



Spare Change Supplement VI.05

By ThornyMu (GigglingVoid)

Ever go on a jump and have left over CP with nothing worth spending it on? Or maybe the doc designer was a bit eccentric and gave you values of CP that can't be used for anything in their doc. Or maybe you have stacking discounts that leave you with fractional values. Now you can use that spare change to pick up some little perks. Nothing drastic, most of these are designed to be little Quality of Life tweaks at around Slice of Life/Street level power.

I'm not giving you any Spare Change to spend, but you can trade in 0.01 CP for 0.01 SC (any smaller is too little to bother tracking), which is a 1:1 ratio, but with a higher degree of granularity if you need it. SC carries over between Jumps but cannot be spent on anything outside of this doc. You can spend SC in this document at any time during your Jump, but once it is spent it is permanent.

Perks

Cash on Hand (X SC)

At any time you are engaged in an honest exchange or purchase you can pull your hand from somewhere unseen and be holding an amount of money or tradables equivalent to 25 cent per SC you have spent on this Perk as valued by the person you are trading with and the current situation. You can spend more over time to increase this total. You are not obligated to give them what you pull. You can choose to pull less than your maximum. While you can only do this once in most exchanges, you can do this up to 10 times over the course of a long trade negotiation. Yes, pulling money from behind a kid's ear to see them smile totally counts as an exchange.

Slight of Hand (10 SC)

You can extra-dimensionally store an object a bit bigger than your hand when no one can see it happen. You can then make it reappear with a flourish. One object per hand.

Useless Powers Catalogue (10+ SC)

See the Useless Powers Catalogue below for the full list of Useless Powers by PixelGMS.

Less Waste (50 SC)

When cooking, cleaning, crafting, or any similar task, you are able to get the most out of your materials with ease. You leave less of the mango on the skin, you can use exactly the right amount of flux for your black smithing, and maximize the placement of all your dyecuts. Anything left over you can still find genuine uses for. As an extra benefit, your body is more efficient with using food and water, so you have significantly less need to use the restroom and less fat build up.

Write That Down! (50 SC)

You can summon common writing, drawing, or other artistic implements appropriate for the surface you are working on. They vanish as soon as you let go of them, but the text or art remains.

If you have Papers Please you have appropriate documentation supporting this ability so you can use it in professional capacities.

Strike That! (50 SC, Requires Write That Down!)

You can now edit any static image or text with your fingers as if the surface were a common text or image editing software. This includes selecting, copy & paste, moving, undo, and even layers and masking. Any information not already contained in the image (such as part of an object covered up by another) can be simulated up to your own skill almost as if the object had been on its own layer, but this will not reveal 'what was actually' in the original. (Example: A magazine cover with a nude model, but she is covered by clouds. Moving the clouds will not reveal her actual body, but will instead display your best recreation of it.) New

information will need to be added by hand. While the image will become ‘flattened’ when you walk away, you can resume editing with full capabilities and history when you return.

Papers Please (50 SC)

You can always produce appropriate ID and proof of ownership for anything you legitimately own. You can also produce blank paper in any color you desire that you intend to actually use. These can come in many forms that only use paper and glue such as sticky notes, loose sheets, sheets of cardboard, paper mache, doodlebooks, watercolor books, and notebooks (the ones without the metal spiral).

Breath of Mint (50 SC)

Your breath always smells as nice as you want it to. The default is a minty fresh scent, but you can choose others if you think that would be appreciated. You can turn this off by choosing a normal mouth scent. Or reverse it by choosing a less pleasing scent, like onions. Regardless, the scent will never be too strong for anyone, even if they don't like the scent you chose. People will not think it strange that the scent has changed, but will react to what the scent is naturally.

Breath With Me (100 SC)

[Requires Breath of Mint] You can now control the smell of everyone's breath the same way you do your own. It defaults to a ‘neutral scent’ that is neither offensive or particularly exciting, but you can change it for everyone, for groups of people, or individuals you are aware of. It will still never be overpowering to anyone, even if the people smelling it don't like what you chose. People can still take deliberate action to counter the scent with others, but nothing accidental or incidental will alter it.

Improved Senses of Self (50 SC)

Our natural senses have several odd little quirks, like the fact that we can't actually feel ‘wet’ only ‘slippery’ and ‘cold’ which we think of as ‘wet.’ This Perk fixes lots of those little quirks. You will be able to tell the difference between perceived temperature and actual temperature, and similar for loudness, impact force, textures, scent and taste intensity, and the passage of time.

You will be able to accurately estimate how long you can maintain a given activity, when you will need the restroom, how long you can stay awake, how many drinks you can have, and know how they will affect you along that time/use. This includes the ability of Trip Protection from the Useless Powers below. Furthermore, you can always choose to temporarily shut off or dampen a sense to prevent it from becoming overwhelmed or damaged by intense sensations.

Getting this baseline for yourself can also help you tune things for others preferred tastes/needs as well over repeated attempts.

If you have Papers Please you have appropriate documentation supporting this ability so you can use it in professional capacities.

Wakey Wakey (50 SC)

You can transfer your wakefulness or sleepiness with another consenting person you could touch (no physical contact is actually required).

If you have Breath With Me you may ‘trade’ breathing states, allowing one person to breathe extra to keep the other from drowning or asphyxiating.

If you have Improved Senses of Self you may ‘trade’ senses, allowing you to temporarily see, hear, feel, or whatever, something that the other is.

If you have Somnernet you may perform this exchange across networked connections.

If you have Relationship Management you and others may establish your limits and conditions under which you allow such a transfer without needing to actively consent each time.

If you have A Kinder World, then you will know when a person you could use it with is implicitly consenting and in which direction. You need not actually ask them for this consent. You may choose for them to know it was you who helped them. Either way, they will be thankful.

If you have Drinks On Me, then everyone drinking will provide as much as they desire to trade into a pool which is then distributed as evenly as possible matching each person's desired state.

If you have Closer When You Think, then you don't need to be close enough to touch, merely being in the same dimensional plane/reality.

If you have Time Skip you may trade an amount of time flow, letting one act quicker experiencing more subjective time in less absolute time, while the other is slowed, experiencing less subjective time over the same absolute time. Unless pushed to extremes, people will not notice unless they are especially perceptive of time.

If you invest in the Variable Dimensional Heatsink then you may set up a heat trade between you and another person, up to the same limits and upgrades as your best DVH device.

Extended Physical Range (100 SC)

You can have things that your hands do happen up to two meters away instead. You feel things from that location.

If you have Papers Please then you have proper documentation for this ability and can use it in professional settings. Employers will view this as a skill they can utilize and compensate you for.

If you have Improved Senses of Self you can see from that location as well.

Fill'er Up (100 SC)

When you operate or ride in any vehicle it will use only half as much fuel as it is supposed to. This will generally go unnoticed and will be properly accounted for in any weight/fuel ratios or travel plan calculations. (This may be purchased multiple times, halving the remaining fuel usage each time.)

If you have Improved Senses of Self then you will always know how much fuel is left and can accurately estimate how far it can take you.

If you have Papers Please you have appropriate documentation supporting this ability so you can use it in professional capacities, possibly allowing you to ride for free due to the savings your presence provides.

Reader's Eyes (100 SC)

If you look at any book, or a surface with an image or text on it you can render that image or text in your mind to look at it without any environmental limitations. You can still only see what is still present, but can see the portions that are covered up.

If you have Strike That! then you can perform your edits without touching the actual surface, but you do still need to be able to see it and gesturing toward it.

Original Sound Track (100 SC)

Like a movie of your life, you are accompanied by an original sound track that informs you of the mood of any given scene. You may choose to have others hear it as well, either picking specific people or generally broadcasting it around you. People will not find the sudden existence of the music strange, like they had always been subconsciously hearing it, but may react to your choice of making it heard or to the contents of the music itself.

For one scene per day, you can switch the music as you desire, allowing you to either perform a mad DJ set or to switch up the mood of the scene.

Clean Hands (100 SC)

Plenty of things in life are messy. Let's not spread that mess more than we need to. Whenever they need to be your hands and lower arms will be clear of any mess that they are not presently being used in. Feel free to rub the sleepies out of your eyes even though you were just barely cutting up raw chicken.

You will always be accepted as capable of whatever your hands can do. So professional settings, such as a surgical suit, will accept your hands as being sterile without any issue, but unless your hands are immune to diseases and cuts they may still insist you wear gloves for your protection.

If you have Papers Please you have appropriate documentation supporting this ability so you can use it in professional capacities complete with documentation for any legal liability purposes.

Oh, I Knew That (100 SC)

Once per 10 years you can suddenly know the equivalent of three months of study in a given field at an accredited Collage/University/Trade School of the world you are in. You can purchase this multiple times and use each instance of it separately or spend multiple uses at once. The knowledge is not lost afterwards, and further uses will start where you left off. (Uses recharge at the start of every Jump.)

If you have Papers Please you always have appropriate documentation supporting your education so you can use it in professional capacities.

If you have Original Sound Track (or other similar perks from other docs) then you can learn 6 months worth of a music education per use instead of only 3.

Helping Hands (100 SC)

Random passers by are more than willing to help with short tasks that don't impede their day too much. Such as holding onto your dog's leash for a minute while you open your door, or putting your grocery cart away. You can ask for a slightly more arduous task if you also give them a treat, like helping you move your couch across the living room and then give them milk and cookies.

Somnternet (100 SC)

When you dream, you may choose to travel along and look at any site you could normally reach on the internet from a normal browser. You have no ability to enter anything, such as passwords, or store cookies, so you are limited in where you can go.

If you have Write That Down! then you can enter and type as normal.

If you have Papers Please then you can store proper credentials for sites so you can access them. The following Boosters apply whether you are using the internet in your dreams, physically entering, or at a regular computer.

If you have Strike That! then you can edit text and images as if you had editing software on your own 'computer' before submitting them to a site.

If you have Improved Senses of Self you don't need to be asleep to mentally visit sites and you never forget your passwords.

If you have Reader's Eyes you can have the equivalent of two monitors and visit two separate sites at once.

If you have Original Sound Track you can treat sound files the same as you can images and text.

If you have Clean Hands then no one will ever be able to trace your activity online.

If you have On, I Knew That then you will gain three times as much benefit from any online training you do.

If you have Helping Hands then it extends to people being willing to answer questions or perform simple tasks online for you.

If you have Trivial Integration then your Companions may join you on the Somnternet sites you visit any time you are using it.

Easily Done As Said (100 SC)

If you are following legitimate instructions, then it will work as easily as the instructions said, and will not need any tools they did not list.

North Sense (100 SC)

You have a natural compass in your brain telling you where magnetic north is. It does not guarantee that you know how to orient your compass. You just always have one.

On an instinctive level, this gives you an improved sense of what twists and turns you make so it is less likely you will get lost in a corn maze or office building.

This can be thrown off by strong magnets nearby just like a regular compass.

If you have Improved Senses of Self then you also gain a True North Sense, meaning you will know the difference between True and Magnetic North and won't be thrown off by local magnets, but can still detect them.

If you have Papers Please you have appropriate documentation supporting this ability so you can use it in professional capacities and can display your compass for others on any map you are using.

[Trivial Integration \(100 SC\)](#)

One of your Companions may import every jump for free (unless it specifically limits the number for plot or mechanics reasons such as the limited number of seats on a ship or the intent of the Jump being isolation). They receive a background / species worth up to 100CP. They may make purchases by taking drawbacks, and they may take free options (perks, items, etc). None of their perk, item, or drawback selections may directly alter the world or others in it. They are subject to all of the world altering or Lockout/power reduction drawbacks you took (or similar effects imposed by the world) and gain appropriate CP for it. This may be purchased multiple times to increase how many Companions you can import through it.

[A Simple Hello \(150 SC\)](#)

Everyone who notices you will give you a nice greeting. This may be a 'good morning' from your neighbor or a 'sup' from the BBEG. Even if they are in hiding, if you come near and they are focused on you, they will give you a greeting, possibly giving away their location.

[A Kinder World \(200 SC\)](#)

The world feels like a kinder place. It might not be, but to you it is. Everyone will be nice to you until you give them reason not to. This also applies to animals and weather phenomena. They will be less inclined to hostility toward you. If they are still mean to you and you haven't done anything to give them cause, you know it is for story/plot reasons.

[Relationship Management \(200 SC\)](#)

Relationships come in all forms, be they platonic, professional, romantic, polyamorous, antagonists, rivals, archnemesis, or any other labels. This perk subtly modifies the people of Jumps you enter to be more inclined to the types of relationships you want to have with them. It will not otherwise alter their behavior or reactions to how you treat them. But if what you are seeking is a platonic relationship they will not keep pushing to turn it sexual, or if you have multiple loves, they are more likely to find common ground with each other rather than fight one another. But if their personalities just clash too much, like one being a rebel and the other a control freak, or one a hero and the other a villain, you will need to work with them on that aspect of their relationship separately. This mostly just smooths the edges off.

If you are seeking to be their enemy they are more inclined to interpret your actions as slights against them or to thwart them, but it will not turn them evil/good so they counter your goals.

You can do this to specific characters, groups, or population demographics before entering the Jump. Once inside, any changes will take time and exposure to come into effect.

Looking Good (200 SC)

While this does not alter your actual beauty or charisma in any way, it does allow you to always look your best despite surrounding circumstances. Much like a movie character, you wake up with your hair looking ‘wrong but nice’ so people still know, but won’t think any less of you, and any makeup you wore hasn’t even been smudged. If you climb out of a sewer you will be dry and not stinking with nothing clinging to you. When under water your hair will flow in a way that frames your features the best rather than looking like a collection of wet rats. Even when things are at their worst, your own beauty and charm will shine through and people will have a positive first impression of you.

If you have Improved Senses of Self then you will always know how others perceive you, and how that compares to how you truly wish they perceived you.

Good Night’s Sleep (200 SC)

You can always fall asleep in a reasonable amount of time and stay asleep to a fully rested state barring significant outside intervention (ie, even heavy snoring or the sounds of traffic outside won’t be enough to wake you). Even when your sleep is interrupted, you gain the full benefit of what you managed to get, and will be able to return to sleep without any penalties for having just woken. You complete a full rest in no more than 6 hours of total sleep.

If you have Papers Please you can produce appropriate documentation of your sleep patterns and energy levels that would be admissible as evidence in any court.

Drinks on Me (200 SC)

When at a bar or other place that offers drinks in a social situation you can announce ‘Drinks on Me’ and the establishment will provide a free drink of each person’s choice. The establishment will have enough of anything they normally offer for everyone. You only need to pay the price of your own drink but the establishment will be properly compensated and everyone will know it was you who made the event possible.

Closer When You Think (200 SC)

Distances can feel so subjective, and for you, they are. You can choose for distances to be 1/3rd less or greater than they actually are. This affects things like weapon ranges and travel time as well as being able to reach those keys just outside the cell. Or maybe you need to be a third larger (all four distances), or a third skinnier (one or two distances). Radius counts as once distance. Multiple altered distances can stack if done right, but they can’t affect the same distance directly. Example: Reducing the distance from you to a target is one use, and increasing the effective range of your weapon is another use. Your shot would benefit from both changes.

You can only maintain one altered distance at a time per purchase.

Boosted (200 SC)

Any abilities you have will manifest bleed over effects with other abilities, making them all Boost each other in small ways. These are not full fusions of your abilities like some Perks have been known to provide, rather, they are ways in which your abilities end up overlapping into new side benefits. This document has many examples on which to base those Boosts, all of them starting with 'If you have....'

A Moment to Think (300 SC)

You can freeze time! But that includes you. All motion stops, only your mind remains. You can perform only purely mental tasks while in this state. Maybe you needed a moment to process what someone said, or to calm down after a shock. You can do this as often as you wish until you run out of total freeze time. Each day adds 1 minute to your pool of freeze time. You can purchase this multiple times to gain more minutes per day.

But your pool resets at the start of each Jump, so use it or lose it.

If you have Write That Down! (or its upgrade) then you may use it during the frozen time on nearby surfaces.

You may use Papers Please to create a paper for Write That Down!

If you have Good Night's Rest then frozen time is as restful as sleep.

If you have Somnernet you can use it during frozen time.

Time Skip (300 SC)

As long as no one is actively watching what you are doing you can instantly complete any task you could do within 1 minute (takes a couple minutes to reset). A task you could do within 10 minutes drops to half the required time. Anything above 10 you can do in one third less time than normal. You will still use calories/energy and any other resources as if you'd spent the normal amount of time on the task.

If you have A Moment to Think you can spend frozen time to instantly complete longer activities.

If you have Filler' Up then you may cut the resources used during Time Skip by the same amount as your fuel savings.

Alt-Armoire (300 SC)

Any time you change into an Alt-Form you can also change your clothes to any you have stored with this Perk. You can add extra clothes to this Perk by switching into a 'naked form' and putting on additional clothes, or even adding them on top of other clothing then switching again. All stored items can be freely mixed and matched. It also stores things like purses, handbags, and satchels, but the contents of each will remain within that container.

If you have Improved Senses of Self you are not only fully aware of how each form would look with each possible item and configuration, but also of the contents of each container you were wearing.

If you have A Moment to Think you may switch forms during frozen time.

If you have Good Night's Sleep then you can always switch clothes upon going to bed or waking up even if you don't have any Alt-Forms.

If you have Paper's Please then you can certify your stored outfits for anything they would qualify for, including protective gear required for a worksite. Additionally, if conditions arise where you need that certified gear then you will automatically equip it for as long as it remains helpful, even if you don't have an Alt-Form. In this case, you can add certified clothes by putting them on and no longer needing them. This only works for clothes you have acquired through legitimate means, it cannot be used to steal clothes from clothing shops. People will still know if you have certified stored clothing that needs to be returned to them.

[Lie Detector \(350 SC\)](#)

You are capable of detecting when someone is saying or implying something they know or strongly believe to be false. You will know if it is a lie of fact or a lie of omission. Less precisely, you can tell when someone is deliberately holding back information they think would be important.

If you have Improved Senses of Self then you will always know when you are lying to yourself and in what ways.

If you have Papers Please then you can produce documentation of lies you have detected that will be admissible as evidence.

[Lost and Found \(400 SC\)](#)

Sometimes people leave perfectly good things lying around and no one else gets to use them while they go to waste. People forget about things, not even remembering them when it would have been useful. You have become the collector of lost things. The more valuable it was to them the longer it takes to become 'lost.' Once it is lost for two weeks, you may claim it as your own with a touch and intention. The item becomes Fiat Backed, but retrans these rules for anyone else as well. Former owners can claim it back easier. No form of Omniscience or Perfect Memory will maintain your claim on these items. You will actually need to remember, and more importantly, value them, to retain ownership.

If someone tries to claim an item which is not yet available, they will know that the owner still cares about it and it will not become 'theirs'. If they successfully claim an item, it will be Fiat-Backed for them as well. This means that if it is ever lost, stolen, or destroyed, and the owner still cares about it, then it will reappear among their possessions in two or three days.

If you have Improved Senses of Self then you gain an awareness of how long a given item has before it becomes available for claiming, as well as knowing who all the former owners of an item you have claimed were/are.

If you have Relationship Management then you can look at any pair or group of people to gain an understanding of the general nature of their relationship and how committed or important it is to each of them.

If you have Oh, I Knew That! then you gain a general idea of what concepts a person you are looking at 'owns' for themselves, what they hold important to their self-identity.

Aesthetic Effects (400 SC)

You can produce several minor visual effects and craft items which are almost purely aesthetic in nature. On the simple end, you can change the color of objects with a touch. You can levitate an object that you could be holding instead (in some sense, you are holding the object, but your hands are still folded on your lap). With some effort, materials, and tools you know how to add stylistic flare to any room. At the more extreme end, you can craft illusory balls of arcing electricity that hover in the room and ambient music to fit the mood.

None of it will be functional, but it will fit whatever aesthetic you are going for.

Papers Please will certify you for practical effects for any stage or film production.

If you have Lost and Found then you can 'claim' the aesthetics of abandoned IPs, treating them as your own property for all legal senses. Any claimed IP is also much easier to manifest the style and special effects of, allowing people in the know to recognize it for its true origin.

Useless Powers Catalogue

(created by PixelGMS, used with standing permission)

Each costs 10 SC unless otherwise stated.

Hair Growth ~ You can grow your hair and fingernails at 10x speed. (Toggle)

Gassy ~ You can burp and fart at will. You can choose the exact strength of the burp or fart as long as it is humanly possible. This will not cause health issues.

Leafy Greens ~ You can transform leaves into any other type of real, botanical leaf.

Glassy Eyed ~ You can change the color of any glass within an inch of you to any color of your choice.

Owl Neck ~ All your joints have full range of motion.

Orbital Poobardment ~ When sitting on a toilet you can teleport any bodily waste inside of you to any location of your choice. This can be coordinates or location relative to something/someone.

True Sight ~ You can, at will, toggle your ability to see optical illusions. (Reduces cost of Improved Senses of Self by 10 SC as this function is included.)

Foot Archer ~ Your ability to control your feet, toes, and ankles is equal to your ability to control your hands, fingers and wrists.

Perfectly Temperate (20 SC) ~ You can, at will, change the temperature of your skin from 25 Celsius to 45 Celsius (77 to 113 Fahrenheit). This provides no protection from the temperatures.

Legume Master ~ You can transmute any legume (pease, beans, and peanuts) into any other legume.

Phoenix Tear (30 SC) ~ Your tears act as an extremely powerful antibiotic and disinfectant. To be clear, this does not negatively affect your eyes.

Trip Protection ~ You know what the closest surface to your feet are at any time, along with what it is relative to your feet. This ignores any shoes you're wearing. (Reduces cost of Improved Senses of Self by 10 SC as this function is included.)

Phone Stasis (50 SC) ~ Any electronic device you hold will not lose power as long as you hold it.

Melon Gun ~ You can spawn melon seeds of any variety in your mouth that you can fire out at rates equivalent to a minigun. That is to say, the amount of melon seeds per second is equivalent to the amount of bullets a minigun can fire per second.

Bubble Master ~ You are a master at blowing bubbles, whether with just soapy water, bubble solution, or with bubblegum.

Painless Back ~ Your muscles no longer get sore or inflamed.

Frog Tongue ~ Your tongue can now extend 20 feet from your body.

Marker (30 SC) ~ If you touch something with the intent of placing a marker there, you will suddenly gain complete awareness of where that spot is relative to you. You can have three markers placed at a time, placing a new marker will remove the earliest placed marker.

Calendar Man ~ You always know the date and time wherever you are (factors in timezones).

Self Hypnosis (50 SC) ~ You can manipulate your own memories. This includes removing, editing, and adding memories. You must be able to think up what you're editing into a memory, or what memory you're adding, so if you try to edit/add in karate lessons then you'll remember taking karate lessons but you will forget all the actual contents.

Toy Sight (50 SC) ~ By touching a toy you can allow yourself to use any parts of the toy that resembles sensory organs such as eyes and ears as if they were your own eyes and ears. You can only use this on one toy at a time.

Flinch (50 SC) ~ You can make anyone in your line of sight flinch or twitch. If you make them twitch then you can choose what part of them you make twitch. If you use this on someone you can't sue it on them again for another 10 seconds.

Bag of Holding (100 SC) ~ You can double the size of the inside of any container that weighs less than you. This does not effect the contents of the container. From the outside the container looks unchanged. The weight of the bag will include the weight of all the contents at full mass.

Efficient ~ Every time you go to sleep you instantly get the benefits of an hour's sleep.

Mirror World (400 SC) ~ You can travel through mirrors into a mirror world... if you can manage to get past the completely identical version of yourself already living in the mirror world. If you somehow manage to get through this will desync all mirrors as the butterfly effect makes its way through both worlds.

Tip of my Tongue ~ You'll never forget the word you want to use to say or describe something.

Slowing Down (150 SC) ~ Once a minute you can slow down time for everyone, including you, to anywhere between 5% and 99.999...% normal speed, for 5 real-world seconds. Your mind moves at 100% speed during this slowed-down time.

Compositive Taste (50 SC) ~ You can taste the makeup of anything you put in your mouth. You can choose how low-level you taste the makeup of the object, whether it's at the atomic level or just the ingredients as they were then they were used to make the object.

Stumble Clap (30 SC) ~ Once a minute by clapping you can cause everyone within 20 meters of you to stumble, even if they're lying or sitting down.

Sock Gliding (20 SC) ~ You can, at will, allow yourself to slide on any surface like you're wearing socks on a smooth ceramic or wood floor.

Speed Read ~ When you touch a page you automatically read the entirety of it instantaneously. *This cannot be turned off.*

Seer ~ You simultaneously see the present and the future. Or, more precisely, 0.1 seconds into the future. This isn't just sight, this is all of your senses.

Purified (100 SC) ~ Anything that enters your body is removed of any dangerous bacteria, viruses, chemicals, and the like.

Awareness ~ You know when you're being attentively stared at from behind.

Pickling ~ You can speed up the rate at which things pickle and ferment by up to ten times. You must be within 6 inches of the thing in question to use this on it, so you can activate this on an already-jarred cucumber.

Uno Reverse Card ~ Anyone that tries to tickle you will be tickled instead, in the same place they tried to tickle you with as much intensity as there would be if they succeeded in tickling you in that spot.

Rights

These options count as a part of your BodyMod. These are generally more powerful than most options here, but are still mostly intended as Quality of Life items, and as such have some conditionals even though they may be more Super.

Right of Association (500 SC)

You may pick a person and the universe will conspire to arrange a meeting with them at some point in the next year. Similarly, you can never be denied the right to speak with the person by any third party. The target person can, once they know who you are, choose to cut off any further meetings with you. These meetings are not guaranteed to be safe or unmonitored. Additional purchases allow you to hold multiple target people at once.

Write That Down! or **Papers Please** ensure you can conduct correspondence with the target unhindered by whatever means are available in your current world.

Right of Freedom (1000 SC)

No group, government, or organization can hold you against your will unless you have actually committed the act for which you are being held. Even then, they will only ever hold you for the minimum time and in the least restrictive manner appropriate.

This does not apply if you are being held for plot/story reasons. Nor does it apply to anyone you have actively made an enemy of.

Right of Necessities (1500 SC)

Anywhere you go you will have access to, be able to find, or be provided sufficient food, air, water, and shelter from the elements and a place to get a decent sleep, as well as any waste disposal and hygiene facilities you need. These will never be at any cost to you, but may take some looking around. The more desperate you become for it the more guidance you will receive to find it. Even if you are taken hostage by your worst enemies they will never deny you the basics. Even if they choose to terminate your existence, it will never be by depriving you of these necessities.

Right of Remembrance (2000 SC)

Your own memory does become better, especially for remembering things you want to do, but this is more about your loved ones. If a Companion, Follower, or loved one dies then you can summon them as a ghost to travel with you until they can be revived. This does not provide them any special ghost powers, nor does it allow you to see them, but you can be sure they are with you, and they can help you feel their love or disappointment. They will come with you on your jumps. They can stay in any of your properties or near you. Ghostly Companions will be revived as normal or right before The Choice, whichever comes first.

Right of Life (2500 SC)

You age or regress to either your own desired age or whatever age the story/plot states you should be. You never need worry about growing old or any of the problems associated with old age. Even if the plot has made you look old, you will not be any frailer for it, the plot would need to state your frailty as a separate condition from age for it to apply. This also confers a very basic form of super regeneration, in that you can regrow limbs and heal from 'permanent disfigurements' over the course of several years. If a disease, illness or injury would not kill you within a year then you will recover from it within a couple months at the most.

Items

Familiar Friend (10 SC)

This collar can be applied to any mundane pet. They will age in sync with their owner. They are also generally luckier, managing to find cover or avoid dangers that might end their lives early. This will not prevent deliberate attacks upon them or any danger they willingly enter into.

If you have Papers Please you can produce appropriate documentation for your pet's status/condition allowing you to take it anywhere it would not cause a legitimate problem regardless of its appearance.

Refilling Mug (50 SC)

When you run your finger around the rim of this drinking vessel it will refill with the last liquid drunk out of it. The vessel itself is virtually indestructible to any liquids it is holding. Otherwise, it is as hearty or fragile as whatever drinking vessel you have chosen to make it look like. It will reappear among your possessions within 24 hours after it is lost, destroyed, or stolen.

Sneaky Sneakers (50 SC)

These Sneakers will never leave a trail of footsteps and every step is always silent regardless of what you walk on. They can be Imported into any other fiat-backed footwear.

If you have Papers Please then no organization will be able to keep records of your movements made while wearing them.

If you have Breath of Mint then scent tracking will also fail.

If you have Somnternet then it will even disrupt any form of digital and video tracking.

Laptop Ghost (50 SC)

You get a haunted laptop. Or, is she the laptop? Either way, she can't leave the laptop, but she's helpful, renders herself with simple ghost icon graphics (unless you get her better software to make a better avatar), and she's a fairly good conversationalist. She'd really like you to take her places, either physically to see with her camera or online (she sees everything on her screen, but she'll try not to judge). She never needs to be plugged in and always has access to any internet your world has. For some reason she can't surf it on her own, but she can search up or go where you direct her to.

If you have Somnternet you can enter the computer to be with her even if there is no internet in your current world.

If you have Right of Remembrance then your ghosts can talk with her and she can choose to give them avatars on her computer if she likes them.

Infinite Cake Box (50 SC)

Doesn't have to be cake. You can pick a type of food container and a simple food category (like cake, cheese cake, cookies, chicken, or sandwiches). Every time it is opened it will have the opener's favorite version of that category.

Cozy Comforter (100 SC)

This large comforter will always be able to make you the perfect temperature, provide breathable air, plenty of cushioning in all the right spots, and dampens noise and external distractions so that you can be perfectly cozy when wrapped up in it in any environment.

Picknicer's Paradise (100 SC)

This wicker picnic basket & red and white blanket make for an ultimate picnic. When opened, the basket has enough food to feed two to nine people with a variety of foods they all enjoy, and all the plates and utensils needed. Anything not consumed will vanish when the meal is over. The blanket constantly produces a warded area that insects and negative spirits avoid and winds are always gentle.

Pervert Sign (100 SC)

By placing this sign/flag/bumper sticker on your property, vehicle, or person, you will be more likely to encounter people who are 'into' one of the things you are 'into'. Only people who 'get it' will know what the sign means and they will be more willing to come up and talk to you about it. Their own feelings about the perversion in question will still dictate how that conversation goes, so you may still encounter people who know enough to 'get it' but who are opposed to it. But at the very least, you will never have to explain the topic to anyone who talks to you about the sign. Can be purchased multiple times to advertise multiple perversions simultaneously.

If you have Papers Please you can look on the back to find the best contact information for the last 10 people who 'got' the sign.

Simple Glasses (100 SC)

These indestructible glasses correct any visual impairment, prevent any negative 'gaze' effects or other problems caused by looking at something (such as visual cognitohazards). They can freely look like any glasses, goggle, visor, or other eye gear, can be temporarily fused with other gear to gain the benefits of using both. They are always handy when you need them, even if the need is just style or comfort. Can be used to present any sensory or knowledge information you gain from any Perk as a Heads Up Display on the lens, either for you to process the information differently or to hand over the glasses and let someone else read the display of what you are sensing.

Compact Makeup Kit (100 SC)

This compact will always have whatever you need to get the look you are going for. Using its mirror it will guide you in the necessary steps. This can be used for looking good or for looking as close to someone else as you can with makeup alone.

If you have Alt-Armoire then using the Compact allows you to switch between stored outfits without changing into an Alt-Form.

If you have A Moment to Think, then much like a Magical Girl Transformation sequence that the enemies never interrupt, you can use the Compact during frozen time.

Be The Change (100 SC)

[Requires Compact Makeup Kit] When using the compact you can make structural changes to your face, hair, and body, literally altering your physical makeup. These changes are permanent, but can be undone with the Compact. It can store any number of bodies and faces or hair styles you have made with it for quick changes. Simply open the compact, look into the mirror, and select your saved preset and you have changed. This alters your current form and does not count as a separate Alt-Form. The changes you make are limited to those normally available for your current species, plus any alterations your Perks provide, or your Drawbacks require.

Plot Lock:

If the setting/plot of your world requires you to have specific features, the compact cannot remove them, though you can cover them up or make them less obvious so long as you are not actually violating the requirements.

Made for Walking (100 SC)

These boots are well made and will reduce the fatigue you get from walking. They will protect you from the hazards of any common traversal for the Jump/story you are in. On Slice of Life Earth that would be brambles and snake bites, in an action movie setting it might include floor spikes, on a lava world you could walk across the lava without burning your feet, on a space station it would protect your feet from decompression and allow you to walk in low gravity (probably want to wear the rest of the space suit though). And you never get things like trench foot or foot sores regardless of how hard the trails are. They can be Imported into any other flat-backed footwear.

If you have Filler' Up then you can walk twice as far on the same amount of energy, calories, and water expenditure, and you always know how long it will take to get wherever you think you're going on foot.

Bug Out Bag (200 SC)

This backpack will always contain the necessary mundane equipment to survive ‘in the wild’ for six months if you suddenly need to go on the run. The contents adapt to whatever a survival situation would look like for your current world/location and skills. The pack will appear somewhere nearby within 10 minutes of when you decide to bug out. You cannot sell anything from the bag and it will vanish when you no longer need it.

Bugs of all kinds refuse to approach the pack creating a ten meter exclusion zone. Bugs already in the exclusion zone are prompted to leave.

If you have Somnernet then this disables electronic and digital bugs and viruses.

If you have Relationship Management then you can find an extra bag for anyone you want to bug out with you. The extra bag will only appear if they agree, or if the presence of the bag would convince them to agree to come with you.

[Mobile Crafting Station \(200 SC\)](#)

You can summon a semi-mobile unit that has all the hand or bench tools necessary to perform any crafting you are skilled in. The station will provide very basic assistance such as holding items in place or handing you the tools you ask for. You will need to initially supply the materials yourself, but it can store several square kilometers and provide them back in reasonable quantities/sizes for your project.

[Soft Drgn \(200 SC\)](#)

You have a cute mini-dragon pet that loves cuddles. It likes you and will never age or get sick. It isn't all that strong or smart, but you can teach it a few simple tricks like a decently smart dog, even though it generally acts more like a cat. It can produce a small flame like a stove lighter. It is at least as durable as you are.

Any animal wearing a Familiar Friend collar can take on a mini-dragon alt-form.

[Chest From Home \(200 SC\)](#)

You have a chest, suit case, plastic tote, or some other common container. Whenever you open it the container will be holding some of your prized possessions from your past. These can be from your original world or from previous jumps. These are memory items, and will not function as trade goods, tools, or weapons even if that is what they originally were. They are not technically fiat backed, but if they are destroyed, lost, or stolen you can find them again in the chest later. Any time you hold a memory item and think about the past, memories of that life come flooding back in warm nostalgia.

You may merge any fiat backed item into an appropriate memory item so that it takes on the appearance and memories of the memory item while maintaining the functionality of the fiat backed item.

If you have Right of Remembrance then your ghostly loved ones can inhabit an item that contains memories of them. When you access those memories they can alter the memory to communicate with you.

[Party Bag \(300 SC\)](#)

You can always find a bag with a supply of alcohol, recreational drugs, confetti canons, streamers, and other common party supplies when you want to throw or attend a party. You can freely use or sell the supplies, but the bag will always be empty when searched by authorities.

When one bag runs out you can look around for another. The quantities inside will be balanced to how quickly they are each likely to be used so it all runs out around the same time.

If you have Papers Please you can produce a full manifest and transaction list of everyone who purchased what and when. This document will also appear blank when checked unless you want the authorities to see it. If you do, it will be admissible as evidence.

Crowbar (300 SC)

Any time you need, you have an indestructible crowbar. It vanishes when you don't need to keep using it. That's it. This is the closest you are getting to a weapon here.

Contacts (300 SC)

In every world you enter you will know a couple of NPCs. Each one will have a special set of knowledge or skills randomly selected based on the world and plot you have entered. Their sole purpose in existence is to be available for you to hire for them to perform that skill or dispense that knowledge when it is most relevant. Simple advice may be free, but the more extreme the skill or knowledge the more expensive it is to hire them. You always know how to contact them and they will be ready and willing when the time comes. Each purchase provides two more contacts, each with their own set of skills or knowledge. Silly Side Benefit: You can see slightly better than before, probably well enough to get rid of any prescriptions you needed.

That Compass (400 SC)

This compass can always point you in the direction of something you truly desire to find and provides a rough estimate of how far away. You don't know what it is, but it is something you will appreciate when you find it. It could be an object, piece of information, or a person. If the trip would not be worth it to you, it will not point to it.

If you have Improved Senses of Self then you will get a better and better sense of what it is the closer you get. If you have Filler' Up then it can guide you to methods of travel to help you get there, acting in a multi-step journey. It will tell you about how long the trip should take to the final destination.

If you have Relationship Management then it can guide you to the people who can best help you get to the next step in the journey. It will tell you how many steps are remaining in the journey.

If you have North Sense then you can incorporate this object into your mind rather than needing to carry it.

Variable Dimensional Heatsink (x SC)

These heavy machines (about the same as a window air conditioning unit) create linked Heat Portals between them that channel thermal energy from warmer areas to cooler ones, gradually balancing temperatures. The total heat flow capacity is 100 watts per SC invested. You may split this purchase into multiple unit pairs, each taking from the total capacity. Heat moves naturally through the portals and disperses according to standard thermodynamic laws once it arrives.

[Directional VDH Upgrade \(100 SC\)](#)

[Requires Variable Dimensional Heatsink] Upgrades all your VDH portals, giving them a setting to act as a one-way thermal valve, allowing heat to flow only in the designated direction. Even if the destination is hotter than the source, a small stochastic transfer will still occur in the intended direction. No heat ever flows backward to balance temperatures.

[VDH Heat Pump \(x SC\)](#)

[Requires Directional VDH Upgrade] Enhances all VDH units allowing them to actively push heat beyond equilibrium. The pump continues transferring heat until the destination portal reaches a maximum of 1000 joules per SC invested above the source.

[Shop Options](#)

[Shopper's Home Network \(500 SC\)](#)

Anything you see for sale through any medium you can purchase at the listed price so long as it is still available at that price from that seller. Simply reach into the medium and pull it out. The item you directly grab will emerge in a usable state regardless of normal packaging (extreme example: grabbing a car while in your living room will place you on the driveway in the seat of the already running car). Everything else will be somewhere nearby as if you had just unpackaged it. If the product is no longer available as listed then additional options of similar items from the same or similar vendors and their current prices will be displayed for you to pick from. Your accounts will be appropriately charged.

[Catalog of Many Things \(750 SC\)](#)

Every time you jump into a new world you will receive a catalog containing a random selection of Items (totalling no more than 10k CP) that could have been purchased from current and previous JumpDocs (cheaper Items are more common with only a couple max price Items). Items originally offered for free count as costing 10 CP for the catalog. Each jump you have 500 Catalog CP to spend on these Items at any time. The items will appear in hand, in your warehouse, or in an appropriate nearby location. Items you purchase in one jump have only a 50% chance of being available next jump. The Items will only last for that Jump, but are fiat backed for the duration. Additional purchases increase the total CP of all presented Items (wider selection to choose from) and your Catalog CP.

[Mail Order Anything \(1000 SC\)](#)

Each jump you may use the CP from your current Jump to order 1 Item from any other JumpDoc that has ever been written. It must actually be an Item, not a power hidden as an Item, like all of those 'you can summon X' or 'you have infinite x' types. And you actually need to own a large enough place for the Item to be delivered in some form of package that your current world's delivery infrastructure could accommodate. As such, most properties and very large vehicles are not deliverable. You cannot apply any form of Discount unless you earned it in that Jump. Normally free Items may be purchased in a bundle, buying up to 10 of them per Jump for 10CP each (they may be from multiple Docs).

[Damnazon \(1000 SC\)](#)

Not all deals with devils are a bad thing. At any time you can think of an item or piece of information you want and know what you would need to give up to get it. For anything normally available for purchase in your current world the price will be only slightly higher than purchasing it in a store. For items not normally available, the prices may be less direct transactions, such as specific other items, task completion, or esoteric trades (such as trading away your stats or memories). All prices will be things you could, theoretically, actually acquire, complete, or trade. You cannot purchase anything that cannot normally function within your current world's physical/magical laws of reality. Note: Purchases are not fiat backed.

Any physical object purchased will arrive mysteriously some time in the next three days at a place you know to look for it. You can pay extra for Instant Delivery, and the item will appear next to you (or in an appropriate place nearby) via a demonic summoning circle.

[Cosmic Marketplace Upgrade \(1000\)](#)

[Requires Shopper's Home Network or Damazon] This upgrade allows you to use your existing Shop Option to sell items back to the Cosmic Marketplace. The objects you sell will vanish from your storage and you will instantly receive 80% of their listed Cosmic Market Value. Since you are selling across the multiverse, there are no market fluctuations. This also causes items purchased with your Shop Option to be purchasable for the Cosmic Market Value that never changes or the local value that does. Keep close tabs on the differences and you can 'buy low, sell high' your way to wealth. Note: Local purchases and sales do affect your world's economy while Cosmic trades do not. Be careful and use this to your advantage.

[Wandering Merchant \(2000 SC\)](#)

Every month a Cosmic Merchant will appear somewhere with a Carriage, Shipping Container or Shop Front that can hold far more than it should. They are selling a vast array of items available all around the world/universe you are currently in. These items are available for reasonable prices, and are never marked up for your current situation. They always have a door you can open to your Warehouse or other storage and can deliver your purchases there directly.

More importantly, they will accurately and honestly assess any object or information you are honestly considering selling, and will buy it for 20% less than the price they list if you still wish to sell it. They will not assess items that you would absolutely refuse to part with.

They tend to prefer appearing somewhere they are most needed rather than ordinary shopping locations. The nicer you are to the Merchant over the years the better deals they will cut for you and the more services they will offer, such as repairs, crafting, enchanting, translation, or item retrieval. You can also request items for them to offer on their next visit and they will 'see about it.' If you have the Catalog of Many Things then they may sell you an 'update' for your catalog once each visit giving you a new random list of items that replaces the old list.

Their price listings are their own affair, but if you have access to the Cosmic Marketplace Upgrade then so do they. They do not appreciate attempts to undercut their offerings. If you threaten them or in any way endanger them, they will take offense and leave before you can cause any harm or damage. Expect prices to be less favorable when next you find them.

Notes

Strike That!

Editing the Catalog of Many Things does not change the prices. Nor does it allow you to create ads for use with Shopper's Home Network unless you are authorized by a company to do so. It only works with legitimate offers. That said, if you Copy an offer from one place you can later Paste it somewhere else and use that to perform your purchase. You can only hold onto one Copy'd item at a time, and it would impede your workflow for doing other things with it. But there are creative ways around that.

Right of Necessities

The eagle eyed among you may have noticed that this has a side benefit that no one will try to choke you out, because that would be denying you air.

Change Log:

VI.02 - Added Perk: Easily Done As Said, Boosted, Lost and Found

Added Items: Infinite Cake Box, Picknicer's Paradise

Updated Perk: Trivial Integration

VI.03 - Added Item Sneaky Sneakers

VI.04 - Added Item Simple Glasses

VI.04I - Added Shop Option Mail Order Anything

VI.05 - Added Item: Cozy Comforter, Variable Dimensional Heatsink (& upgrades)

Added Perk: Wakey Wakey

Formatting & page layout updates