that make this gun worthy of being in God's Caliber.

**Spaceship (400 CP)** - You are the proud owner of a new spaceship. The design can be based on any ship, but the technology may only be from Aliens Versus Predators, Starship Troopers, and Independence Day. If you have perks that improve technology they can be applied to the ship design. The ship may not exceed 1 kilometer in any dimension. All ship designs will come with everything you need: so no worries about forgetting something important like bathrooms, medbay, or power relays when making your ship. To protect your ship it is unhackable and any intelligence you add to the ship will be absolutely loyal to you.

This vessel can scan, absorb, & incorporate any technology it comes across. If any technology is too large or too small to be incorporated, instead your ship will build an acceptable version in its place. Technology that can be absorbed does include new types of alloys, or anything that is improvable or upgradable on ships. This spaceship's primary power source has infinite energy and this will continue if it is replaced or improved. Any damage done to the ship will repair itself within minutes, and in the event the whole ship is destroyed it will either appear in your warehouse or near you within a day. This ship can be summoned to your location, fastest travel time should still be taken into account. Finally it can only be operated by you or those you allow, this approval can be removed at any time.

### **Scientific Items**

**All scientific theories and research (50 CP)** - You have an indestructible datapad that does not run out of power with all the knowledge of science you could ever want. Downside is you have to learn it all, no shortcuts unless you could download knowledge to your brain somehow.

**50 CP item examples** - unlimited ammo gauss pistol, lightsaber, captain america's shield, MagSec 4, and Infinite grenade Bandoliers.

**100 CP item examples** - High Frequency Murasama Blade, Iron Man Mark III suit, and Unicorn Beam Gundam Magnum

**200 CP item examples** - RX-78-2 gundam, Black Triggers, and other complicated weapons

**400 CP item examples** - Predator Mothership, Athena Class UCF starship, and any other high end science fiction items

### **Magical Items**

**All Magical research and manuals (50 CP)** - You have an indestructible datapad that does not run out of power with all the knowledge about magic, psionics, cultivation, etc that will ever exist. You better start learning, some people spend an eternity to get nowhere.

**Na Ring (50 CP)** - A ring created by Xiuzhen technology. It has a subspace of 1.5 cubic meters and can be activated with energy. Once activated it would create an energy field around your fist which can extend to weapons. This energy field is capable of damaging supernatural beings.

**Dimensional Storage Item: Subspace Belt (100 CP)** - A Xiuzhen magic belt that you can change the look of at will, and will repair itself if damaged. Can store 500 Cubic meters of lifeless items in a subspace dimension. The belt is bound to you so it can only be used by those you choose. If it is destroyed, lost, or stolen it will return to you.

**50 CP items examples** - Sirius's bow, Enchanted Arrows +5, Chrome Shelled Regios Dite, and most other basic magical items.

**100 CP items examples** - Thor's Hammer, Lesser Fenrir Coat, and Thompson Contender Mystic Code

**200 CP items examples** - Excalibur (Fate), unsealed Gravity Blade (UQ Holder), and any fully upgraded Devil Arms.

**400 CP items examples** - Avalon (Fate)

### **Support Items**

**Package D (50 CP)** - A 300 stat point increase in each stat.

**Package C (100 CP)** - A 800 stat point increase in each stat.

**Package B (200 CP)** - A 2,000 stat point increase in each stat.

**Package A (400 CP)** - A 5,000 stat point increase in each stat.

**Revival Cross (100 CP)** - The holder of this item will revive five minutes after death. All body conditions will return to half the normal value. This item lets the holder come back from death once a year.

**Charms of the Three Pure Ones (100 CP)** - The description said it could heal any nonfatal wounds and could even reattach broken limbs. It also recovers 70% of a person's strength in an hour. You get three charms, with the designs to make more if you have the skill.

**Freezing Pill (100 CP)** - The pill was made by Xian's in ancient Asia that would put a person into deep sleep. The person's immunization and regeneration would increase by a hundred folds. This sleep would last until the person's wounds were no longer fatal. You get a box with a pill inside, after a person ingests the pill another one will appear inside the box after 12 hours.

**Life Force Booster (50 CP)** - A wristwatch that once per day can rejuvenate the wearer's life energy to full, but in exchange they will experience great pain beginning five minutes after it's used and lasting up to thirty minutes.

### **Enhancements**

Take an additional **500 CP** to spend in this section only. If you are a Descendant then you get one racial set of enhancements discounted and one set of energy enhancements discounted. Enhancements should come from worlds, realities, etc that have some element of horror like DnD, Resident Evil, Underworld, Star Wars, Buffy, and so on. The realities do not need to have a focus of the horror genre, they just need to have some in it to qualify. Be aware some Enhancements can conflict so be careful combining too many unless you have unlocked the higher genetic constraint levels.

You can upgrade an enhancement beyond the standard variety, for example: if you bought Starfire's Tamaranean species with its Psion Mutation along with the Ancient Tamaranean bloodline for a combined 600 CP and it all counts as one purchase for a God-like Tamaranean. Maybe you want Rachel Roth's Magical Bloodline, but without the demonic race taint for 600 CP God-like Raven bloodline. If you wanted Laura Kinney's Mutation it would be a Basic 200 CP, but upgraded to her Weapon Hex Mutation would be God-Like 600 CP.



### **Race/Bloodline/Mutation**

Entry (100 CP) - Witch/Warlock Class D, werewolf, vampire, half-elf, 40K Psyker, Spider-Man Mutation, B Rating One-Eyed Ghoul, Demon Viscount, etc

Basic (200 CP) - Witch/Warlock Class B, high level werewolf, master vampire, high elf, 40K Grey Knight, Elizabeth Braddock Mutation, S Rating One-Eyed Ghoul, Demon Lord, etc

Major (400 CP) - Witch/Warlock Class S, Elder werewolf, Daywalker, Celestial Elf, 40K Primarch, Jean Grey Mutation, SSS Rating One-Eyed Ghoul, Demon Overlord, etc

God-like (600 CP) - Witch/Warlock FGW Rank, Werewolf Lord, Vampire King, 40K Emperor of Mankind, Nathaniel Grey or Rachel Summers Mutation, The One-Eyed King Ghoul, Demon Supreme Overlord, etc

### **Racial Modifiers** (once purchased applies to all)

**Weakness removal (100 CP)** - removes weaknesses of any race, bloodline, mutation, etc purchased in this jump.

**Efficient (100 CP)** - removes the need to eat, sleep, or breath. You do not lose the pleasure from continuing such activities though.

**Supermodel (100 CP)** - Your body never deteriorates as long as you get enough calories, your hair and teeth will always look good and regenerate if lost, your body will be the perfection of your species, and you can choose how your new body looks as long as it is within your new species possibilities.

### **Energy Type**

**Entry (50 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc

**Novice (100 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc

**Expert (200 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc

**Master (400 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc

**God-like (600 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc

### **Energy Modifiers** (once purchased it applies to all)

**(100 CP each)** - Perfect control, All elemental affinity, Multicasting, High speed energy regeneration, and Massive pool of energy

### **Skills**

There are more skills than listed here but these are some of the most beneficial ones. When you purchase a skill or a skill pack you get the knowledge of how to use all of the purchased skills with the energy types you currently possess. You may purchase an individual skill for 50 each.

**Cantrips (50)** - You get 10 cantrips from the weave: Dancing Lights, Druidcraft, Fire Bolt, Mage Hand, Mending, Message, Prestidigitation, Sacred Flame, Spare the Dying, & Thaumaturgy. Each additional purchase will allow you to pick 10 more Pathfinder / DnD 3.5 cantrips.

**Support (100)** - Wind Spirit Buff, Lighting Spirit Buff, Fire Spirit Buff, Earth Spirit Buff, Water Spirit Buff, Brave Heart Buff, Sword Dance of the Valkyrie Buff, Blessings of the Saint Buff, Illusion Shroud, & Magic Endurance

**Sensing (100)** - Druid Hawk's Eyes, Psycho Scan, Psyche Force Scan, Full Analysis, Support Scan, Escape Route, Soul Link ability, & Third Eye

**Demon (100)** - Demon Eye: Encroachment, Demonic Weapon Augmentation, and Silent Approach

**Shapeshifter (100)** - Judgment of the Moon Goddess, Lunar Wolf Pack Summoning, & Wind Chaser

**Haki (100)** - Color of Armaments Haki, Color of Observation Haki, Color of Armaments Haki Hardening, & Color of Observation Haki Mantra

**Shaman (100)** - Kekkai Barrier, Spirit Assimilation, Over Soul, and Ghost Frenzy

**Healing (200)** - Ki Injection, Healing Wave, Greater Restoration, Regenerate, Resurrection, & Mass Heal

**Barrier (200)** - Defensive Force Field (LV1), Defensive Force Field (LV2), Shining Symbiosis, & Mana Shield

**Armor (200)** - Invincible Divine Body, Dou Ki Armor, Battle Ki Armor, Silver Dragon Scales, Diamond Rebound,

**Martial Arts (400)** - Focused State of Mind, Psychic Throw, After Image, Seikuken, Ryusui Seikuken, Instant Movement, Void Instant Movement, Tornado Step, Soul Crushing Strike, Ultra Powerful Violent Palms, Penetrating Force, Linear Drive, Flash Step, & Spirit Wave

**Sword (400)** - Fire Blade, Inferno Blade, Ice Blade, Frozen Blade, Wind Blade, Tempest Blade, Lightning Blade, Hurricane Blade, Riposte, Energy Sword, Sword of Light, Hatred Slash, One Sword Style 36 Pound Cannon, Zamaken Ni-no-Tachi, Kuzuryusen (Nine-Headed Dragon Flash), Ten Step Kill, and Amakakeru Ryu no Hirameki (Flash of the Heavenly Soaring Dragon)

**Attacks (400)** - Ki Blast, Ki Bullet, Hollow Bullet, AP Bullet, Far Bullet, Spirit Gun, Lowest Level Earth Elemental, Wind Step, Red Flame, Pyrokinesis Master, Fire Ball Spell, Water Ball Spell, Earth Rock Spell, Wind Blade Spell, Lighting Bolt Spell, Frostbolt Spell, Holy Light Spell, Cursed Mist, Quagmire Spell, Fire Bolt, and Anti Shadow Weapons

### **Companions**

Your team, your companions, and yourself can not exceed 20, that is the limit for each mission

**Single Import / Companion Creation (50 CP for one and up to 200 CP for eight)** - You may import or create a companion. They get 600 CP to spend on the options presented. These Companions can only take Drawbacks that directly affect them, and you can transfer CP from yourself to a Companion, at a 1:1 ratio. You are free to decide the personality, history and appearance of created Companions and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

**Recruit mission companions (50 CP)** - You may attempt to recruit a character from any world you go to during the jump. You have the full duration of your time in the jump to attempt to recruit them.

**Recruit team member (100 CP)** - You may attempt to recruit a character from your team or any team you encounter. You have the full duration of your time in the jump to attempt to recruit them.

# Drawbacks

No limit on drawbacks. Side B, Dawn Infinity, Infinity Armament, and Ultimate Evolution are taken in place of the standard starting of Terror Infinity or they may be taken together but then you are going to be in this jump for the duration of each drawback for a year also. Team not China and Zheng Who can not be taken together. Prequel, Early Start, and Late Finish drawbacks do not count towards your time in the jump.

**Prequel (+100 CP):** You may take this drawback up to 5 times, and every time you take it you arrive 1 year earlier than the start of the story. The characters for your team will still start at the canon times, but the enemy teams you meet may not be the same when canon comes around due to your actions in the meantime.

**Early Start (+100 CP):** You may take this drawback up to 4 times, and every time you take it you start in each mission world a bit earlier than the rest of the group. The first level you start an hour early, second level you start a day early, third a week early, and the fourth level a month earlier. You may do as you please during this time since you may still complete hidden missions, but doing so may make things more difficult once the rest of your party arrives. Once the group arrives you will all receive the mission, but if it is a mission that requires you stay in a location or near someone you will be teleported to that location or person with everyone else.

**Late Finish (+100 CP):** You may take this drawback up to 4 times, and every time you take it you stay in each mission world a bit longer than the rest of the group. The first level you stay an hour longer, second a day, third a week, and the fourth level a month longer. You may do as you please during this time since you may still complete hidden missions, but you may have to answer for your actions you took during your primary mission.

**Crossover (+100 CP)** - You can crossover this with another franchise of your choosing, this crossover will apply to the "real world" of Terror Infinity.

**Terror Infinity Side B, Highschool of the Dead (+100 CP):** You wake up on the top of a Japanese highschool and it seems zombies have risen.

**Dawn Infinity, Skyline (+200 CP):** You are in the sequel to Terror Infinity, you start in Los Angeles, California, USA and beams of blue light have just appeared.

**Infinity Armament, Van Helsing (+300CP):** This is not the world of Terror Infinity, well i hope you prepared yourself in many ways this one is much worse.

**The Ultimate Evolution, Terminator (+400CP):** This is also not the world of Terror Infinity, but it does a few things to make your life easier in the unforgiving worlds. Alternatively one may choose to go to The First Evolution or Ace Evolution worlds instead of Ultimate Evolution.

**Weakness (+500CP/1000CP/2000CP):** This drawback has multiple Levels. First level of this drawback gives you  $\frac{3}{4}$  the effectiveness of one stat for the duration of this jump. The second level is a reduction to half effectiveness for the duration of the jump. The third level is a permanent weakness for the races selected during this jump, the selected stat will be a  $\frac{1}{4}$  weaker. You may take this drawback up to six times, once for each stat.

**Who said you can leave? (+500CP):** This drawback makes you stay until the main characters of the world leave the Terror Infinity realm for good. If you became the main character, or an accident happened to them then you must stay in the world till the canon end world of the story.

**God's Enemy (+ 600CP):** You can take this drawback multiple times and each time more teams will come after you. God has made the team aware of your arrival into his game, and wants them to get rid of you. Until you defeat every member of the team they will not rest, you must wipe the team.

1. Team Celestial
2. Team Devil
3. African Teams
4. European Teams
5. American Teams
6. Asian Teams
7. Arabian Teams
8. All Teams excluding yours

**Harsh (+700 CP):** There's a lot of racism and sexism here, and that's before you picked this drawback. Wow... You're going to have to bear with people being one-dimensional stereotypes of their nationality from a Chinese point of view, and people will reject anything approaching less than needlessly full-on brutal, savage, cruel treatment of anyone slightly outside of their own 'group', be it defined by nationality, race, or gender. Good luck interacting with anyone from the setting expecting anything resembling reason and not wanting to tear either their or your own ears off after ten words. Does not apply to preexisting companions and is removed from companions purchased here after the jump is over.

**Zheng Who? (+800 CP):** You take Zheng's place on team China, and if you take a drawback that prevents a copy of you then he is now starting out in team Devil. Hope you got all the right drawbacks and powers because you are going against a formidable foe. You will replace the protagonist in other Terror Infinity realities.

**First Jump, are you crazy (+900 CP):** If you take this as your first jump you deserve all the help you can get.

**Never go Home (+900 CP):** The Terror Infinity god has found a way to cut off your option to return to your original dimension. You may never return home.

**Team not China (+1000 CP):** Team China is destined to win this whole thing, but you are not on that team anymore. You become a member of a team that is not China, Devil, or Celestial. Hope you like surprises because you have no idea what is going to happen and how long you will be here. If you go to a different Terror Infinity reality you will instead appear in a different team from canon.

## Final Choices

After five years in the setting this includes the time in each world you are sent to, you are required to choose one of these options:

- **End your Jumpchain game and return home.**
  - **End your Jumpchain game and remain within the setting.**
  - **Continue your Jumpchain game and move on to the next Jump.**
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## Notes:

- I know that this is more of a combination of Terror Infinity and Side B, but the author of Terror Infinity gave up on the game elements half way through and never flushed out the purchase section.
- Thanks to Jason, Kinunatzs, and many others for the assistance in fixing up this jump
- To give an idea for those that care. The items for 50 to 100CP level would be the equivalent of common and uncommon items in DnD, 200CP would be Rare and Very Rare items, and 400CP would be Legendary and Artifact items. This might help some people get an idea of equipment costs.
- [Moved many skills, items, etc to supplement page that a link in the jump](#) and added link here also
- Enhancements race/bloodlines/mutations rankings equal along these lines - entry member of it but very weak, minor is average of species, major is exemplar of species, and god-like is highly evolved version of the species. Basically an entry elf would be a half-elf while a god-like elf would be a God.
- Racial modifiers added. If **Efficient** and **Supermodel** are taken together then calories are no longer needed to maintain the body. **Weakness removal** applies to things like fire for DC Martians, or Marvel Klyntars sound and fire. If your energy type has a weakness like Dresden Files Anti-Technology field with magic you may extend this modifier to it also.
- Since someone asked the **Super** perk does apply to species like Shinigami that use Reiryoku / Spiritual Energy this means that your physical body will be able to sustain your power without worry, you will not leak any Reiatu unless you intend to, you will not have to be in spirit form to use powers, & if you desire instead of gaining a spirit form you will instead gain the powers of a Shinigami with your physical form / basically have an actual body like a quincy or Fullbringer.
- Enhancements energy is easier to explain - entry you have access to energy but no understanding, novice means you understand the basics and know how to do a little with it, expert is someone who is experienced with the energy and can utilize various aspects of it, masters have reached the peak of the energy and know most ways to use the energy, and god-like have so much energy it is nearly limitless and can know all aspects of how to it. Basically a novice mage can cast a few spells while a god-like mag can cast every spell for days.
- Renamed They did it differently in... to **Open Source**, Energy can be used for everything to **Shortcut**, and That's not true... to **Substitute**
- Renamed It does not have to be Lonely... to **Soul Mates** and updated perk. Now after the jump all perks you possess or buy are also your two chosen mates also, and specified that powers are just discounted. I did this after I got a few pms for clarification about the perk and some of its uses after the jump. I then decided after taking some jumpchains and gauntlets into consideration, that making all the perks the jumper takes also go to the mates and discount powers is within the realm of possibility for a 600cp perk. Considering the nature of cp for companions in some jumps this means that your companions are now viable to make a difference if used. To clarify, the perk must be bought each time and companions still have to buy it also if you wish to use it in a pyramid scheme fashion.
- Added X-virus to **Magic Genetics**, and replaced it with **Quick study**. It made more sense as a perk since Xuan would learn something overnight from the available data.
- For **Magic Genetics** you can use other energy types besides magic to enhance people, you just need **Substitute** perk to do it.
- If you have **Doctor Who**, **Regenerator**, and **Doctor Strange** you can give a very long life and health to those you wish regardless of species.
- **Natural-Born** and **Psionic Aura** together give you God-like Psionics across the board, **Natural-Born** gives you Novice by itself and **Psionic Aura** gives you Expert by itself. The Psychic perks basically give you everything you need for psionics so if you take them take the corresponding energy type level for free.
- Added **Jumper Serum** to the general perks. This was done as I was reworking the jump because I forgot about the jack of all trades archetype that had talent in many areas but wasn't the best in any one. So I went over a few perks that are general must haves for most people, added a few weaker versions of perks available here, and then tweaked a few things. The result is I made a perk that represents a well rounded immortal. I reduced the evolution aspect to reflect its lesser quality compared to the full **Evolution** perk, and while you can share the perk more than **Soul Mates** it is limited to just this perk unlike **Soul Mates**. For those that need a blunt explanation this perk makes you peak physical stats of your species, your mind is enhanced to be the best possible, gives you a few cosmetic perks to stay good looking, top grade immortality and regeneration, immune to all negative status effects, numerous small quality of life tidbits, and anything relating to learning or teaching something you do better than any other.
- Changed enhanced (super soldier) physical stats of **Jumper Serum** to peak and reworded the perk to reflect a more mental and spiritual enhancement, while also reducing cost from 1000 to 800.
- Renamed **Everyone understands me even in Egypt, Elvish forests, and space** to **Polyglot**
- **Temporal Defense** was merged into **Jumper Serum** and **Mind** perks. They both protect against temporal shenanigans.
- **Null** perk replaced **Temporal Defense** - A power nullification perk seemed a good replacement.
- Merged **Doctor Who** and **Doctor Strange** to make **Doctor Who** a more relevant perk for medicine

- Changed price of **Regenerator** to 200CP, **Doctor Who** to 400CP, and **Magic Genetics** to 400 CP
- Merged **Survivors** with **Focused** under **Athlete** to give a better perk overall
- Made **Doctor Strange** a Biokinesis perk that allows for all aspects of the power except creating life. I felt for 600CP everything but that was acceptable, but for those that wish when they complete the jump can gain the ability to create life or may continue without it. To further clarify you can use this to bring someone from the dead if they died within a day or so with your Biokinesis.
- Created a perk for Scientist called **Expert** for 600 CP. You can now make all technology the most efficient and smallest possible thanks to your understanding of science and technology. You can reverse engineer any technology you come across; a lightsaber will take a few seconds to be able to recreate, a stargate and DHD a day to be able to reproduce and improve, and a Halo ring would take a week or two to be able to make it yourself. Anything that could be considered technology and sciences are included for this perk. Magic tech would be included, and sciences like alchemy, runes, and Pill making would also be included. Removed choice of science and technology and instead grants knowledge from the Aliens Versus Predator, Resident Evil, Starship Troopers, and Independence Day movie franchises.
- If you have **Expert** and **Doctor Strange** you can recreate any technology with organic technology, and make technological equivalents of most organic things.
- Added Drawback **Who said you can leave?** for 500 CP that makes you stay until the main characters leave, or if the main characters are indisposed until the conclusion of the last canon world.
- Added Drawback **Prequel** that makes you start earlier on each world you visit in jump.
- For the stat boost for perks - The general perks give 100 to each stat. Then the perks give the original cp cost to its corresponding stat.
- Updated the formatting, spelling, and phrasing around the jump so it is a bit better. Also fine tuned a few perks.
- Nearly 5 years later, I reworked the **Jumper Serum** perk to be more coherent while also removing the drawback. It still retains all the functions it had, it just flows a bit better for reading the perk now. I did weaken the negative race and augmentation removal, now negative aspects will weaken with time until they are gone.