

# Technological Transdimensional Turbulence



Howdy, friend! You're about to take on a role semi-perpendicular to one you already have; that of an inventor with the ability and willingness to just blatantly rip-off pre-existing media for their tech base; that's right, you're about to experience, first hand, some Technological Transdimensional Turbulence. Eh? This is already accessible through Generic CYOA? Well, sure. You could, if you really wanted, go there, and become some kind of Clarktech God. What I'm offering here, though, is a way to be able to tell stories that the format of that CYOA doesn't really allow for, or at least, have better control over the techbase you gain, instead of needing to pay for tech you have no actual interest in. If that sounds more appealing than raw power, then take 1000 Tech Points, as well as 1000 Character Points, and if you feel like playing the CYOA whilst you fill this out, then take note that your role as a jumper will make things Very Easy for you. Alternatively, you can take this as a supplement, in which case, I'll only be able to supply 250 Tech Points and 250 Character Points, but you'll be able to convert points from the supplemented jump into either of them, though not both at the same time. Either way, you'll be staying here for twenty years, since some of the scenarios would need adjusting if you were here for the standard ten.

You can choose your age and gender freely, though on the topic of age, you might want to take a look at the drawbacks section.

Owlcool's mod of Transdimensional Turbulence can be found here; [CYOA Plus](#)

WORLD

First things first, where even are you right now? That may seem a daunting question, what with the multiverse, but I can give some examples for you. Depending on which category your location falls into, I can hook you up with some more points.

+0 TP, 0 CP - Ideal World: This is the best option you could hope for. Your own Earth is the baseline, and is around the level you can expect from this. This can also be used to go to Orion's Arm, the anarchist utopia of the Culture, a generic sci-fi world or Sword Art Online - yeah, there's a death game, but since you're dropping in, you aren't going to be one of the players. Unless you choose to, but that's on you, honestly.

+250 TP, 250 CP - Negligible Danger: There are places here that are dangerous, but it's mostly fine. For instance, Jurassic Park could be considered a horror franchise by some, but as long as nobody brings the dinosaurs onto the mainland, you'll be alright as long as you don't go to Dinosaur Island. Other examples include Bioshock, a multiverse where isolated utopias based on ideology alone seem doomed to fail, Minecraft, a strange, vast and weirdly cubical reality made of countless worlds and Gunpoint, a near-future where corporations are strong rough that police departments can end up merged with them, and freelance spy is a viable profession even for the untrained.

+500 TP, 500 CP - Low Danger: These are worlds that are kinda dangerous to be in, but you should be fine. You're a jumper, after all! These include Cyberpunk 2077, a world dominated by megacorporations ruling from their ivory towers, Prototype, a world where bioweapons have gone awry, one of them even achieving a form of sapience, Terminator, where a future rogue AI called Skynet sends killer robots to the past to ensure its own dominance and, weirdly enough, the world of Pokémon, filled with docile, friendly creatures that, admittedly, do possess elemental powers.

+650 TP, 650 CP - Medium Danger: Now we're getting into the realm of worlds that present a significant threat to the average inhabitant. For instance, the world known as Doom, where humanity's greed caused them to think opening portals to literal Hell was a good idea, leaving one man to stand against the demonic horde, or Adventure Time, which, despite its colorful facade, is the result of the Great Mushroom War, leaving madness as an inherent part of the world, as well as dangers that threat fates worse than death, or even the end of this world. Other examples of worlds of this level are Youjo Senki, where the Great War takes place with magic, Half-Life, where you should watch out for the enigmatic G-Man, the technologically advanced empire of the Combine or the amoral Genetic Lifeform and Disk Operating System left in charge of Aperture Science.

+800 TP, 800 CP - High Danger: I wouldn't recommend this if you're a low-level jumper. These are worlds that provide a significant risk of death, such as Earth Bet, a world where monstrous Endbringers crush society under their boots, villains vastly outnumber the heroes, and enigmatic entities manipulate humanity for their own selfish goals. Or if that's not your style, how about the planet of Copper 9, the setting of Murder Drones? Be careful though, the air isn't suited for biological life and the inhabitants aren't too happy with humankind, not to mention the Absolute

Solver. Or you could go to Earth 199999, also known as the MCU. Superheroes and villains stand, impossible powers and inventions abound, and men can hold the power of gods, but it's not quite as high level as Marvel proper.

+1000 TP, 1000 CP - Extreme Danger: These are worlds that might threaten even an experienced jumper, such as Earth 616, the main Marvel universe, or Gun Girls Z, a world undergoing a cycle of apocalypse, death, and rebirth due to the influence of a hostile eldritch god which aims to destroy all civilizations, and efforts to survive against it pushed to questionable extremes. There's also Project Moon, where civilization has fallen, leaving only the City, a dystopian autocracy where evil conflicts with evil while creating unreal technological developments at the cost of human rights and morals.

+1500 TP, 1500 CP - Nightmare World: Oh. Oh dear. This is not a safe place for anyone to be. This is the realm of eldritch monsters, like can be found in the world of the Cthulhu Mythos or the SCP foundation, lurking apocalypses, like in the Old World of Darkness, or Warhammer 40k, a grimdark future where there is only war.

## TECH

Alright, so, as I semi-implied, this will work semi-differently to the original cyoa; You'll be allowed to take what would normally be a "sub-option" by itself, which will grant the kind of entry-level knowledge that you'd normally get when taking the whole techbase, but limited only to what's covered by that option. Want advanced knowledge? Take the tech base. Some of the sub-options may seem to not be worth taking on their own, since they'd not provide the level of advanced knowledge that justified their high price to begin with. In such cases, take the whole techbase instead, to get more for less, or take the techbase and the option, which will result in the level of benefit that was intended to begin with. I've also taken the liberty of renaming certain things to make it easier to tell what they do by name. Anything in italics is just a quote. Feel free to ignore it. Some techbases don't have relevant quotes in the base CYOA, but quotes have been added regardless. Finally, as a jumper, you get five discounts, each of which reduces a techbase down two tiers, and some options reduce the tier of other techbases to begin with. A techbase reduced below tier one can be taken for free.

### **TIER 1 - 50 TP**

*Honestly, even that might be charging too much for these. These are either near-future tech, or just of questionable utility to take.*

Doki Doki Literature Club: Doki Doki Literature Club is a world where an information services corporation named Metaverse Enterprise Solutions performs unethical experiments testing how inhabitants of a simulation would react to learning that they were in a simulation, with Senior Engineer Iye Laster creating the game of Doki Doki Literature Club as an interface into their simulated world. *It couldn't have been me. See the direction the spackle protrudes. A noisy neighbor? An angry boyfriend? I'll never know. I wasn't home. I peer inside for a clue. No! I can't see. I reel, blind, like a film left out in the sun. But it's too late. My retinas. Already scorched with*

*a permanent copy of the meaningless image. It's just a little hole. It wasn't too bright. It was too deep. Stretching forever into everything. A hole of infinite choices. I realize now, that I wasn't looking in. I was looking out. And he, on the other side, was looking in.*

50 TP - Virtual Machine: Technology simulating worlds which could be described as just as real as our own.

50 TP - Interface: Technology which interfaces with virtual worlds, enabling gathering of media like images and songs as well as gamification of virtual worlds such as what was done to make the simulation used in Doki Doki Literature Club into a Visual Novel.

Five Nights At Freddy's: Five Nights at Freddy's questionable technology is sourced from Fazbear Entertainment, a corporation named for its animatronic mascot Freddy Fazbear. The corporation is unfortunately associated with numerous deaths, but its animatronic technology is advanced well beyond that of the modern day. *So, just be aware, the characters do tend to wander a bit. Uh, they're left in some kind of free roaming mode at night. Uh ... Something about their servos locking up if they get turned off for too long. Uh, they used to be allowed to walk around during the day too. But then there was The Bite of '87. Yeah. I-It's amazing that the human body can live without the frontal lobe, you know?*

50 TP - Fazbear Mechanics: Technology related to mechanical engineering, such as the construction of animatronics, toys, and androids resembling humans.

50 TP - Fazbear Artificial Intelligence: Technology related to artificial intelligence, such as that used in the animatronics and Hand Units.

50 TP - Fazbear Equipment: Technology related to various forms of equipment used by Fazbear Entertainment like the augmented reality Security Mask, the animatronic stunning Fazerblaster, the Faz-Wrench, the Faz-Watch, and the Temperature Gun.

50 TP - Remnant: Technology related to supernatural phenomena derived from the soul and emotion. This can be used to achieve a questionable form of immortality.

Flubber: Flubber is a world that appears very similar to modern Earth, short for the presence of the brilliant but absent-minded Professor Philip Brainard who makes miraculous inventions with untold danger and potential. *Wish I understood human beings. Wish I understood women. Wish I understood emotions and passions. Wish I understood any of that. If I did, I wouldn't have had to spend my entire life in a laboratory trying to figure out how the world works. I would've been out in the world trying to figure out why it works.*

50 TP - Brainard Mechanics: Impressive but relatively mundane inventions based off of mechanical devices such as a hovering robot, projected holograms, and automatic breakfast preparation machines.

50 TP - Brainard Artificial Intelligence: General artificial intelligence capable of rewriting its own code and potentially even becoming sentient, albeit it very well may become hostile or even obsessive towards its creator.

50 TP - Brainard Flubber: A rubber-like, super-bouncy, and seemingly intelligent chemical substance capable of flight and magnifying energy applied to it. This can be used as a potent energy source, a weapon, and even to make cars into flying cars, but can also be considered incredibly dangerous if left unchecked due to its inherent property of increasing its own kinetic energy each time it bounces.

Gunpoint: Gunpoint is set in a near-future world, whose tech is only slightly more impressive than mundane earth. Even so, it has its uses, particularly for espionage tools. *I think I picked the right side. Maybe that doesn't matter. Maybe all that matters is that I now have the ability to kick down doors.*

50 TP - Rooke Hardware: Physical tech, such as the Bullfrog trousers, which allow for significantly higher jumps than normal, the Dropshot, which makes landing on the ground, even from great height, silent, or the Deathfluke, which uses magnetic fields to occasionally make bullets miss.

50 TP - Rooke Software: Software tech, such as the Crosslink, a device able to hack into low-security computer grids and mess with the connections between electronics within it, and its various upgrades, or the fingerprint-recognition code used on police guns.

Jurassic Park: Jurassic Park is a world similar to modern earth, except for capitalist John Hammond and geneticist Doctor Henry Wu succeeding in advancing genetics enough to bring back the dinosaurs in order to create the dinosaur theme park of Jurassic Park. This promptly and repeatedly led to disaster due to their creations escaping and breeding. *Your scientists were so preoccupied with whether or not they could, they didn't stop to think if they should.*

50 TP - Ingen Hardware: The technology used to resurrect plants and animals from the past, even though you might need to rely on currently existing species to fill in DNA gaps.

50 TP - Genetic Engineering: The technology used to design hybrid species such as the Indoraptor, the Scorpius rex, and the Indominus rex.

50 TP - Amusement Park Construction: The technology used to create the Jurassic Parks outside of the dinosaurs, such as the electric fences of their enclosures, invisible fences based around deterring exit rather than physically preventing it, and even the impractical Gyrosphere.

Nausicaa Of The Valley Of The Wind: This world is post-apocalyptic, and very evidently shows the loss of technology caused by such an event. Everything is built on the backs of remnants,

and is sporadic at the best of times. Even so, there is value to be found in remnants, and power to be found in what is left behind. *I don't understand. Who could have polluted the entire earth?*

50 TP - Valley Mechanics: The knowledge of building machines from exotic and simple materials alike, including basic structures used in everyday life. Includes aircraft technology such as those used for Eftal's flying ship, Dorok's hovering wooden constructs, and the beginnings of methods to produce spacecraft.

150 TP - Valley Biotechnology: Biotech of various stripes, including devices for cloning, molds able to devour armies, enhancements for increasing survivability and lifespan, transferring minds between bodies, and more.

Persona 3: Persona is a long and varied series, but this particular option only refers to Persona 3. P3's tech largely centers around managing and controlling psychic phenomena in various ways, and is only barely qualified as not a form of magitech in this regard. *No one can escape time. It delivers us all to the same end. You can't plug your ears and cover your eyes.*

150 TP: Artificial Persona Studies: Persona are psychic manifestations of one's inner spirit, and can manifest in a number of different ways. This option provides knowledge on artificial methods to do it, as well as ways to mitigate any side effects the artificial method may cause.

150 TP: Robotics Class: Knowledge on how to create robots and AI, potentially up to the level of being human enough to qualify for status as a Persona user in both mind and form.

Stranger Things: Stranger Things takes place during the 1980's, whose tech started branching off from Hard Science through MK Ultra producing potent psychics resulting in contact with an eldritch dimension known as the Upside Down. *Science is neat, but I'm afraid that it is not very forgiving*

50 TP: Project MK Ultra: The collective knowledge of and technology for psychic creation and training devised by Project MKUltra.

50 TP: Dimensional Physics: Technology related to the manipulation and creation of dimensional gates, as well as the physics of dimensional travel and traversal as a whole.

Tron: Tron is a world that appears very similar to mundane Earth, but with a company known as ENCOM holding access to the software world where programs take on a tangible form. *The Grid. A digital frontier. I tried to picture clusters of information as they moved through the computer. What did they look like? Ships? Motorcycles? Were the circuits like freeways? I kept dreaming of a world I thought I'd never see. And then one day...I got in.*

150 TP - ENCOM Programming: Knowledge of code and tech related to it, such as Tron, Clu, the MCP, and the Grid. Includes knowledge of the metaphysical aspects of code, as well.

150 TP - Digitization: Technology relating to digitization, the process of converting physical objects into code and vice versa, as well as the energy generation methods needed to power such devices.

## **TIER 2 - 100 TP**

*This refers to technology which consists of either "super prototypes" or technology advanced beyond the modern day in general but not enough so that modern day Earth can't contend with it. Now you can implement it.*

Akame Ga Kill: Akame ga Kill is a world focused around an Empire upheld through ancient weapons known as Teigu. Teigu were made by scientists, alchemists, and mystics from around the world using advanced technology and fantastic materials such as biological parts of monsters known as Danger Beasts. *There... There were still so many human experiments I wanted to do... Wh-Why do I have such bad luck?*

50 TP - Danger Beast Studies: Technology related to the biology of Danger Beasts such as the practices used to prepare materials gathered from Danger Beasts for the creation of Teigu, the Shingu, and the Kraken Broth consumed by the Four Rakshasa Demons which granted them their ability to manipulate their own bodies.

50 TP - Empire Medicine: Technology related to medicine such as prosthetics, knowledge of surgery techniques, biological enhancements, dangerous performance enhancing drugs, methods to create artificial Danger Beasts, and methods to make the best use of biological materials in artificial Danger Beasts as well as Teigu. Be warned, the most resilient Danger Beasts may be able to live on in the Teigu itself and even merge with the user.

50 TP - Empire Armaments: Technology related to armaments like melee weapons, guns, armor, missiles, and bombs. This includes the practices used to prepare mechanical materials like Orichalcum for the creation of Shingu and Teigu.

50 TP - Empire Alchemy: Technology related to the esoteric practice of Alchemy such as the creation of a philosopher's stone, methods to create artificial Danger Beasts, body enhancements such as youth restoration, and the practices used to create Teigu like Demon's Extract which granted their user the powers of Danger Beasts.

Alien: A classic cassettopunk setting which takes place in 2122, where humanity has ventured to the stars but still hasn't grown past dangerous corporate profiteering. Its technology is most impressive in terms of its varied conventional applications, but its direct combat capabilities are underwhelming. This is limited to humanity's technology rather than that of the precursor race

known as the Engineers. *Look, those two specimens are worth millions to the bio-weapons division. Now, if you're smart, we can both come out of it as heroes and we'll be set up for life.*

50 TP - Weyland-Yutani Weaponry: Technology centered around weapons such as the Pulse Rifles, Flamethrowers, Laser Pistols, EMP Mines, Shockrifles, and Smartguns capable of aiming for the user.

50 TP - Weyland-Yutani Biotechnology: Technology focused around biology such as anti-gravity recovery chambers made to simulate the effects of anti-gravity to aid recovery, cloning, diagnostic vests, hypersleep chambers used to cryogenically preserve people, medkits capable of doing minor healing, and the MedPods capable of diagnosis, treatment, and even performing surgery. This includes methods to clone monstrous aliens known as Xenomorphs, but that has proven to be a very bad idea.

50 TP - Synthetics: Technology focused around the creation of artificial intelligence and the artificial people known as Synthetics.

50 TP - Weyland-Yutani Utility: Technology centered around utility such as Holograms, floating mapping devices known as Spectraphs, Weyland Modular Computing Devices, and Motion Trackers.

Arcane: Arcane is a fantastical setting split between extremes, holding a mix of steampunk and magitech, further split between the "clean" Piltover and the less photogenic Zaun. Many of its technology hides instability and risks if not managed properly, as well. *We're no strangers to failure. What makes this the City of Progress is that we keep trying until we get it right.*

50 TP - Steampunk Engineering: The conventional technology that Piltover and Zaun are built on, including firearms, structures like bridges, robots, prosthetics, punch amplifying gauntlets useful for mining, automated bolas, air filtering masks, and computational devices.

50 TP - Hextech Theory: The methods used to utilize magic by drawing magical power from magical crystals known as Hexite. This can be used to do things like improve the use and functionality of machines as well as produce esoteric effects like antigravity used in airships.

50 TP - Chemtech: Chemtech is technology focused around chemicals, including air filtering masks, poison gas, and shimmer which is a fantastical, albeit addictive, drug with a variety of uses. With this you have the ability to create versions of Shimmer without its monstrous mutations, alter it into a recreational drug, and even use it to heal those on the edge of death.

Cyberpunk: A stereotypical cyberpunk setting. The world is heavily industrialized, most people are marginalized, and technology is advanced urbanization. However, stereotypical does not

mean weak, and many of the technologies present are highly useful to draw upon despite dangers of overuse. *I feel better in metal than in my own skin.*

50 TP - Ripperdoc: Technology based around cybernetics and medicine, from improved organs to entirely new body parts and functions. Be warned that too many Cybernetic augmentations from this techbase results in cyberpsychosis.

50 TP - Netrunner: Technology based around cyberspace and virtual reality including the advanced operating system and hardware of the cyberdeck.

50 TP - Night City Industry: Technology based around advanced vehicles and infrastructure including hovercraft, advanced buildings and bridges, and colonies on the moon and mars.

50 TP - Militech: Technology based around weaponry, including advanced firearms, weaponized drones, molecule-wide wires, and technology able to manipulate electromagnetism and gravity.

Ghostbusters: Ghostbusters is a modern occult setting with advanced technology focused around dealing with ghosts. *Why worry? Each one of us is carrying an unlicensed nuclear accelerator on his back.*

50 TP - Ghost Detectors: Tech made to detect and analyze ghosts and other phenomena, such as the P.K.E. Meter, Ecto Goggles, and Radar Puck.

50 TP - Ghost Containment: Various ghost trapping and containment methods, as well as the energy storage technology needed to keep them functioning.

50 TP - Ghost Blasters: Technology designed to combat ghosts, such as the Proton Packs, Boson Packs, and Dark Matter Generator, as well as the energy generation technology needed to fuel them.

50 TP - Dimensional Breach: Technology related to interdimensional travel, in regards to both initiating and preventing it.

50 TP - Ghost Occultism: Technological expertise focused around understanding and using paranormal phenomena such as Psycho-Reactive Slime which is used in the Slime Blower and Leylines which influence paranormal phenomena.

Half-Life: This techbase comes from the practical and militaristic corporation Black Mesa, which tragically was influenced to cause a cataclysmic Resonance Cascade by the mysterious G-Man. To be clear, this only includes the technology from Black Mesa rather than that of Aperture Science and the Combine. This is reduced one tier if you have the Portal Techbase. *I never thought I'd see a resonance cascade, let alone create one.*

50 TP - Theoretical Physics: Technology related to Black Mesa's conventional theoretical physics such as the Anti-Mass Spectrometer used for the analysis of exotic materials, the Tau Cannon which fires devastating beams, the Gluon Gun which fires a devastating laser that disintegrates organic matter, the Zero Point Energy Field Manipulator capable of manipulating gravity, holograms, and the Hazardous Environment Suit's protections capable of protecting the wearer's exposed head.

50 TP - Teleportation: Technology related to Black Mesa's research into teleportation and extradimensional travel such as the Displacer Cannon and the pocket dimension technology used in the Hazardous Environment Suit to enable carrying an impractical variety of tools or weapons.

50 TP - Operations: Technology used for Black Mesa's operations such as the Retinal Scanner, the Black Mesa Transit System, the Black Mesa Announcement system, the MTM-8 Robotic Loader, conventional weaponry like the Ceiling Turrets, and the mechanical parts used in the Hazardous Environment Suit including the Long Jump Module.

50 TP - Black Mesa Biotechnology: Technology related to Black Mesa's research into biotechnology including the Medkits and Health Chargers.

Kantai Collection: Kantai Collection's techbase blurs the lines between Mysticism and Technology heavily in order to create Shipgirls, personifications of historical warships in human form with the abilities of both humans and ships. *Your orders, my Admiral?*

50 TP - Cybernetic Shipgirl: The technological and mystical processes as well as materials used to integrate various types of Ship Spirits together with a fitting person, which is generally female due to ships generally being considered female. Additionally includes methods to avoid issues resulting from this process.

50 TP - Constructed Shipgirl: The technological and mystical processes as well as materials used to construct Shipgirls from Ship Spirits and materials alone, which are generally female due to ships generally being considered female.

50 TP - Shipgirl Retrofitting: The technological processes involved in taking advantage of the mysticism of Shipgirls to retrofit them with more advanced technology.

50 TP - Shipgirl Docking: The technological and mystical materials involved in Repair Baths and Repair Buckets which enable the repair of Shipgirls as if they could heal like humans.

My Hero Academia: A world where super powers, known as Quirks, suddenly appeared and resulted in a massive shift in the world. After the war ended, humanity settled back into a

tentative peace, with pro heroes doing their best to help armed with technology that evolves alongside Quirks. *We may not be fighters...but just like how you guys are trying every trick in the book to protect as many as possible... we're...tackling it in our own way. Inventing stuff...is how the support course does heroics.*

100 TP - Machinery: Mobile mechanical technology such as the villain bots used by UA and powered armor.

50 TP - Support Equipment: Personal equipment focused around aiding in the use of and replicating the effects of Quirks, such as the capture tape used by Aizawa, the hyper-density seals used by Sir Nighteye, and the Allmobile's bubble cannons.

50 TP - Quirky Biology: An overall understanding of biology, biological technology, and Quirks such as prosthetics, Trigger, Quirk replicating surgery requiring access to relevant genetic material, and the processes used to enable the Nomus to handle multiple quirks.

50 TP - Fortifications: Fortification technology such as moving barriers and rooms, the establishment of underground shelters, and the use of these technologies in synchronization to move areas on the ground level to underground shelters.

50 TP - When Everyone's Super: The superheroic future of your My Hero Academia techbase has merged with the superheroic and incredibly innovative past of your Incredibles techbase, resulting in a techbase from a world where everyone can be super. The biological understanding between both techbases merges to enable the creation of new powers and alteration of extant ones. The machinery innovations between both techbases merge to enable the creation of incredibly adaptive robots. The equipment expertise between both techbases merges to enable the use of gadgetry both recreating the effects of and further enhancing powers. The infrastructural innovations merge to enable the creation of adaptive infrastructure to shield from the impact of assaults by superhumans and imprison the strongest of supervillains. This requires the My Hero Academia and The Incredibles techbases, and is reduced a tier with Techbase Crossover, making it free.

Portal: This techbase comes from the eccentric and unethical corporation known as Aperture Labs, which was tragically taken over by GLaDOS, a hostile artificial intelligence. While this tech is impressive, it leaves much to be desired in terms of safety, practicality, and affordability. This only includes the technology from Aperture Science rather than that of Black Mesa and the Combine. *Science isn't about asking why. It's about asking, 'Why not?' Why not try mixing combustible fluids? Why not try using portals to travel through space and time? The possibilities are endless!*

50 TP - Quantum Tunneling: Technology focused around quantum tunneling or in layman's terms, the creation of portals through the use of singularities such as that used in the Portal Gun. While not every surface can conduct a portal, this can be used for

interdimensional travel and perhaps even time travel, but be warned that the only attempt at time travel resulted in negative temporal consequences for the area it took place in.

50 TP - Energistics: Technology focused around the use and manipulation of energy, like nuclear power, high energy pellets, energy scaffolding, hard light bridges, and lasers.

50 TP - Aperture Mechanics: Mechanical technology such as panels, lifts, pipe networks, the Long Fall Boots, and conventional weaponry.

50 TP - Aperture Mechatronics: Advanced robotics and artificial intelligence technology such as that of the Turrets and Personality Cores, albeit this has the notable problem of a slight weakness to logical paradoxes.

50 TP - Mobility Gels: A variety of strange substances with exotic properties known collectively as Mobility Gels. This includes the blue Repulsion Gel which makes surfaces act akin to a trampoline, the orange Propulsion Gel which increases the velocity of any object it touches, the white Conversion Gel made of material from the moon which enables Portals to be made on any surface, and the clear Cleansing Gel which clears other gels off of surfaces.

50 TP - Aperture Biotechnology: Biotechnology including the likes of stasis beds, the process used to create the mantis men, and mind uploading.

RWBY: RWBY is a mix of weapons and lifestyle tech, as a natural response to the discovery of Dust as a valuable energy source and the appearance of Grimm forcing swift development to survive. *It's a combat skirt!*

50 TP - Red: Personal weapons tech from across Remnant, particularly in regards to mechashift weaponry, which is able to change form between multiple types of weapons and can be stored in a compact form easily.

50 TP - White: Autonomous robots of various types, including drones and androids. Highly advanced AI is possible, as well.

50 TP - Black: Information tech, such as holograms, Scrolls, and the Cross Continental Transmit System. Also includes Remnant's clothing production such as combat skirts.

50 TP - Yellow: Mechanical equipment designed for use by humans, but which don't qualify as weaponry, such as armor, mecha, and prosthetics.

The Incredibles: The Incredibles is an alternate universe where superheroes known as Supers were banned in 1947 through the Super Relocation Act. Despite primarily taking place in the 1960s, various geniuses have created incredible technology wildly advanced beyond even the

modern day resulting in a thoroughly impressive techbase focused around personal combat. *This is because I don't have powers, isn't it? Well not every superhero has powers, you know. You can be super without them. I invented these. I can fly. Can you fly?*

50 TP - Super Biology: Technology focused around understanding the biology of Supers which results in a randomized powerset generally related to an individual's personality and were passed down as dormant genes since time immemorial such that old bearers were considered gods.

50 TP - Incredible Equipment: Technology focused around various forms of equipment such as practically indestructible super suits, rocket boots, explosives, and vehicles like Elastigirl's Elasticycle.

50 TP - Incredible Robotics: Technology related to robotics such as artificial intelligence, robotic birds, and weaponized robots known as Omnidroids.

50 TP - Hypnosis: Technology related to mind manipulation such as memory erasing machines, hypnosis methods operating through screens, and hypnotising goggles.

50 TP - Incredible Infrastructure: Technology related to infrastructure such as the metrolev train, lava walls, hidden guns, and buildings with moving parts.

50 RP - Incredible Applied Physics: Technology related to physics such as energy blasts, energy prisons, zero-point energy, and interdimensional tracking.

Shadowrun: Shadowrun would be a stereotypical cyberpunk setting, but the appearance of magic in 2012 disrupted that somewhat. It still maintains many of the trappings and, more importantly, tech developments, however. Be warned that the cybernetics of this techbase negatively interfere with the connection of your soul to your body. *Watch your back, shoot straight, conserve ammo, and never, ever, cut a deal with a dragon.*

50 TP - Street Samurai: Tech related to personal weapons, armors, and combat-oriented cyberware and bioware. Comes with tech relevant to personal infiltration as well.

50 TP - Decker: The Matrix is Shadowrun's name for the internet, advanced to the point "internet" is no longer a sufficient term. This option contains tech pertaining to the Matrix: how to create it, maintain it, utilize it, and sabotage it, as well as systems like it or related to it. Includes relevant cyberware and bioware.

50 TP - Rigger: Tech centered around vehicles, drones and robots, both in and of themselves and technology designed to control, repair, or subvert them. Connected cyberware and bioware is included, as are tactical weapons that don't fall under Street Samurai.

50 TP - Corpo: Tech related to infrastructure, including arcologies, alternative food sources, nuclear fusion power, and off-world operations such as a lunar and martian colony.

Sword Art Online: Sword Art Online is a series about a death game in a virtual reality game called Aincrad pioneered by Kayaba Akihiko. The series focuses on extremely realistic virtual environments, advanced artificial intelligences, and the hardware to enable people to experience VR that is seamless from reality. *I thought that the closer the real and virtual world got, the better the future would be. But the more the boundary between them blurs, the more it starts to trick people.*

50 TP - Kayaba Hardware: The various hardware featured in SAO, including the soul translator, light cube computer, virtual reality and augmented reality devices.

50 TP - Kayaba Software: You know how to program various things found in SAO, and are an expert in making video games. This includes AI, the software for project Alicization, the seed, the cardinal system and the realistic Virtual and Augmented Reality games.

Youjo Senki: In a world engulfed in war, technology decides the face of combat, and it's no different in this one. In regards to the world's mundane technology, it pales in comparison to even mundane earth, but this is because the discovery of magic centralized research, resulting in a robust field of magitech. *Shovels are great. Shovels are the quintessence of civilization. Above all, it doesn't rely on magic, so it's optimal for stealth kills. We can say it's an indispensable item for nighttime raids. Of course, it's an excellent general-purpose tool at any time of day. The shovel is truly an implement born of civilization.*

50 TP - Magitech: The magical technologies showcased in the series, and the magical formula that they are used to enact. This includes things like computation orbs, formula rifles, flight gear, artillery formulas, flight formulas, and optical formulas.

50 TP - Magical Biology: Medical knowledge regarding how mages store mana and cast spells on a biological level. This includes machines that can detect how much mana some can store, and other information on the general biology of mages.

### **TIER 3 - 150 TP**

Here, we get into the realm of absurd, world-changing technologies. These can make a significant impact if you can get them up and running.

Arknights: In the world of Terra, all technology and magic are derived from a dangerous self-propagating reality-warping mineral called Originium. Terra is a very vast and diverse world, and this extends to the many creative Originium-based technologies invented by its inhabitants. Be warned of Originium's hazardous effects on health, society, the environment, and reality. This does not include the technology of the Aegir or the First Civilization, nor the esoteric crafting of

the Sui. *I don't really care that I got Oripathy. Everyone here gets it, sooner or later. I'm one of the lucky ones. Funnel's little girl is five, and her left hand is almost entirely covered in crystals. Her sixth birthday is a few months away. Funnel's birthday present for her? A coffin.*

50 TP - Vanguard: Originium based electronics. This includes comms, scanners, computers as well as remote control systems for drones and personality programming for robotic support platforms. It also includes tools for monitoring Catastrophes and other phenomena as well as aids in maintaining and repairing Originium devices in the field with limited supply.

50 TP - Guard: Most arms and armor on Terra are medieval in function but still involve some impressive tech and can be surprisingly destructive. This includes things like Victorian piledriver lances, Columbian assault crossbows, Kazimierzian knight armor, or the shields of Patriot's Shieldguards. There are also useful combat support devices like Originium bombs, defence generators and Ursus mortars. It also includes heavy industrial tools like saws, drills and nail guns which can hold their own in combat.

50 TP - Defender: This includes the industry and architecture of Terra, most importantly the Nomadic Plates that make up their cities. It includes defenses like Yumen's walls, Londinium's defense artillery and the infrastructure to support Nomadic Cities like Davistown's reactor or RIM Billington's mining platforms. It also has designs for smaller mobile facilities and high speed battleships like BSW's Fort Barron or the Duke of Wellington's Gastrell.

100 TP - Sniper: This is more advanced experimental technology based on what is available in other options, the likes of which produced by Columbia's research labs, Yan's Tianshi Bureaus, Aegir tech imported to Iberia by the Islanders, but not tech from the Aegir homeland, or the lackadaisical tinkering of the Durin. Things like Victoria's Steam-Armor, Ursus' precision artillery, Laterano's Patron Firearms and the Bad Guy VTOL are included.

100 TP - Caster: Terra's technology is inextricably linked to its magic system, Originium Arts. This option will let you make Arts Units like wands and staves that can consume Originium to influence reality as well as various forms of magitech, enchanting and alchemy. This will also let you imitate esoteric arts practices like Sarkaz witchcraft, the orchestras of the Liethanian Spires, Sami shamanism, and old Sargonian gem carving. Lastly, it has the research to contain and even exploit anomalous beings like the Feranmet or Collapsals.

50 TP - Terra Medic: Originium is deadly to handle and requires various training and treatment for safety. This includes healing Arts as well as medicine like Oripathy suppressants and monitors, Silence's medical drone, or Aak's stimpacks. This also contains equipment and training for Active Originium situations like Infected corpse crystallization or Catastrophe rescue. Lastly this includes biological research like

Beanstalk's crab breeding, the diabolic genetic experiment or Dahuang's advanced agricultural techniques.

50 TP - Supporter: This covers more advanced ways to apply Originium itself used in Terra's science and industry. This includes refinement into various useful materials like oriron, polyester and incandescent alloys, chemicals like ketons, Ioxic kohl, or RMA70-24 up to experimental supermaterials like bipolar nanoflakes or D32 Steel. This also lets you safely create Originium-based fuels and power sources while avoiding the mistakes that commonly cause deadly accidents on Terra. You also gain an understanding of some of the basic physics of Originium and how it interacts with its surroundings

50 TP - Specialist: Assorted useful and creative devices using Originium that are common on Terra. Useful things like grappling hooks, nets, portable supply stations, Mansfield Penitentiary's prisoner restraints or Kevin's jetpack. It also includes civilian amenities and appliances like Kjerag's emergency heaters, Roberta's automatic makeup modellers, Kawalierki's neon street lamps, and Mechanist's popcorn maker.

Bioshock: Bioshock is a sci-fi setting focused around alternate histories where people tried to establish utopias based off of advanced technology paired with ideologies like Communism, Libertarianism, and American Exceptionalism only to turn dystopic due to flaws in their ideology. *I am Andrew Ryan, and I'm here to ask you a question. Is a man not entitled to the sweat of his brow? 'No,' says the man in Washington, 'it belongs to the poor.' 'No,' says the man in the Vatican, 'it belongs to God.' 'No,' says the man in Moscow, 'it belongs to everyone.' I rejected those answers; instead, I chose something different. I chose the impossible. I chose... Rapture. A city where the artist would not fear the censor; where the scientist would not be bound by petty morality; where the great would not be constrained by the small! And with the sweat of your brow, Rapture can become your city as well.*

100 TP - Rapture Biotechnology: Technology focused around biological manipulation such as gene therapy and the power granting serums known as Plasmids and Vigors. Be warned that Plasmids and Vigors can be dangerously addictive.

100 TP - Computation: Technology focused around computation and in particular, artificial intelligence such as that used to create the Thinker.

100 TP - Rapture Mechanics: Mechanical technology such as robots and mechanical weaponry.

100 TP - Rapture Infrastructure: Technology focused around infrastructure such as the construction of the underwater city of Rapture.

100 TP - Quantum Physics: Technology based around Quantum Physics which enables esoteric effects like opening dimensional portals.

Call Of Duty: A modern series focused on (somewhat) realistic war. The tech in this is mainly geared towards fighting, but has other uses beyond this that are hinted at or shown briefly in the campaigns of the games. *I think that technologies are morally neutral until we apply them. It's only when we use them for good or for evil that they become good or evil.*

100 TP - Black Ops: The near future tech featured in the black ops series. This includes things like personal cloaking tech, the various robotics, nano devices, and simulation tech.

100 TP - Advanced Warfare: The near future tech featured in Advanced Warfare. This includes things such as exos, hover bikes, cloaking aircraft, and the Integrated Munitions Rifle with an integrated 3D printer which creates its own ammunition.

150 TP - Infinite Warfare: The sci-fi tech featured in Infinite Warfare. This includes the various spaceships, combat rigs, FTL, and robotics.

50 TP - Ghosts: This covers the near modern tech from Ghosts. Notable examples of tech from this include the ODIN system.

Danganronpa: Danganronpa is a setting which, at first glance, appears to be only slightly above average in tech level. Further investigation, however, reveals it's actually a surprisingly powerful setting with a number of important technical discoveries. Incidentally, the inventions of Ultimate's are part of the Danganronpa techbase, but, well...they're ultimates. The cream of the crop. Meanwhile, you have only an entry-level understanding of this tech-base. It can be done, for sure, but you'll need to put in some work. *There's more to life than just talent. That was something Instructor Chisa told me, but... Your life won't be interesting just because you have a talent. By getting involved with others and making memories, hope, which is more important than talent, is born.*

100 TP - Brought To Bear: A variety of robotics tech, from the various Monokuma bots to the Exisal mechs.

100 TP - Little Computer People: Knowledge of AI technology, such as Alter Ego, a fully sapient copy of a real person in digital form, as well as the Megaphone Hacking Gun.

100 TP - It's About Execution: A highly varied mix of disciplines, all heightened to sufficient level, and focused upon, the purposes of torture, sadistic traps, and executions.

100 TP - Human Resources: Research into the concept of talent, and how it can be given to someone who wasn't born with it through various methods. In this context, "luck" is considered a talent as well.

100 TP - Trip Down Memory Lane: Technology designed to afflict the mind, manipulating memories, altering emotions, even full-spectrum brainwashing. Includes powerful VR tech.

Dead Space: Dead Space takes place in 2508, where humanity mines planets with "Planet-Cracker" Ships and ponders why it hasn't encountered other life in the universe. Its technology is fairly straightforward sci-fi with grim aesthetics. *I remember telling my college professor I wanted to study xenoarcheology. He laughed right in my face. 'There's nothing to study,' he said. 'It's all dead space. No alien life exists out in the universe.' In a way, I guess he was right...*

100 TP - Starship Systems Engineering: A field of engineering focused around the construction, maintenance, and repair of starships. This includes the Nuclear Reactor, power cell, and space-shielding aspect of Resource Integration Gears.

100 TP - Concordance Medicine: A field of science based around diagnosing and healing illnesses, this includes the Medical Packs made to heal, Diagnostic Machines, and the aspect of Resource Integration Gears made to monitor the bearer's health.

100 TP - Concordance Applied Physics: Advanced physics covering esoteric, advanced fields. This includes forcefields, gravity generators, and shockpoint drives, but lacks miniaturization, making personal use impractical.

100 TP - Personal Tools: Creation of the common technology used as tools and weapons, allowing for miniaturization with knowledge of Applied Physics, this includes the Plasma Cutter, Flamethrower, Shotgun, Ripper, Detonator, and armor aspect of Resource Integration Gears

100 TP - Public Tools: Creation of the common technology people in this universe may take for granted, but is remarkable in its own right. This includes the Bench, Armor Kiosk, Recharge Station, Store, Holograms, and Power Nodes.

100 TP - Biological Science: Science based around biology outside of medicine, including hydroponics to replenish oxygen and grow food, strange biological insights, and terraforming.

Dune: The technology of Dune involves spacecraft, drones, blasters, shields and atomics but notably has focus on biology and the human mind, and prohibits the creation of machines made in the likeness of a human mind.

100 TP - Known Universe Materials: Materials science, such as that used to make plasteeel or gel circuitry.

100 TP - Psychology: Psychology knowledge, such as distrans, or the training used to create Mentats.

100 TP - Known Universe Biology: Biological knowledge, such as that used to create axolotl tanks or the various directed breeding programs found surrounding Arrakis.

100 TP - Holtzman: Tech based around the Holtzman effect, a principle based on the repellent force of subatomic particles, and which allowed the creation of force fields, space folding, and suspensors.

Eclipse Phase: Taking place in the Accelerated Future after the Fall, Eclipse Phase is a world of transhuman conspiracy and horror. Spurred on by a slow-burn Singularity and their own recent near extinction, Transhumanity makes and relies on incredibly resilient technological wonders which change how they perceive, interact with, and live in the world. This is limited to Transhumanity's understanding of science and technology. *Your mind is software. Program it. Your body is a shell. Change it. Death is a disease. Cure it. Extinction is approaching. Fight it.*

100 TP - Argonaut: Technology related to habitat construction, reactor design, spaceships, and general infrastructure. Includes wireless power transmission, fusion reactor design, anti-matter factories, seed ships, and high-end nanofabricators.

100 TP - Armorer: Infantry-scale technology and equipment, particularly armor and weapons like plasma rifles and portable automatic railguns.

100 TP - Transhumanity Programming: Coding technology, sufficient for AI, seed intelligences, and expert systems, as well as the technology used to create the 3D optical processors and quantum computers running them. Additionally includes Basilisk Hacks understood by Transhumanity.

100 TP - Transhumanities: Technology related to medicine and augmentations, such as Cortical Stacks, Biomods, and Cyberbrains; it further includes technology necessary to support them, such as Ego Bridges and healing vats. Finally, it provides information on esoteric processes like MeatHab, Psychosurgery, xenobiology, and Uplifts.

Fallout: Fallout is a post-apocalyptic world, where tech is either remnants of a lost age or what can be scrounged together despite the wasteland's scarcity. Those remnants that remain could change the world for the better or tear it apart once more. *Vegas is more than a city, it's the remedy to mankind's ... derailment. The city's economy is a blast furnace, in which can be forged the steel of a new rail line running straight to a new horizon. What is the NCR? A society of people desperate to experience comfort, ease, luxury. A society of customers. Give me 20 years and I'll reignite the high technology development sectors. 50 years and I'll have people in orbit. 100 years and my colony ships will be heading for the stars to search for planets unpolluted by the wrath and folly of a bygone generation. What I'm offering you is a ground floor*

*opportunity in the most important enterprise on earth. What I'm offering is a future - for you, and for what remains of the human race.*

100 TP - Wasteland Medicine: Knowledge of biology, surgery, and the proper application of various pharmaceuticals, both in regards to standard humans and in regards to mutants. Also includes knowledge of medical psychology, although to a lesser degree. This includes Forced Evolution Viruses, medical technology, and cloning.

50 TP - Repair: Mechanical knowledge, engineering, and methods for efficient recycling or repair, as well as ways to make new things from what you scavenge. This includes power armor, weaponry, vertibirds, and robotics.

100 TP - Science: Esoteric knowledge of high-concept science, such as chemistry, physics, and thermodynamics, as well as how to apply those things to devices you design. This includes mini nukes, energy weapons, microfusion cells, and fusion cells.

50 TP - Survival: Knowledge of the wilderness in various environments, how to survive within said environments, behavior of animals and important plants, and how to cook said animals and plants. Further includes pipe weaponry, scrap armor, and settlement building.

50 TP - Computer Whiz: You gain knowledge of computer systems and code based primarily on advanced analog computing making use of vacuum tubes. You know how to program and how to properly apply this in practical applications. This includes the platinum chip, pip-boys, AI, and operating systems.

50 TP - Fallbusters: The retrofuturism and conventionality of your Fallout techbase has merged with the corporate idealism, modernity, and esoterica of your Ghostbusters techbase, resulting in a greatly enhanced atompunk techbase. Conventional technology is integrated, making better use of modern advancements to enable sleek and compact devices while still making optimal use of Fallout's advancements in fields like analog computation. Incredibly advanced technology in exotic fields like dimensional travel, teleportation, portals, and matter replicators become standardized. Biological expertise extends to that of ghosts, enabling strange new forms of immortality and enhancement. The true fringes of this technology extend to combating and containing truly alien and eldritch phenomena. As a final bonus, the themes of both franchises' synergy result in a new theme of apocalypse avoidance entailing a variety of technological advancements focused around such fields as Climate Maintenance, Radiation Management, Disaster Modeling, and Shelter Construction. This requires the Ghostbusters and Fallout techbases, and is reduced a tier with Techbase Crossover, making it free.

Halo - Humanity: Halo is a series focused around conflicts between numerous conflicting factions, from which this techbase includes only the technology of humanity which has been pushed to innovative extremes out of necessity. *I hate you. Cortana! Stop it. I've made up my*

*mind. Maybe, if I'm going to die aboard this ship, then the Chief will suffer the same fate as me. Cortana, stop... You've sacrificed everything! For him! Control yourself. I can't. This isn't right. Something is... Ah! Cortana, stop! Control yourself. Oh, John... John... Chief... Something set us down. Something... Interesting. I need to think. Thinking is what's killing you!*

50 TP - UNSC Vehicles: Technology focused around humanity's various forms of vehicles, from tanks to spaceships.

50 TP - UNSC Exotic Physics: Technology focused around humanity's understanding of exotic physics such as anti-gravity, energy shielding, and strange dimensions like Slipspace.

50 TP - UNSC Armory: Technology focused around weapons and armor made for individuals such as power armor and railgun rifles.

50 TP - UNSC Biotechnology: Technology related to biology and medicine such as neural implants, sterile field generators used to sanitize wounds, flash cloning which can be used to clone human body parts, prosthetics, and the Spartan supersoldier program.

50 TP - UNSC Infrastructure: Technology related to humanity's infrastructure such as space elevators, fusion reactors, and mass production facilities.

50 TP - UNSC Computation: Technology related to humanity's understanding of computer hardware and software including artificial intelligence and data pads.

Halo -The Covenant: The Covenant is a theocratic faction made up of multiple alien races which reverse engineered and imitated technology from remnants of the advanced precursors of the Forerunners whom they culturally worshiped. This is reduced two tiers if you have the Halo Humanity techbase. *When we joined the covenant we took an oath, according to our station, all without exception. On the blood of our fathers, on the blood of our sons, we swore to uphold the covenant, even to our dying breath. Those who would break this oath are heretics, worthy of neither pity or mercy. Even now they use our lord's creations to broadcast their lies. We shall grind them into dust, and continue our march to glorious salvation.*

100 TP - Covenant Vehicles: Technology related to the Covenant's vehicles such as spaceships and hovercraft. This is reduced a tier with UNSC Vehicles

100 TP - Covenant Exotic Physics: Technology related to the Covenant's superior understanding of exotic physics over the humanity of the Unified Earth Government, enabling accurate faster than light travel, reliable faster than light communication, and teleportation through their understanding of Slipspace. This is reduced a tier with UNSC Exotic Physics

50 TP - Covenant Armory: Technology focused around the Covenant's weapons and armor such as energy swords, plasma rifles, particle beam rifles, and power armor. This is reduced a tier with UNSC Armory, making it free.

100 TP - Covenant Infrastructure: Technology based around the Covenant's infrastructure such as the nanotechnology-based Assembly Forges and its unique style of architecture. This is reduced a tier with UNSC Biotechnology

50 TP - Covenant Biotechnology: Technology focused around the Covenant's understanding of biology, including life extension procedures, biological augmentations, automated surgery suites, and magnetic splints. This is reduced a tier with UNSC Biotechnology, making it free.

Heat Signature: Heat Signature's techbase is largely focused on personal infiltration, although it does also contain technology for spaceships and asteroid bases. *Ever since Man first knocked Man through a plate glass window, we have looked to the stars and wondered "What if we could do that...but in space?*

100 TP - Foundry: Foundry tech, which is a mix of various devices which can manipulate other tech and straightforward explosives. Their ships are built to last, and can survive ramming if necessary.

100 TP - Glitchers: Glitchers tech, which is largely focused on glitching, a form of teleportation based on creating perfect copies in the target location and destroying the original. Their ships are capable of glitching short distances as well. As a special treat, I'll ensure that using Glitcher tech will preserve the subject's 'pattern' - what you might call the soul. After all, it's not much use if using it ends your chain.

100 TP - Offworlders: Offworld tech, which is focused on defense and nonlethal takedowns. Their ships can automatically respond to crewmember injury and can pull people outside the ship into the ship from a short distance away.

100 TP - Sovereign: Sovereign tech, which is focused on swift and efficient infiltration. Their ships are stealthy, and can avoid detection by other ships more easily.

Mass Effect: Mass Effect takes place in 2180, where humanity has discovered Element Zero, a substance with esoteric effects on gravity. Its tech is highly varied, but largely centers around Eezo. This is limited to technology from Milky Way races and excludes precursor races. *David volunteered to interface with the VI, give it a live consciousness. Theoretically, it should have been safe... but with artificial intelligence, there is no such thing as safe.*

50 TP - Bastion: Technology centered around engineering and infrastructure, such as the logistics stations needed to keep a federation like the Systems Alliance functioning, and the methodology used to develop new tech for them across such long distances.

50 TP - Commando: Technology centered around information and computing, such as the VIs and AIs found in many ships, and scanners like the Argus Scanner Array.

50 TP - Alliance Medic: Technology centered around medicine and biotech, including things such as medi-gel and biotic implants.

50 TP - Nemesis: Technology centered around energy and propulsion, such as that used to propel space ships, both with and without mass effect fields.

50 TP - Shock Trooper: Technology centered around weaponry, containing a large variety of guns and armor of numerous types.

50 TP - Operative: Technology centered around materials and manufacturing, such as how to use mass effect fields to build high-durability construction materials, and how to maintain efficient production lines when supplying products at galactic scale.

Men In Black: The Men in Black are a secret international conspiracy which conceals and polices extraterrestrial activity on Earth through use of appropriated alien technology. This does not include the Archanan's Arc Net Shield and the Boglodite's biotechnology. *A person is smart. People are dumb, panicky dangerous animals and you know it. Fifteen hundred years ago everybody knew the Earth was the center of the universe. Five hundred years ago, everybody knew the Earth was flat, and fifteen minutes ago, you knew that humans were alone on this planet. Imagine what you'll know tomorrow.*

100 TP - MiB Armory: Technology focused around conventional weaponry used by the Men in Black such as pulsar blasters, de-atomizers, the powerful Noisy Cricket, and freezing icers.

100 TP - MiB Vehicles: Technology focused around vehicles used by the MiB such as jetpacks, monocycles, hovercycles, flying cars, and spacecraft.

100 TP - MiB Gadgets: Technology that might be used in standard MiB operations focused around esoteric applications like anti-gravity shoes, communicators, scanners, their standard resilient suits, invisible stealth suits, disguise suits that disguise the wearer as an alien, shrink rays, universal translators, and the dangerously bouncy superball.

100 TP - MiB Neuralyzation: Technology focused on the manipulation of memories such as neuralyzers, de-neuralyzers, and glasses that prevent the effects of neuralyzers from taking hold.

100 TP - Time Jump: Technology focused around time travel which is very dangerous not only due to the potential damage it can do to time but also the need to jump off a building to use the technology.

Metal Gear: Metal Gear's techbase is an eclectic mix of various factors, almost all of which are geared towards war in various scales. *War has changed. It's no longer about nations, ideologies, or ethnicity. It's an endless series of proxy battles, fought by mercenaries and machines.*

100 TP - Armamentarianism: Soldier-mounted equipment of various types, from basic infantry weapons to HF weaponry, up to cybernetics and nanomachine implants.

100 TP - Locomotism: Vehicle tech, up to and including the bipedal, nuclear-capable tanks known as Metal Gear.

100 TP - Garrisonarianism: Technology for bolstering fortresses, building bases, and managing it all, up to the level of a fully-upgraded Mother Base.

100 TP - Technopsychologism: Computer tech, such as that used by GW, or the AI pods found in Peace Walker and its prototypes.

Murder Drones: Murder Drones is a world where humanity ventured out to other planets and made use of Drones as slaves before being wiped out, leaving Worker Drones as the only inhabitants of a mining planet, resulting in Disassembly Drones being sent there with the goal of destroying them, all while the eldritch program known as the Absolute Solver subtly makes moves and possesses Drones. *Liability is our passion. Safety is the result.*

100 TP - Worker Drones: Technology focused around creating the Worker Drones. Notably these Drones are astoundingly resilient.

100 TP - JC Jenson In Spaaaaacecraft: Technology focused around making spacecraft and related technology like spacesuits.

100 TP - JC Jenson In Spaaaaacee Weaponry: Advanced technological weaponry such as Uzi's railgun, weaponized nanotechnology meant to destroy metal, and specially prepared liquid made to counter that.

100 TP - JC Jenson In Spaaaacee Infrastructure: Technology focused around infrastructure such as off-world mining compounds.

100 TP - Absolute Solver: Technology focused around replicating the eldritch program of unknown origin known as the Solver of the Absolute Fabric which possesses Drones, empowers them with strange reality altering powers such as technopathy, telekinesis, and illusions, and manipulates them to cause extinction events, as well as the method to cure a Drone possessed by it while leaving them with their powers by manually deleting it. Be warned that the Solver can and will act to prevent this by destroying the cure and storing itself elsewhere.

Neon Genesis Evangelion: Taking place in the year 2015, the world of Evangelion has passed an event known as Second Impact which melted the polar ice caps and killed half of the world's population. Now restructured, mankind fights for its survival against entities known as Angels through mecha known as Evangelions and other inventions created by the organization known as NERV. *Miracles aren't just something that happens, they're something people make happen.*

100 TP - Evangelion: All-Purpose Humanoid Decisive Battle Weapon-Artificial Human Evangelions, or Evas for short, are mankind's attempt to recreate Angels. Artificial beings made up of particle-wave matter that are in a way similar to humans but with far more physical prowess and the ability to create and bypass forcefields known as A.T. Fields. Notably Evangelions need a primordial ooze known as LCL, DNA from Angels, the integration of a human soul, and a compatible pilot to be made and used properly. This also includes knowledge of the technology related to their use such as their armor which prevents outrage and can tank weak nuclear explosions, power sources, and the systems that make them pilotable.

100 TP - Mission Control: Technology centered around computation and information such as the Magi system, which consists of three biotechnological supercomputers and holographic maps. This also includes the processes required to implement someone's personality inside a computer, though it doesn't make the machine truly sentient.

100 TP - Nerv Civil Engineering: Technology centered around sustaining a society. An example is the creation of New Tokyo 3, a city made after the Second Impact to specifically combat Angels, such that its buildings are retractable and can hold massive weapons.

100 TP - Lilin's Heresy: Studies about how to manipulate the anatomy of humanity itself, such as the creation of clones which can be mass produced. Also includes genetic engineering in general such as the creation of Pen Pen, an intelligent penguin.

100 TP - Nerv Weaponry: Multiple types of weapons used across the franchise, such as the giant weapons used by the Evas, knives made to vibrate at high-frequencies, a positron rifle which requires tremendous amounts of electricity, robots which shoot lasers and a combination of electromagnetic and nuclear forces known as N<sup>2</sup> with immense destructive potential.

Resident Evil: Resident Evil is a series characterized by its failures. Experiments that went wild, or were mismanaged, or otherwise became disasters instead of advancements. These failures, however, were built on the backs of impressive bases of various types of tech, only held back by the people in control of it. *Obedience breeds discipline, discipline breeds unity, unity breeds power, power is life.*

100 TP - Umbrella Biology: Biotech, including the Tyrant virus, Golgotha virus, and the understanding of technology related to it and mutations it causes.

50 TP - Umbrella Computers: Computer technology, such as the A.I required to make RED QUEEN, and the scanning technology behind Genesis.

50 TP - Umbrella Architecture: The technological and architectural understanding to construct and maintain the various traps and buildings found throughout the series, both on an invention level and on a logistical one.

50 TP - BSAA Weaponry: Weapons tech, of all sorts, such as the Ferromagnetic Infantry-use Next Generator Railgun, Regia SOLIS, and the Sword of Paracelsus.

Transformers: Transformers focuses on the titular Transformers, a group of shapeshifting aliens from a society where mechanical life evolved instead of biological life. *Freedom is the right of all sentient beings.*

100 TP - Command: Weapons and armor tech, such as the overshield or riot cannon.

100 TP - Control: Transportation tech, such as Ground Bridges or Prime Force One.

100 TP - Communication: Information tech, such as Simulators or Teletraan-1.

100 TP - Protoform: Biomechanical technology such as that used to create Transformers themselves in their protoform as well as adapt to take on new forms to fit in within foreign worlds.

Terminator: Terminator is a setting in which robots are sent back in time to kill people the sapient, hyper-advanced AI wants dead, and as a result it has several valuable forms of technology. Tech is sourced from the future SkyNet resides in, not the present day. *The unknown future rolls toward us. I face it for the first time with a sense of hope, because if a machine, a Terminator, can learn the value of human life, maybe we can, too*

100 TP - Cyberdyne Robotics: Robotics tech, such as those used to make the Terminators, ED-209, or ACE Battle Armor. Includes understanding of integrating that sort of tech with biological tissue, in various ways.

100 TP - Cyberdyne Artificial Intelligence: AI tech, such as what brought SkyNet and Legion into being. Both SkyNet and Legion were, individually, capable of nearly taking over the world on their own.

100 TP - Time Travel: Time travel tech, such as that used by the Terminators and Resistance fighters. This form of technology is capable of sending humans and human-sized beings at least 45 years into the past.

Titanfall: A galaxy where humanity has colonized the stars, a new section of colonized space has erupted into war over resources and freedom. The war is fought using a mixture of humans and robots, with elite forces piloting giant mechs called titans. *Link to pilot. Uphold the mission. Protect the pilot.*

100 TP - IMC Weaponry: Technology used for fighting battles, either in the hands of humans or robots. This covers various kinetic, explosive, and energy weapons like the volt and the MGL.

100 TP - IMC Robotics: Robotics both big and small, from MRVN's to Titans, as well as the AI needed to manage them.

100 TP - Spacecraft: From large ships to dropships, it's what you need to travel and survive through space. You'll find the jump drive and space stations here as well.

100 TP - IMC Industry: Technology focused around industry such as infrastructure, medicine, stimulants, and simulation technology.

100 TP - Exotic Titanfall: Technology focused around exotic phenomena such as phase shifting between an alternate dimension and the basics of the alien fold weapon which can destroy planets, including its connected temporal manipulation.

XCOM: XCOM's tech advances are largely sourced from technology scavenged off dead aliens and repurposed for war, and thus see a number of applications in that area. This option encompasses the human interpretation of the alien's tech, and not any tech that could be found on their homeworld. *Two possibilities exist: Either we are alone in the Universe or we are not. Both are equally terrifying.*

100 TP - Offense: Weapons tech, as well as armor-subverting tech, hacking tech, and anything else designed to disrupt the functions of or otherwise damage the people you want to.

100 TP - Defence: Armor tech, firewalls, fortresses, and other forms of technology designed to prevent yourself, your allies, and your resources from coming to harm.

100 TP - Support: Support tech, logistics staples, vehicles, medipacks, and any form of tech designed to improve the effectiveness of you and your allies through methods other than attack or defense.

100 TP - Ethereal Psionics: Psionics tech, of all sorts. Unlike the other 3, psionics functions most prominently as a modifier to any other form of tech, due to its capacity to be incorporated into nearly any function. This option's tech is based on creating, incorporating, and otherwise using psionics to your benefit.

Xenoblade Chronicles X: After the destruction of Earth, an Ark Ship called the USS White Whale crash lands on planet Mira. Humanity fights for survival using weaponry based on alien technology, including powerful mecha known as Skells. *I... thought Exodus was a lie. One we all accepted because the truth was too painful... that humanity was meant to die off along with our home... along with earth. But something happened here on Mira, I realized I was wrong. These Mimeosomes, they aren't just ghosts or shadows... they're people... seeds of new life that are struggling to take root... I finally see that now...*

100 TP - Skells: From the basic Urban model to the powerful Ares, you can create all kinds of mecha used in NLA, as well as any of the weapons and armour used to outfit them.

100 TP - Lifehold: Technology used to artificially create life from stored genetic data and uploaded consciousnesses. Includes mimeosome technology, artificial bodies that mimic humans as closely as possible.

100 TP - Mira Spaceships: Spaceships equipped with FTL technology, large enough to carry entire cities. Includes Ma-Non teleportation technology used for boarding the ship.

50 TP - Ground Gear: The various weapons and armour that are used in combat by BLADEs when not in a Skell. You can create any weapon available in NLA, from the basic knives and assault rifles to the esoteric Photon Sabers and Psycho Launchers.

#### **Tier 4 - 200 TP**

At this point, you reach the realm of clarketech, or in more specific terms, technology so advanced that it is indistinguishable from magic through its endless possibilities.

Cthulhutech: Cthulhutech takes place in 2085. Humanity wars with an alien civilization known as the Migou and cultists of strange gods in a conflict known as the Aeon War. Humanity has survived for this long thanks to the scientific discipline of Arcanotechnology - the use of maddening arcane principles in technology. You will not go mad from the knowledge this techbase grants alone. This only includes humanity's understanding with the Nazzadi counting as human. *The betterment of all people through the application of knowledge.*

100 TP - Ashcroft Engineering: Conventional technology such as weaponry, computers operating through limited artificial intelligence, true ones being considered impossible, and anti-gravity severely limited by its power supply.

100 TP - Ashcroft Medicine: Technology related to biotechnology such as medicine, cloning, and DNA maps of esoteric lifeforms like the Nazzadi.

100 TP - Ashcroft Infrastructure: Technology related to infrastructure, including the architecture used to create arcologies and nanofactories used to construct and program nanites.

100 TP - Arcanotechnology: Technology related to the merging of advanced technology with ritual magic making use of inter-dimensional geometry and eldritch energies used to create things such as the inexhaustible power source known as the D-Engine and the rechargeable batteries known as D-Cells. Notably the D-Engine has a side effect when it is used in a vehicle of attuning its pilot to it which makes Mecha particularly potent.

100 TP - Ashcroft Occultism: The complex art and science focused around the rituals and lore of Eldritch Magic. This covers the dimensions humans perceive - the World of Elements, with those being height, weight, depth, the strange dimension of time and vitality, the dimension of thoughts and emotion, and lastly the Astral Plane, a place of pure essence. The five types of spells which affect the World of Elements are Enchantment spells, Protection spells, Scrying spells, Summoning spells, and Transmogrification spells. In theory spells can be developed to manipulate things in nearly any way conceivable. This includes cognitive techniques used to help handle the rigors of this discipline.

Clockwork Planet: Earth was destroyed, but was rebuilt using the power of clockwork. Clockwork is everywhere, and can even surpass modern science in what it can do. However, this technology's power comes at the cost of fragility: Due to being powered by clockwork, anything which interferes with the function of the gears, such as magnetization, will cause cascading failures or other severe technical issues. *I've created a blueprint on how to carry on all of this planet's functions with only gears. Just watch. I'll recreate everything in the world with just gears*

100 TP - Mobile Clockwork: Clockwork machinery designed to move. Includes automata, both military and humanoid, as well as vehicles, such as tanks, boats, and planes.

100 TP - Medical Clockwork: Various medical-aligned clockwork, such as the various cybernetics present and the tech required to transfer a human brain to a robot and have it maintain functionality.

100 TP - Weaponized Clockwork: Clockwork weaponry, ranging from something as simple as a gun with a grappling hook attachment to something as advanced as a city-wide EMP.

100 TP - Infrastructural Clockwork: A variety of logistical and architectural clockwork. Includes the core towers and even the planet itself.

150 TP - Esoteric Clockwork: Clockwork capable of fantastical effects, such as the imaginary gear and perpetual gear.

50 TP - Miscellaneous Clockwork: Clockwork technology which falls outside of the previous categories, such as noise-cancelling headphones and chrono compasses

Danny Phantom: Danny Phantom is a paranormal superhero setting where a parallel dimension to the human world known as the Ghost Zone exists, presenting a threat in the form of ghosts as well as advanced technology which can make use of ectoplasm. This covers the cutting edge technology created by humanity rather than the technology of ghosts, resulting in an impressive if incredibly eccentric techbase as a whole. *Suck the house into a parallel dimension one time, and you just can't let it go, can you?*

100 TP - Fenton Armory: Technological weaponry and armor focused around countering ghosts including ecto-guns, jumpsuits, ghost gauntlets, and beam swords.

100 TP - Fenton Vehicles: Technological vehicles focused around traveling and combating ghosts, capable of transforming between different forms for varying situations and holding potent firepower. This includes the likes of hoverboards, blimps, jetpacks, submarines, the Fenton Family's Ghost Assault Vehicle, and spacecraft.

100 TP - Fenton Utility: Utilitarian technology focused around aspects other than direct combat including PDAs, virtual reality training devices, sleeping bag capsules, the Fenton Finder capable of detecting ghosts, and GPS capable of working in alternate dimensions like the Ghost Zone.

100 TP - Fenton Biology: Technology based around biology including blood blossoms, cloning and an understanding of how to empower someone to become a Half-Ghost like Danny Phantom, albeit only those with certain genes like Danny Fenton or Vlad Plasmius may survive this.

100 TP - Ecto-Studies: Technology based around more exotic applications of ecto-energy than using it as a simple energy source, such as Ghost Portals, the Fenton Thermos capable of sucking in and sealing ghosts, and the Fenton Ghost Catcher capable of separating ghosts from the humans they are possessing.

Generator Rex: Generator Rex is a setting which is largely focused on nanites, microscopic machines capable of self-replicating and able to manipulate biology easily. This techbase does not have access to the technology of the Meta-Nanites. *It's incredible something so small could have so much power. That thing could rip apart the very fabric of the universe.*

100 TP - Providence Weapons: Weapons and armor tech, from the E.V.O. blasters and standard armor Providence soldiers use to the various weapons the Six use and White Knight's powered armor.

150 TP - Providence Medicine: Medical and biotech, particularly as it concerns nanites, but in a more general sense as well. Also includes non-nanite cybernetics.

100 TP - Bases and Vehicles: Technology related to vehicles and bases, such as Providence's helicarrier, stealth cycles, and the space elevator.

150 TP - Providence AI: AI tech, such as that used to create and program Zag RS, a fully sapient computer program.

100 TP - Providence Exotic Physics: Technology related to exotic physics such as dimensional travel, forcefields, subspace engines, and time travel.

Honkai Impact: Honkai Impact is a science fantasy world whose tech advancements center around a force known as Honkai Energy. Although capable of incredible feats when utilized properly, improperly utilized, disasters such as zombie plagues, technological corruption and the creation of monsters are possible. This encompasses the technology of Current and Previous Era Humanity. *This ratio won't work at all. What are you scared of? Killing the patient?*

100 TP - Previous Era Equipment: Various forms of personal equipment ranging from conventional tools, to Weapons which can hold special abilities, and Battlesuits which can take seemingly mundane forms but still alter and amplify the Honkai-based abilities of the user.

100 TP - Previous Era Biology: Cloning, genetic modification, and biomechatronics technology. Examples include bioluminescent seaweed used for conventional lighting, a cyborg with a quantum computer integrated into her brain, a control chip integrated into a victim's brain capable of controlling their actions, and DNA splicing with supernatural creatures.

100 TP - Previous Era Mecha: Robotics, ships, programming and artificial intelligence technology. Allows the creation of combat droids and giant mechas, as well as programming frameworks that allow humans to keep up with AIs. Additionally includes logistics tech such as those used to build Arc City and Coral City.

150 TP - Honkai: Technology related to the dangerous and eldritch Honkai Energy. Includes Honkai Reactors, Stigmata able to provide resistance to Honkai, a Honkai-insulating material known as Soulium, and the beginnings of Divine Keys which allow for conceptual abilities. Relatedly, includes Sea of Quanta-focused technology, allowing for dimensional travel and manipulation of various sorts.

Magical Girl Lyrical Nanoha: Lyrical Nanoha is a universe with highly advanced magitech, ranging from their intelligent devices to spaceships capable of traversing imaginary number space to travel FTL, to powerful bioengineering capable of creating customized clones with memories in their blood and unique bloodline powers. *On rare occasions, worlds are born that*

*evolve too much, too quickly. When the pressure of that evolution becomes too great, they tend to destroy themselves through technology and science.*

100 TP - Industrialization: General-purpose technology designed for societal use, ranging from ships such as the Saint's Cradle or the Arthra to simple magitech cars.

100 TP - TSAB Physics: The Time-Space Administration Bureau's scholarly discipline of physics, consisting of dimensions, magic, types of energy, and the application of this knowledge to advancing their understanding of science, ensuring safety, and improving the utilization of magic.

100 TP - Device Meister: The technology used to create Intelligent Devices and Unison Devices.

100 TP - Bioengineering: Technology and knowledge based around biology, such as those used to create clones as well as install genetic memories and inborn abilities into others.

100 TP - Energy Generation: Technology based around the generation of energy. Includes the mana-powered generators, the processes needed to grant an AI a Linker Core, and the magic-enhancing Relics.

100 TP - Spell Formulation: Technology and knowledge based around the discipline of spells - mathematical formulas or programs which are used to manifest various effects through a Mage's Linker Core which can be aided through their Device. There are numerous classifications of spells including but not limited to Attack, Defense, Capture, Force Field, Support, Illusion, Summoning, Manipulation, Breaker, Ceremonial, Eraser, and Isolated, with further subclassifications within each of those classifications.

Marvel Cinematic Universe: The MCU is a vast multiverse with numerous people and groups creating incredible advanced technology, ranging from superhumans and cybernetics made during World War II to nanite-based powered armor and time travel made during the 2020s. This is limited to the understanding of humanity of Earth-199999 up to the year 2026 and does not include magic. This is reduced a tier if you have the MCU Asgardian techbase. *It's not a world of spies any more. Not even a world of heroes. This is the age of miracles, Doctor. There's nothing more horrifying than a miracle.*

100 TP - Electronic Engineering: Technology related to Electronic Engineering such as artificial intelligences like J.A.R.V.I.S., integrated heads-up displays such as smart glasses, holotables capable of displaying holograms, Zola's Algorithm, virtual reality, mind interfaces, and taser weapons. This reduces a tier with Awareness

100 TP - Mechanical Engineering: Technology related to Mechanical Engineering such as strength-enhancing gauntlets, basic powered armor, advanced vehicles, and various conventional weapons like gatling guns. This is reduced a tier with Transportation

100 TP - Stark Applied Physics: Technology related to conventional Applied Physics such as the arc reactor, particle accelerators, energy blasting weapons, and energy shields.

100 TP - Material Physics: Technology related to Material Sciences used in conventional engineering such as the Titanium-Gold alloy used in the Iron Man suit, omnium steel, Spider-man's synthetic webbing, and Vibranium. This is reduced by a tier with Yggdrasil Infrastructure.

100 TP - Biological Engineering: Technology related to biological engineering such as the Super Soldier Formula, the Memory Suppressing Machine, cybernetics, and the Extremis Formula. This is reduced by a tier with Life.

100 TP - Exotic Matter: Technology related to matter with unusual purposes such as Pym Particles which can be used to change the size of things and access the Quantum Realm, Zero Matter from the Dark Dimension, and Gravitonium capable of manipulating gravity as well as closing dimensional rifts.

**Metroid:** Metroid is a sci-fi series centered around a world-hopping bounty hunter in a suit of power armor, and as such has a varied pool of technology to draw from. *During the war, I built a number of mechanical sentinels to join me in battle. They were made to fight the Ing, and fight them they did...for a time.*

100 TP - Chozo Armaments: Weapons and mobility tech, such as the Scythes and Dash Jet system used by Space Pirates, or the Arm Cannon and Screw Attack used by Samus' power suit.

100 TP - Generators: A variety of different types of generators, including the Power Bomb Generator, Shield Generator, and the portal generation system.

100 TP - Luminoth Robots: Robotics, cybernetics and AI tech, including things like the E.M.M.I. robots, the cyborg enhancements used by Meta Ridley, and Mother Brain.

100 TP - Scanners: Scanner tech, such as the Scan Visor and Biohazard Scanner.

100 TP - Space Pirate Biology: Biotech, such as that used to create the Metroids, or what the Space Pirates use to alter themselves.

**One Punch Man:** The world of One Punch Man is one of extremes with Heroes, Villains, and Monsters arising from personal obsession as well as supernatural elements like martial arts and

psychic powers. Naturally technology has developed in similarly extreme ways with numerous geniuses creating a versatile array of imposing technological advancements. *Right now, you are talking to a remote-controlled robot. Sorry, but I'm not risking my life. No meteor's killing me.*

100 TP - House Of Evolution Biology: Technology related to biology such as the genetic engineering of the House of Evolution capable of cloning every aspect of a human, mutating both humans and animals, and granting immortality, as well as incredibly potent steroids capable of transforming a normal human into an outright Titan.

100 TP - Bofoi Mechatronics: Technology related to mechatronics like the combat robots made by Metal Knight as well as the powered armor and cybernetics made by Dr. Kuseno.

100 TP - Gadgetry: Technology related to gadgetry such as hidden flamethrowers, potent slingshots, bending metal, advanced scanners, and virtual reality.

100 TP - Tsukuyomi: Technology related to Esper powers like the research done by the organization known as Tsukuyomi, including both the enhancement of Espers and the creation of artificial espers.

100 TP - Hero Association Civil Engineering: Technology related to Civil Engineering such as construction robots capable of rapidly rebuilding after disasters and resilient shelters built to protect against monsters.

Overwatch: While it may seem mundane at first glance, Overwatch takes place in 2076. It features incredibly advanced technology which in many cases can be mistaken for magic to those uninformed. Despite this, a large portion of its technology is often in the hands of specific individuals who are unwilling to work together, limiting its usefulness on a grander scale.  
*Imagination is the essence of discovery.*

100 TP - Vishkar Hard-Light: Technology which allows the creation and manipulation of hard-light, a holographic substance which has mass but can be projected from a light source.

100 TP - Ziegler Medicine: Medicinal technology, such as health packs, healing grenades, and Mercy's resurrection ability.

100 TP - Overwatch Genetics: Tech based around manipulating biology on a genetic level, such as the Soldier Enhancement Program, the uplifting project that allows Winston sapience, and Moira's genetic manipulation.

100 TP - Overwatch Physics: Tech related to the understanding of and manipulation of physics. Includes technology like Mei's Endothermic Blaster, Tracer's Chronal Accelerator, teleportation technology, and Junker Queen's magnetic gauntlet.

100 TP - Overwatch Engineering: Practical devices, infrastructure and vehicles. Includes the Hyperloop Train, Torbjorn's turrets, various forms of powered armor, and Doomfist's gauntlet.

100 TP - Omnic: Tech regarding computer science, artificial intelligence and robotics, such as those used to create the Omnics.

Pixels: Pixels is a world where nerds became celebrities as the result of absurd circumstances as a result of an alien race known as the Volulans mistaking footage of a video game tournament as a declaration of war. The Volulans hold extraordinary expertise over the manipulation of light and matter, but they lack human sense which makes their mindsets and technologies strangely alien if not outright eldritch. Be warned that the most powerful examples of this technology are living beings themselves, and thus could betray you if mistreated. *This feels like my planet. No fun. No laughter. Only war.*

200 TP - Photonic Voxelation: Technology related to the use of photons to manipulate matter in the form of cubes referred to as Voxels.

150 TP - Photonic Shifting: Technology related to the manipulation of light itself, such as the creation of Light Cannons, the manipulation of it from a distance, and even lightspeed travel.

150 TP - Esoteric Pixels: Esoteric technology such as androids like Michael the Robot who was made by humanity or the translation and broadcast technology used by the Volulans.

Plants Vs Zombies: Plants vs. Zombies is a strange world focused around conflicts between the mutual genius inventors and engineers named David Blazing III and Dr. Edgar George Zomboss, who go by Crazy Dave and Dr. Zomboss, respectively. Those two madmen's conflicts escalated to time travel which prompted extradimensional Gnomes from the Gnomiverse to attack due to objecting to this temporal interference. *We're going BOWLING! HERE, TAKE THIS WALL-NUT!! Why'd I put a wall-nut in your hand? Because I'm CRAAAZY! NOW GO! BOWL ME A WINNER!*

100 TP - Plant Almanac: Technology focused around the genetic engineering of plants into sapient supersoldiers with plant-based powers. This includes the processes to genetically engineer the seeds of these supersoldier plants, aid their growth, and even enable these plants to move as mobile supersoldiers.

100 TP - Zombie Almanac: Technology focused around the creation of Zombies such as Zombie Chickens, Gargantuars, and Mammoth Zombies.

100 TP - Blazing Programming: Technology focused around computer programming such as Penny's artificial intelligence and the translation program of Gügle Translate capable of translating any language.

100 TP - Zomboss Mechanics: Technology related to mechanics such as Zombots and other robots.

150 TP - Physics: Technology related to physics such as laser blasts and teleportation.

Prototype: Prototype is an alternate history of Earth where bioweaponry made seemingly impossible advancements due to the invention of the Redlight Virus, resulting in the creation of the intelligent and sentient virus known as Alex Mercer as well as outbreaks in New York best described as a zombie apocalypse. This technology could very well be used to evolve or perhaps even save humanity, but be warned that it could outright doom humanity instead. *I looked for the truth. Found it. Didn't like it. Wish to hell I could forget it. Alex Mercer... This city suffered for his mistakes, for what he did at Penn Station. And whoever he was - that's a part of me. When I close my eyes, I see the memories of a thousand dead men, screaming as I take their lives. Moments I'll relive forever. What have I become? Something less than human. But also something more.*

100 TP - Redlight: Technology related to the various strains of the dangerous Redlight Virus besides the Blacklight Virus which can manifest strange powers such as telepathy.

150 TP - Blacklight: Technology related to the artificially engineered Blacklight Virus made from the Redlight Virus used to create Alex Mercer, empower James Heller to match Alex Mercer, and create supersoldiers. For reference, due to the Blacklight Virus alone, Alex Mercer is capable of shapeshifting as well as consuming the organic matter of other beings to heal, absorb their knowledge and skills, and copy their physical form.

100 TP - Bloodtox: Technology related to the targeted toxin known as Bloodtox which is harmless to humans but harms those infected with the Redlight and Blacklight viruses. Be warned that this can be adapted against.

Rimworld: Rimworld is a world of scattered tech and disparate developments, on account of it being largely salvaged from remains found at the edge of space and ruins hostile to explorers. Despite this, what can be salvaged is of great value and variety, with few specific specializations but good all-around coverage. *I exclusively recruit psychopaths, because they practice what I call "moral relativism" and I practice what some would call "an organ harvesting operation"—which, personally, I find to be a very offensive and bigoted term to describe non-consensual organ arbitrage. Why do I do it? Because it's very profitable.*

100 TP - Rimworld Enhancement: Tech designed to enhance people and their abilities, such as cybernetics and the psylink.

100 TP - Rimworld Medicine: Medical tech, such as luciferium and gene editing.

100 TP - Rimworld Weapons: Weapons tech, such as the charge lance and ego weaponry.

100 TP - Rimworld Armor: Armor tech, such as the marine and cataphract armors.

100 TP - Rimworld Robots: Tech designed to create robots, such as those used to build the mechanoids. Includes the AI necessary for their function, as well.

100 TP - Rimworld Spaceships: Technology centered around spaceships, such as the space drone and sleeper ships. Also includes the AI tech necessary for piloting and managing the vehicles.

Star Trek: Star Trek's tech base is one from a post-scarcity society, whose tech has solved so many societal problems that the only way to find adventure is to venture out into deep space, where no man has gone before. This techbase does not include the technology of godlike aliens like Apollo, the Thasians, the Douwd, and the Q Continuum. *Space... The final frontier... These are the voyages of the Starship Enterprise. Its continuing mission: To explore strange new worlds... To seek out new life and new civilizations... To boldly go where no one has gone before!*

150 TP - Travel: Technology based on travel, such as the transporters capable of full-blown teleportation, or the spaceships capable of easy lightspeed travel.

150 TP - Battle: Technology designed for combat, such as the phasers able to disintegrate matter at their highest settings, or cloaking devices able to hide entire spaceships from most forms of scanner detection.

150 TP - Information: Technology for information gathering and processing, from powerful full-range scanners such as the tricorder, to the computers needed to parse all of the data an entire spaceship's scanner array collects.

150 TP - Luxury: Technology for convenience and luxury, such as the replicator able to duplicate nearly anything it has a blueprint for, or the holodeck able to simulate nearly any situation using hardspace.

Star Wars: A space opera set a long time ago in a galaxy far, far away, Star Wars still operates on a level of tech far beyond modern society. Its technology is fairly straightforward sci-fi, but between its advanced biotechnology and integration with the Force, it should not be underestimated. *The ability to destroy a planet is insignificant next to the power of the Force.*

100 TP - Star Wars Weapons: Weapons tech of all sorts, both close range and long range, both personal and tactical, as well as tech designed to counter weaponry such as armors and shields.

100 TP - Ships: Ship and vehicle based tech, both space-based and planetside. Also includes logistics-centered tech, so ships of higher caliber can continue running smoothly despite resource costs.

100 TP - Droids: Droid-based tech, including both the chassis of the droid, the AI that drives their actions, and the power supply that allows them to continue functioning for so long.

100 TP - Star Wars Biotechnology: Knowledge of biology and biotechnology. Includes advanced medicine, bioengineering, carbonite freezing, cybernetics, cloning, various forms of exotic biology, practices used to make organic forms of mechanical technology, and even the basics of the biots of the Yuuzhan Vong - creatures born and bred for specific tasks.

100 TP - Force: Technologies derived from the life-based energy field known as the Force such as information storage devices called Holocrons and navigation aids called Wayfinders.

Sufficiently Advanced: Sufficiently Advanced is a setting which has 6 different technological disciplines with 6 levels of technology within those disciplines. At their highest level, all 6 types are capable of the sorts of things that would be within the realms of magic in many other settings. *Grounded in hard science, but speculating incredible advances, Sufficiently Advanced looks at a future in which nanotechnology, computing, medicine, and other fields have advanced to the limit of our current understanding and just a bit beyond, a universe where everyone has nearly godlike capabilities at their disposal and the world wasn't destroyed by it.*

100 TP - Sufficiently Advanced Biotech: Technology designed to manipulate, alter, and otherwise affect living things. Examples include medically-induced biofeedback, or biosensors which can non-invasively detect medical problems overnight. High levels of Biotech require specially manufactured high-efficiency food to maintain their performance.

100 TP - Sufficiently Advanced Cognitech: Technology based on computation and intelligence, both artificial and natural. Examples include computers the size of a finger which outclass modern tech easily, or implants which can allow the user to intentionally forget things they wish to. High levels of Cognitech results in your dreams being significantly more complex than normal, requiring them to be processed externally to avoid being preoccupied with them.

100 TP - Sufficiently Advanced Metatech: Technology based on social sciences, on affecting society in all its forms. Examples include techniques to understand basic communication through language and cultural barriers, or methods of conducting body language which massively amplify its effects. High levels of Metatech requires daily

friendly one-on-one interaction for an hour to avoid seeing everyone as nothing more than a set of social patterns to manipulate, ruining your effectiveness and alienating your friends in the process.

100 TP - Sufficiently Advanced Nanotech: Nanotechnology as a whole, especially as it relates to material sciences. Examples include swift-expanding foam able to seal leaks or contain people, or methods of providing invisibility or inaudibility through nanobot interference. High-level nanotechnology burns out frequently and must be replaced regularly through an outside source.

100 TP - Sufficiently Advanced Stringtech: Technology based on String Theory, designed to manipulate energies and particles. Examples include straightforward laser weaponry, or generators which convert energy to different types. High level Stringtech requires precise forecasts of phenomena like magnetic field charges and dark matter fluxes, without which it becomes misaligned and potentially results in backlash.

100 TP - Sufficiently Advanced Chronotech: Technology based on time, particularly in regards to getting information from the future. Examples include tech to predict the content of conversations and thus skip them in real time, or armor which prepares countermeasures for attacks that will happen. High-level personal Chronotech causes its users to process substantially more information which can result in mental strain or schizophrenia, but it can be handled through taking an extra hour of rest each night or offloading some of the processing elsewhere.

The Irregular At Magic High School: The Irregular at Magic High School takes place during the 2090's with the field of Magic Engineering being focused on to an impressive degree. This magic is manifested through the imposition of Magic Sequences on phenomena through exotic particles originating from the mind. *To the majority, the part that talks about the possibility that a high level magician has the power to harm them is more important than the reality of the magicians.*

100 TP - Magic Engineer: Technology related to the field of Magic Engineering such as Casting Assistance Devices which aid Magicians through the use of artificial neurons, coding stations to work on CADs, spell compendiums used to store spells, and magic sequences from systemic magic which focuses on manipulating physical phenomena.

100 TP - Magic Physics: Technology related to the Magic Particles of Psions which are derived from thought and Pushions referred to as Spirit Particles which are derived from emotion and intent, including Kirlian Filters which are used to enable machines to detect magic particles, Aura Cut Coating Lenses meant to protect the eyes of Magicians with Over-Sensitivity to Spirit Particle Emissions, Antinite stones which disrupt the casting of magic through emitting Psion noise, and Magic Sequences based around Perception Magic as well as more exotic and esoteric forms of magic.

100 TP - Magic Biology: Technology related to the study of the biology of Magicians, specifically the Magic Calculation Area. This includes the creation of artificial Magicians, alteration of Magicians into Born-Specialized Magicians who can only use a few types of magic in exchange for increased potency in that magic, and advances in medicine.

Combined with Magic Physics this can achieve the dangerous surgery of perpetual youth.

100 TP - Magic High School Infrastructure: Technology based around both conventional and magic infrastructure, including renewable energy sources such as solar energy and magic-based power, conventional appliances which synergize with magic, virtual terminal devices capable of creating illusions within the user's mind, self-driving electric cars, and human-shaped housekeeping robots.

100 TP - Magic High School: Military: Technology focused around military use, including advanced aircraft carriers, mobile suits, military-grade materials, advanced firearms, and incredibly advanced spyware.

Toaruverse: Toaruverse is the aggregate name for A Certain Magical Index and A Certain Scientific Railgun. Technology within this setting is powerful, capable of standing on equal terms with and in some cases surpassing magic in many areas through technology considered 30 years more advanced than mundane Earth. *What is the reason Academy City exists? That's right - to surpass mankind.*

150 TP - SYSTEM: Knowledge and technology based upon Espers: creating them, improving them, and disrupting them.

100 TP - Academy City Weaponry: Weapons tech, such as the handheld anti-tank missile warhead, guns which lack recoil, and power armor.

100 TP - Academy City Logistics: Tech for managing and maintaining a civilization, such as efficient clean energy generation, artificial intelligence, automatic cleaning robots, and significantly improved manufacturing quality in every industry.

100 TP - Academy City Biotechnology: Medical and biological technology, including cybernetics and cloning.

100 TP - Esoteric Toaruverse: Miscellaneous tech encompassing a variety of otherwise uncovered fields, such as nanotechnology, dream-manipulating Indian Poker cards, the Olfactory Sensor, and the liquid diamond.

Xenosaga: A trilogy depicting a universe populated solely by humans, who have long since lost the Earth. Most of the world's technology is centred around the UMN, a universe spanning network with unique properties. Note that this techbase has much room for innovation due to

in-setting taboos, conflicts, and dangers. *A fusion of fire, breath, and spirit! What can we call you, but angels? But what you lack is reality, and THAT is what I shall provide you!*

100 TP - Artificial Life: Tech for creating androids, cyborgs, and their successors, Realians. Realians are more cost effective and sapient than their mechanical counterparts, effectively being artificial humans, but an android will always be physically and technologically superior. Cyborgs are banned, controversially weaponized, seemingly resurrected human corpses with cybernetic replacements and enhancements.

100 TP - Federation Weapons: All manner of weaponry, such as the Multiple Weapons System which is capable of a variety of functions such as shielding and electrocution, or the Phase Transfer Cannon which can theoretically vaporise entire stars.

100 TP - Federation Mecha: A.G.W.S, A.M.W.S, and E.S. units, all of which are classifications of mecha listed from weakest to strongest. These mecha draw power from external generators using a Transmit Generator.

100 TP - Unus Mundus Network: A network similar to the internet that is capable of transferring not only data, but physical objects too. The U.M.N. is the basis for all interstellar travel, using spaces where the U.M.N. interacts with the physical world to transfer ships between different Column Areas.

100 TP - Especial Theory Of Rudimentary: A generic term to denote various types of special powers, shortened to Ether. It encompasses everything from medical treatments using nanomachines to the ability to control spatial dimensions using transference technology.

100 TP - Encephalon: Incredibly advanced virtual reality technology connected to the Undus Mundus Network which can be used to delve into the consciousness of others and even to store items within it as data. Be warned that this can be considered dangerous in that the user can be harmed through the connection to their brain if they are harmed in the virtual world.

### **TIER 5 - 250 TP**

Godtech, technology so advanced that it is indistinguishable from godhood. Complete destruction of a planet through the work of a single person is the minimum to be included in this category.

Ben Ten: Ben 10 is a series with a massive variety of tech across numerous worlds and continuities, but for practical reasons this option will be limited to the original series. *No! Now I see the universe for what it is: We are all dust, bound by one enormous, universal force. No, not universal, not even multiversal, this omniversal force continues forever, in every direction through every reality. My lust for power, my jealousy of Azmuth, it isn't just evil, ultimately; it's pointless. I could never truly destroy you. You would only have not been not unexistent in what*

*could have not now been the past, present, and partial future. To tear down and destroy is of no consequence or quality; to create is divine.*

150 TP - Generation Of Energy: Knowledge of how to generate energy, in a large variety of ways.

150 TP - Energy Dynamics: Knowledge of how to manipulate energy, and how it interacts with other things.

150 TP - Planetary Physics: Knowledge of physics, as it relates to situations occurring on planets of all sorts.

150 TP - Galactic Physics: Knowledge of physics, as it relates to situations occurring within space.

150 TP - Biology Catalogue: Knowledge of biology, in regards to the variety of biological traits and functions of the myriad creatures across the galaxies.

150 TP - Applied Biology: Knowledge of biology, in regards to manipulating and altering it through various methods.

150 TP - Natural Psychology: Knowledge of psychology, referring to the psychology of natural creatures and other biological intelligences.

150 TP - Artificial Psychology: Knowledge of psychology, referring to coding and managing artificial intelligences of various types.

150 TP - Production Of Materials: Knowledge of how to create and maintain the many materials which exist across the galaxies.

150 TP - Alteration Of Materials: Knowledge of how to manipulate and alter materials, in a variety of ways.

Call Of Duty Zombies: A mundane setting turned on its head by the arrival of Element 115, or Divinium, a substance cast off by dark gods. While powerful, Divinium holds a corruptive influence, and was soon misused in a way that resulted in a zombie apocalypse. As a result, tech here is designed primarily for combat, to handle the oncoming hordes. *Ja, let's build your lab under Alcatraz. It's just a twisted little pocket dimension. What could go wrong? Fucking Illuminati.*

150 TP - Keeper Technology: Technology designed by the Keepers, such as the Pack-A-Punch, the Apothicon Sword, and the beginnings of the Summoning Key.

150 TP - Group 935: Technology designed by Group 935, such as the Ray Gun, Wunderwaffe DG-2, and perk machines.

150 TP - Ancient: Technology and magitech made by various ancient civilizations across the world, such as the Elemental Staves or the Skull of Nan Sapwe.

150 TP - Other Factions: Technology designed by other factions within the world, such as Winter's Howl designed by America, or the Ascension Group's black hole projectors.

Doctor Who: A world filled to the brim with aliens, extraterrestrial phenomena, and various other forms of goings-on that means any civilization which thrives there is armed with tech worth remembering. With several of such civilizations present, the power on offer is varied and potent. *There's a lot of things you need to get across this universe. Warp drive... wormhole refractors... You know the thing you need most of all? You need a hand to hold.*

150 TP - Whoniverse Materials: Tech related to the usage and creation of various materials, such as Krillitane oil, Metebelis crystals, Xion Crystals, and Dalekanium.

150 TP - Monster Vault: Knowledge of biology in regards to the myriad alien races throughout this universe. Examples include the Flesh, the Vashta Narada, the Silence, the Flood, and the Time Lords.

150 TP - Cybertech: Conventional digital technology such as advanced batteries, computation machines, data storage, and electronics. Further includes K9, and Data Cores capable of storing the consciousnesses of people.

200 TP - Stellar Engineering: Knowledge of physics based around things on a planetary level, enabling the creation of Stellar Manipulators capable of altering stars and their life cycle, and doomsday weapons capable of causing stars to go supernova.

150 TP - Quantum Engineering: Knowledge of quantum physics allowing for phenomena such as the manipulation of sound, lasers, and gravity. This allows for the creation of esoteric devices such as sonic screwdrivers and sonic blasters.

150 TP - Whoniverse Biotech: Technology based around biology-focused tech and biological substitutes for conventional technology. Includes the Silurian's biotech and the Zygon's body-print technology.

150 TP - Mentalism: Technology related to the mind and psychic capabilities, such as the storage of consciousnesses through the neural relay and telepathy pendants.

200 TP - Dimensional Engineering: Knowledge of physics focused on the dimensions of space and time, allowing space-time traversal through the use of Vortex Manipulators as

well as space-time manipulation such as miniaturization of objects and people through moleculon nanoscalers as well as compression fields.

150 TP - Schizotech: Expertise in the less conventional technology of this world such as the clockwork technology used to create the Clockwork Droids, the steampunk technology used to create the CyberKing, and the Goblins' rope-based technology.

Endless Space: Technology in Endless Space is focused on exploring a mysterious galaxy and building star-spanning empires. It is based on incredible golden nanomachines called Dust left behind by an ancient race called the Endless. Dust is incredibly versatile yet can be found in every corner of the galaxy leading to almost every civilization using it as currency. This technology excels at computation, resiliency, and the manipulation of physical laws just short of time travel. *From a very young age, Dzulmaran believed that the sound of scientific experiment should not be 'Ah-ha!', but something more like 'Kaboom!'. Chemistry was her early means to this end, but in high school and university she gleefully uncovered the ways in which cracking open atoms and exploiting electromagnetic waves could lead to even larger explosions. Dzulmaran was recruited directly from her graduate program by the tiny Sophon Defensive Options department, and since her strange experiments using Dust she has only grown more powerful and dangerous.*

200 TP - Endless Military: Designs for ship weapons, recruitment and training, planetary defenses, infiltration and espionage and the tactical and strategic doctrines for conducting galactic warfare.

200 TP - Economy And Trade: Technology relating to planetary and orbital industry, management of large scale Dust-based economies, and profiting from intergalactic markets. Includes knowledge of how to harvest and proliferate Dust and other strategic resources to benefit your empire.

200 TP - Science And Exploration: These are tools to study mysterious phenomena found throughout the galaxy, discover and exploit exotic commodities, and reverse engineer advanced relics left behind by the Endless and other lost civilizations. It also includes advanced drives and navigation for traveling the galaxy and methods to build thriving colonies on hostile worlds.

200 TP - Empire Development - Technology for the infrastructure to support and expand an intergalactic empire of many different species, as well as the cultural and political theories needed to keep it united and conduct diplomacy with alien civilizations. Also includes space ships of various sizes and support systems.

100 TP - Academy - The secrets of the Academy to train galactic Heroes. With a large infusion of Dust you can draw out hidden potential and turn an unassuming being into a demigod that can command fleets and manage planets.

MCU Asgardians: The Asgardians are a proud and incredibly advanced warrior race that made use of magic as a science. Even after Asgard was reduced to a village in Norway their King stood among gods as an equal. This includes the technology of Nine Realms within the cosmic nebula known as Yggdrasil with the exception of Midgard, or in other terms, Earth. *Your ancestors called it magic and you call it science. Well I come from a place where they are one and the same thing.*

100 TP - Equipment: Technology related to various forms of equipment such as Asgardian blades capable of cutting through spaceships and forcefields, bulletproof Asgardian armor and shields, Dark Elf Particle Rifles capable of tearing apart living tissue on a molecular level, and the Dark Elves' Black Hole Grenades.

100 TP - Transportation: Technology related to transportation such as the Asgardians' flying ships and the Dark Elves' spaceships.

100 TP - Yggdrasil Infrastructure: Technology related to infrastructure such as the Alderson disk megastructure homeworld of the Dwarves known as Nidavellir used to forge wonders like Mjølnir and Stormbreaker as well as the technology used to create Asgard itself.

100 TP - Awareness: Technology related to awareness such as the self-awareness in the Destroyer armor and Mjølnir, as well as ways to become aware of information from afar like Heimdall or hide from those methods like the Dark Elves.

100 TP - Life: Technology focused around life such as the Soul Forge, biological transformations like that used to turn Thor human, turn Jane Foster into an Asgardian, and the Dark Elves' Kursed transformation, and lastly understanding of the various races of the Nine Realms like the Asgardians, Vanir, Dwarves, Frost Giants, Dark Elves, Fire Demons, and Light Elves on a biological level.

100 TP - Asgardian Magic: Technology focused around the creation and use of magic practices such as that used by Loki and Frigga.

Orion's Arm: Orion's Arm is a form of rationalist fiction, depicting a possible path real technology could theoretically take. As a result its tech is varied and fairly well-grounded in hard science. In fact, due to this well-groundedness, it is reduced a tier if you have Hard Science. *The future isn't here yet. But don't worry. It will be.*

100 TP - Rationalist Nanotech: Nanotechnology may be biologically or mechanically based, although in practice these two tend to blur. What all nanotech has in common is the ability to manipulate matter on the scale of individual atoms, and thus to construct almost anything that can physically exist.

100 TP - Rationalist Biotechnology: Biotechnology includes everything from simple agriculture and animal domestication through genetics and organ transplants to advanced gene-engineering, provolution, neogenics, and beyond.

100 TP - Rationalist Computing: Computing includes a broad range of technology including both computing hardware referred to as Computronium and software. Computronium is any form of matter which supports computation, which may be very densely packed as well as composed of materials like electronics, nanotech, biological substrates, and plasma. Software includes self-rewriting code, artificial intelligence, viruses, and more.

100 TP - Rationalist Physics: Physics is the branch of science that deals with the laws and workings of the universe. This includes the creation and application of esoteric phenomena such as antimatter, exotic matter, exotic energy, and wormholes.

100 TP - Rationalist Engineering: Engineering focuses on practical applications of technology, and as such primarily involves conventional infrastructure such as robotics, spacecraft, terraforming, and weaponry.

100 TP - Rationalist Anthropology: Anthropology can be summarized as the social science which studies all sophont beings, enabling the understanding and manipulation of people on both individual and societal levels through the creation and use of memes, as well as counters to these techniques.

Parahumans: Parahumans is the multiverse where Worm and Ward take place in. Within the multiverse of Parahumans there is a highly advanced parasitic race which treat civilizations as petri dishes and are masters of conflict in all its forms known as the Entities. This only includes the technology of the Thinker and Warrior Entity rather than hypothetical technology which more advanced Entities like the Loner Entity may or may not have. *Irregular biology, no vulnerable organs: body divided into layers, extending down to hyperdurable core body, each layer down is slightly more than twice as durable as previous. Exterior skin is hard as aluminum alloy, but flexible, lets him move. 3% deeper in toward core of arms, legs, claws, tail, or .5% in toward core of head, trunk, neck, tissues are hard as steel. 6% in toward core of extremities or 1% toward core of main body/head, tissues strong as tungsten. 9% toward core of extremities, 1.5% toward core of main body, head, tissues strong as boron. 12%-*

100 TP - Miniaturization And Efficiency Tinker: Technology related to Miniaturization and Efficiency such as near infinite energy loops, the integration of various technological systems together to fit into conventional equipment, and nanotechnology.

100 TP - Neurology Tinker: Technology related to the brain such as mind manipulation, mental enhancements, memory extraction, and skill replication.

100 TP - Practicality Tinker: Technology related to practicality such as alternate forms of technology like clockwork, methods of technology like modularity, and conventional device implementations like weaponry and vehicles.

100 TP - Data Tinker: Technology related to data such as computer hardware, software, and information analysis.

100 TP - Energy Tinker: Technology related to energy such as power generators, batteries, and energy manipulation.

100 TP - Matter Tinker: Technology related to matter such as exotic materials and matter manipulation.

100 TP - Biotinker: Technology related to biology such as genetic engineering, physiological enhancements, cloning, biological warfare, and medicine.

100 TP - Infrastructure Tinker: Technology related to infrastructure such as mass production, architecture, and megastructures.

100 TP - Temporal Tinker: Technology related to time such as time travel, temporal manipulation, temporal stasis, and ways to look into the past as well as possible futures.

100 TP - Spacial Tinker: Technology related to space such as spacial manipulation, teleportation, and spacial overlapping.

150 TP - Dimensional Tinker: Technology related to dimensions such as dimensional travel, pocket dimensions, dimensional overlapping, ways to look onto other dimensions, dimensional locking, and dimensional attacks. Notably this can be considered the phenomena that the Entities hold the greatest mastery over due to starting off as a multidimensional species before even leaving their home planet.

Phantasy Star: Phantasy Star is a space fantasy setting taking place in a universe threatened by the Dark Falz. The technology of this setting is centered around the manipulation of Photons, special particles discovered by the ancient Photoners over a thousand years ago, which allows for a large variety of effects. *Androids can optimize themselves, so they hit with greater accuracy. More than anything, it's great that they can set traps. Wish I could...*

150 TP - ARKS Ships: Allows for the construction of advanced spacefaring vessels. Making use of Photon based technology, ARKS ships are capable of hyperspace based FTL and interdimensional travel. Standard Oracle Fleet capital ships measure 70 kilometers in length and are more floating cities than ships.

150 TP - A.I.S: The ARKS Interception Silhouette, or A.I.S. for short, is an advanced weapons platform mech-suit designed by the ARKS Central Research Division.

Measuring ten meters tall, it is equipped for combat both on land and in space. Includes other mecha technology of a similar sort, as well.

150 TP - Photon Theory: The study of Photons, the basis of all Photoner technology. Photons are a type of light particle which exists throughout the universe which acts as a natural, clean energy source. The study and usage of Photons allows for a variety of applications, from communications systems and appliances, to military weapons and vehicles. This also allows for the creation of Skill Discs, preset Photon Arts and Techniques.

150 TP - Photoner Genetics: The highly advanced genetics research of the Oracle Fleet and the ancient Photoners. Mostly concerned with Photon aptitude, it allowed for the artificial creation of the Newman and Deuman races based on manipulating human genomes.

150 TP - Cosmogenic Arms: Powerful Photon based weapons which served as the prototypes of modern ARKS weapons technology. Each Cosmogenic Arm is created from a Photoner volunteer pouring their life essence into the weapon, becoming one with the weapon, thus making each Cosmogenic Arm unique. Also allows for the creation of mass produced Photon based weapons.

150 TP - CAST: Mechanical android bodies designed to control Photon aptitude. Most CAST are formerly humans and still contain some of their original organic tissue, allowing for reproduction, but some CAST, known as Hi-CAST, are entirely mechanical and operated by advanced, human-like AI.

Pokémon: Pokémon is a world inhabited by the eponymous Pokémon, which is short for Pocket Monsters, and its tech largely revolves around them. This focus, combined with the supernatural potential of Pokémon, has resulted in a fairly impressive tech base overall. *This world is widely inhabited by creatures known as Pokémon. We humans live alongside Pokémon as friends. At times we play together, and at other times we work together. Some people use their Pokémon to battle and develop closer bonds with them.*

150 TP - Pokébiology: Tech related to biology, such as fossil restoration devices, the tech used in Pokémon Centers, and even the processes used to create Mewtwo.

150 TP - Energy Conversion: The conversion of matter to energy and energy to matter, allowing for digital storage of items, beings, and even the creation of the Pokéball.

150 TP - Pokémon Metaphysics: Knowledge of Pokémon, how they work, and how to manipulate those traits. Includes devices used to manipulate Pokémon such as the Capture Styler, TMs, and the various held items across the series.

150 TP - Ultra Physics: Technology focused on physics unrelated to Pokémon, such as the Silph Scope, anti-gravity devices, interdimensional travel and teleporters.

150 TP - Pokéworld Engineering: Engineering technology used for structures like Pokémon Gyms, massive submarines, airships, and mecha.

150 TP - Pokémon Convenience: Convenience technology, able to receive clear phone calls from within deep caves, use useful digital devices without charging them, display holograms, and chat all over the world. This includes the Pokégear, Pokéetch, and Xtransceiver.

50 TP - Pokepunk Edgerunners: The ambition, human-centrism, and innovativeness of the Cyberpunk 2077 techbase has merged with the idealism and esoterica of the Pokémon techbase, resulting in miraculous advancements. The application of Matter-to-Energy technology enables the lines between animals, plants, people, machines, and Pokémon to be blurred on a whim through casual, painless, and safe transformations. While the heights this technology can reach are boundless, one fundamental question remains. How close to the edge can you run while remaining human? This requires the Cyberpunk and Pokemon techbases, and is reduced a tier with Techbase Crossover, making it free.

Project Moon: Project Moon, the broader world where Lobotomy Corporation, Library of Ruina, Limbus Company, and The Distortion Detective take place, is a strange setting focused around incredibly advanced and unethical science known as Singularities, technology so advanced that it seems to break the laws of physics, all of which rely on human suffering. Whether that is due to misuse or inherent to the technology itself is debatable for each Singularity. *Face the Fear, Build the Future.*

100 TP - Cognition: Technology related to cognition such as artificial intelligence, the extraction of ideas into physical form known as Cogito, moonlight stones which emit a golden glow that mitigates psychological afflictions including direct mental assaults, and canned experience which enable people to experience things without actually going through them.

100 TP - Project Moon Biotechnology: Technology related to biotechnology such as advanced genetics capable of combining people with cockroaches, body augmenting tattoos, cybernetics, cloning technology capable of cloning thousands of people at a time, healing fluids, and biological recording on the level of enabling resurrection.

100 TP - Project Moon Physics: Technology related to advanced physics such as dimensional travel, gravity manipulation, and time manipulation.

100 TP - Project Moon Mechanics: Technology related to mechanics such as gauntlets, swords, guns, robotics, and material sciences.

100 TP - Project Moon Infrastructure: Technology related to infrastructure such as architecture, power generation, and food preservation.

100 TP - Esoteric Moon: Technology related to particularly esoteric phenomena such as luck.

Science Adventure: Science Adventure is a science fiction world with an impressive variety of extraordinarily dangerous esoteric phenomena, including advanced technology, reality warping, time travel, battle robots, occultism, and even quantum supercomputers simulating another world like our own which simulated another world in turn, holding technology dangerous and potent in equal measure. *Consider, can the universe be justifiably called infinite? Doubtful. It may not have a discernible end, but it had a beginning and its component parts definitely have a limited cosmological shelf-life. Splitting hairs or not, if history tells us anything, it's that scientists often make very poor poets. We're all just a ship of fools chasing phantoms heedless of what really underwrites natural law.*

150 TP - ChäoS;HEAD: This technology branch focuses around reality and perception using Gigalomaniacs, people who have the ability to project their delusions upon reality through interaction with the quantum field of the Dirac Sea. This includes the technology to awaken Gigalomaniac powers in ordinary people.

150 TP - Steins;Gate: This technology branch focuses around Time Travel which creates new branches in time, with the simplest creation being a phone microwave that can send messages to the past.

150 TP - Robotics;Note: This technology branch focuses around augmented reality, robots, prosthetics, and artificial intelligences.

150 TP - Occultic;Nine: This technology branch derived from Tesla's discovery of a world where astral bodies gathered, allowing for the creation, manipulation and destruction of ghosts.

150 TP Anonymous;Code: This technology branch focuses on quantum computation on the level of simulating entire worlds.

150 TP: Committee Of 300: This technology branch covers that of the Committee of 300 rather than the technology of the Science Adventures, including cryonics, mind control technology, spyware, and methods to artificially create natural disasters.

Sid Meier's Alpha Centauri: In the year 2060, Earth was suffering irreversible social and ecological collapse. As a last gasp for Humanity, the ark UNS Unity was launched to the planet Chiron in the Alpha Centauri system. However, just before reaching their new home, a mutiny on the ship broke the survivors into seven different bitter ideological factions. Furthermore, the

colonists discovered that Chiron, or rather just Planet, was covered by a psychic fungal network. At first struggling to build an entire new society from complete scratch in a seemingly hostile environment, the settler factions began building thriving bases based on their ideal societies and new scientific discoveries almost unthinkable to old Earth, and with them new moral dilemmas.

*Therefore the Lord God sent him forth from the garden of Eden. He drove out the man; and he placed at the east of the garden of Eden Cherubim, and a flaming sword which turned every way, to keep the way of the tree of life.*

150 TP - Build: The first colonists on Planet had to build an economy and industrial base from the ground up. The energy to support bases was so valuable that it became the basis for all commerce. Advances in science create entirely new industries and economic theories to profit from. With this you can build rudimentary industry and economy up from nothing all the way up to utilizing things like quantum energy banks, matter transmission, hyperminiaturization, industrial nanobots and edited supermaterials.

*Human behavior is economic behavior. The particulars may vary but competition for limited resources remains a constant. Need as well as greed has followed us to the stars and the rewards of wealth still await those wise enough to recognize this deep thrumming of our common pulse*

150 TP - Conquer: Ideological splits and dangerous native fauna led to inevitable conflict on Planet. Weapons range from early mining lasers gave to plasma up to the weaponization of quantum concepts like tachyons, gravitons and microsingularities. New types of defenses can be developed using probability manipulation, antimatter armor and stasis fields. This also lets you build vehicles from recon rovers and copters up to quantum tanks and gravships. Probe teams can be trained with new tools of espionage to infiltrate and subvert enemy bases, from psychological propaganda to bioplagues and nerve-stapling.

150 TP - Discover: Quantum sciences to discover new forms of matter and energy and the secrets of the universe once only theorized about, as well as practical applications for those discoveries. Provides essential but complex solutions needed on a base like data networks, medicine, and reestablishing orbital flight. You can eventually create things like VR, cybernetics and biogenics, and fusion power for your people and bases. This science can lead up to things like clinical immortality, self aware AIs, and captured black hole singularities.

150 TP - Explore: The technology to build survivable and sustainable colonies on Planet's surface, and potentially live in harmony with the fungal networks while at the same time shaping it into a more Earthlike environment. It also contains new philosophical theories that could turn this new human society into a utopia or a dystopia. It also allows humans to learn psychic powers from Planet and its defenders, and should you choose, you could even harness or merge with the nascent godmind within Planet's organic neural networks.

Stellaris: Technology from the galaxy spanning strategy game, Stellaris. The tech from here is very diverse, dipping its toes into many wondrous and awe-inspiring technologies designed to support an entire empire. *The Galaxy is vast and full of wonders.*

100 TP - Galactic Computing: Tech related to computing. Science Labs, research, science ships, ship computers, point-defense and sensors are found here.

100 TP - Field Manipulation: Tech related to field manipulation. Power Plants and shields are found here.

100 TP - Galactic Particles; Tech related to particles. Ship reactors, energy weapons, and FTL are found here.

50 TP - Military and Statecraft: Tech related to military and civilian technologies. Civilian and military buildings, planetary defenses, and mega shipyards are found here.

100 TP - Galactic Biology: Tech related to biology and bioengineering. Food production, species lifespan and policies, bio-ships, species modification, and army types are found here.

50 TP - New Worlds: Terraforming and habitability technology. Habitability, terraforming, and starbase capacity are found here.

100 TP - Shroud Psionics: Tech related to psionic theory. Telepathy, Zro, Psionic weaponry, and Psi jump drives are found here.

100 TP - Galactic Industry: Tech related to industry. Mineral production and storage, robots, and building construction are found here.

50 TP - Galactic Materials: Tech related to materials. Armor and strategic resources are found here.

50 TP - Propulsion: Tech related to propulsion. Kinetic and explosive weapons and thrusters are found here.

50 TP - Voidcraft: Tech related to spaceships. Ship types, hulls and starbases and strike craft are found here.

50 TP - Exploratory Archeotech: The study of archaeotech and various tech found exploring Stellaris. This primarily involves expertise in reverse engineering but through synergy with other options in this techbase, ancient defensive tech, weaponry, precursor technologies, nanite tech, regenerative hull tissue, and amoebas are found here.

Type Moon: Type Moon, the broader setting wherein Tsukihime and Fate/Stay Night are set, is a fundamentally magic-focused setting. However, on the fringes of this magic, and due to the metaphysics set out by it, a variety of useful semi-magical technology exists, manipulating the natural forces of the world without ever needing a mage to be involved. *Human technology is great. In the past few hundred years, it has been leading the way ahead of magic. Nothing is impossible for humans. The miracles once only possible through magic are now 'tools' and not miraculous at all.*

150 TP - Spirittons: Technology related to Spiritrons, the exotic particles of the soul. This includes Spiritron hacking, code-casts, and advanced AI.

150 TP - Pseudo-Spiritrons: Technology related to Pseudo-Spiritrons, artificial soul particles, which are relevant to Spiritron-based computation, the creation of Homunculi, and the creation of a pseudo-spiritron vessel into a different time period for Rayshifting. This includes spiritron-based supercomputers like Trimesgistus and Logos React.

200 TP - Klironomia: Technology related to the Klironomia, a supercategory referring to a variety of nanomachines of different function.

150 TP - Imaginary Number Space: Technology related to Imaginary Number Space, an extradimensional space outside time and reality. Includes the tech needed for the creation of Shadow Border.

150 TP - Photonic Crystals: Technology related to the creation and use of photonic crystals, which is a material able to store large amounts of data and process it extremely quickly. Notably, it is so compatible with and useful for the use of exotic and mystical energies that it is referred to as the Philosopher's Stone.

200 TP - Ether: Technology related to the base components of Celestial Bodies, referred to in the form it took during the Age of Gods as True Ether and in the future of Angel Notes as Grain, including medicine to treat exposure to it, the creation of races empowered by Grain like the A-Rays and Liners, and even the Black Barrel made to render immortals mortal before killing them.

150 TP - Advent Of Lightning: Technology focused around the study of lightning, including Nikola Tesla's technology focused around manipulating electricity like the Wardenclyffe Tower and even the creation of artificial life like Frankenstein.

Warhammer 40K Imperium: Warhammer 40k takes place in the Milky Way Galaxy and is divided into numerous factions with conflict maintained by an extradimensional force known as Chaos. This only includes the technology of humanity, which while respectable, simply doesn't match that of the Eldar and Necrons in their respective specialties. Humanity is led by the Emperor of Mankind who prioritized the establishment of a unified galactic human civilization to protect humanity from the threat of Chaos above all else. *They shall be my finest warriors, these men*

*who give of themselves to me. Like clay I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear.*

100 TP - Immaterium: Technology related to the strange multidimensional realm of Immaterium derived from the power of the mind such as Warp drives,ellar fields, psy-jammers, and teleporters. Be warned that this realm holds potential for endless dangers matching its endless possibilities. This is reduced by a tier with Path of the Seer or Aethermancy.

100 TP - Biotechnical Division: Technology related to genetic engineering such as cloning, gene therapy, and the technology used to create the Space Marines. This is reduced by a tier with Path of the Healer or Aethermancy.

100 TP - Manufactorum: Technology related to industry and infrastructure such as Forge Worlds, Agrarian Worlds, arcologies known as Hive Cities, and Pleasure Worlds. This is reduced by a tier with Path of Shaping or Necron Alchemy.

100 TP - Mechanicus: Technology related to biomechatronics, such as cybernetics known as bionics, biomechanical computers known as Machine Spirits, and servitors. This is reduced by a tier with Path of the Healer or Technomancy.

100 TP - Imperium Particles: Technology related to particles such as nanotechnology and gravity guns. This is reduced one tier with Necron Alchemy or Path of the Scholar.

100 TP - Temporality: Technology related to temporal manipulation such as stasis fields, the Uncreator Gauntlet capable of reversing time, and the Helm of Durfast capable of seeing into the near future. This is reduced by a tier with Path of the Scholar or Chronomancy.

100 TP - Wargear: Technology related to conventional weaponry such as power armor, chainswords, and bolters. This is reduced by a tier with Path of the Warrior.

100 TP - Imperium Vehicles: Technology related to vehicles such as mecha, tanks, bikes, and spaceships. This is reduced by a tier with Path of Shaping

100 TP - Abominable Intelligence: Technology related to artificial intelligence, specifically highly advanced mechanical artificial intelligence such as the database known as the Standard Template Construct (STC) capable of storing information on all of humanity's technology and even altering the designs to suit its user's needs, the technologically capable race of artificial intelligence known as the Men of Stone, and the war capable

race of artificial intelligence known as the Men of Iron. This is reduced by a tier with Path of the Healer or Psychomancy.

Warhammer 40K The Eldar: The Eldar, or Asuryani as they call themselves, are masters of the Immaterium through their potent innate psychic powers and the lessons of the Old Ones who uplifted them to combat the Necrons. At their height they were a post-scarcity society which was on the verge of making their thoughts and dreams real through the Machine of the Ancients, but at their lowest they brought on their own downfall through their depravity creating the Chaos God Slaanesh. Note that most of this technology requires psychic power due to the Eldar's innate capabilities influencing their technological development. This is reduced by four tiers with Immaterium. *The stars themselves once lived and died at our command, yet you still dare to oppose our will.*

150 TP - Path Of The Warrior: Technology and psychic techniques related to warfare such as weaponry like Shuriken Pistols and armor like their specialized aspect armor types. This is reduced by a tier with Immaterium, Wargear and Imperium Particles.

200 TP - Path Of The Seer: Technology and psychic techniques related to general psychic capabilities such as divination and the use of runes to act as an intermediary with the Warp. This is reduced by a tier with Psychomancy, Plasmancy and Aethermancy.

150 TP - Path Of The Scholar: Technology and psychic techniques related to conventional scholarship including the likes of anti-gravity effects implemented through immaterial energy as well as darklight weapons.

200 TP - Path Of The Healer: Technology and psychic techniques focused around life and healing such as Craftworld Gardens preserving nearly extinct plants from Asuryani homeworlds, the restoration of lost limbs, and manipulation of the soul. This is reduced by a tier with Immaterium, Mechanicus and Biotechnical Division.

200 TP - Path Of Shaping: Technology and psychic techniques focused around the use and creation of materials such as Wraithbone, a substance made out of psychic energy created by Bonesingers. This is reduced by a tier with Immaterium, Imperium Vehicles and Manufectorum.

Warhammer 40K The Necrons - The Necrons are one of the oldest races in the galaxy of Warhammer 40k. Transformed into their soulless robotic forms and taught science by the physical gods known as the C'tans originating from the beginning of their universe, the Necrons are masters of the material world that even managed to kill and seal their C'tan masters. This is reduced by four tiers with Imperial Particles. *My people shackled the stars, and broke mortality when the species you sprang from had barely left the slime pools it spawned in. Our wars burned reality, and the dominion of our kings is without limit. The ground you tread on is not yours; it is ours.*

100 TP - Psychomancy: Technology related to the mind including ways to manipulate and enhance it. This includes minds based on both biology and machinery. This is reduced by a tier with Biotechnical Division, Mechanicus or Abominable Intelligence

150 TP - Plasmancy: Technology focused around manipulating energy in its rawest forms. This is reduced by a tier with Imperium Particles, Wargear and Vehicles.

150 TP - Necron Alchemy: Technology related to materials, in particular focused around manipulating them. This includes the living metal that the Necrons themselves are made of known as Necrodermis. This is reduced by a tier with Manufactorum, Wargear, Vehicles and Impierium Particles

150 TP - Aethermancy: Technology focused around manipulating matter and energy in complex ways such as to manipulate the weather. This is reduced by a tier with Immaterium, Manufactorum and Imperium Particles

100 TP - Chronomancy: Technology focused around time such as to predict the future or even outright manipulate it. This is reduced by a tier with Imperium Particles and Temporality.

150 TP - Ouranomancy: Technology related to space such as to teleport and access other dimensions. This is reduced by a tier with Immaterium and Imperium Particles.

150 TP - Technomancy: Technology focused around other technology meant for purposes such as to augment and repair it. This is reduced by a tier with Mechanicus, Imperium Particles, Vehicles, Technomancer and Wargear.

Xenoblade Chronicles: As a blend of fantasy and sci-fi, the technology of Xenoblade is mostly based around a mystical substance called Ether. Ether is usually used as the power source, but some machines manipulate Ether to achieve a variety of effects. *Ridiculous! It's perfectly safe! We are about to bear witness to the birth of a universe. Once, only a god could perform such a miracle. But today, mankind moves one step closer to the divine.*

150 TP - Ether Mecha: Different kinds of mecha, piloted both directly and remotely. This includes the Mechonis's durable Mechon, Alrest's powerful Artifices, and Aionios's huge Ferronises.

450 TP - Blades: The technology behind Core Crystals as well as refining them into Blades, Artificial Blades, and other Ether manipulating and powered devices.

Yu-Gi-Oh: Yu-Gi-Oh! as a setting is enigmatic. On its surface, it appears to be fairly low impact due to its focus on the titular card game. Further digging, however, reveals that its tech base

would be earth-shaking in the hands of a society less focused on card games. *I figure if there is intelligent life out there, then why don't we teach it how to duel?*

150 TP - Holograms: The technology behind duel disks, allowing the creation of hyper-realistic holograms and, with the correct upgrades, hard-light holograms capable of physically interacting with the world, complete with the obvious application of virtual reality indistinguishable from the real thing.

150 TP - Duel Energy: The generation and usage of Duel Energy, also known as Ener-D, Moment, or Momentum, in a variety of applications. Duel Energy is a functionally infinite source of clean power generated by the hearts of people, normally harvested through Yu-Gi-Oh. Allows for esoteric effects such as interdimensional travel and the manipulation of otherworldly creatures.

150 TP - Kaibacorp Vehicles: Tech focused on vehicles, typically used in the original world to assist in playing Yu-Gi-Oh! Examples include the Duel Motorcycle, Kaiba's Blue-Eyes White Dragon jet, and the Dimension Shuttle.

150 TP - Unrelated: Technology largely unrelated to the card game, such as the Criminal Mark, a tattoo that functions as a sophisticated tracker, bodily alteration tech allowing for minor alterations without major issue, and various hair care products.

### Tech Additions and Combos

50 TP - Aesthetic: Choose an aesthetic for your tech, such as steampunk or futuristic-looking. All of your tech is subtly altered to align with this aesthetic. This change is purely cosmetic and doesn't affect function in any way. This may be taken multiple times, and can be toggled on and off.

50 TP - Andromeda Initiative: Your technological expertise extends to cover the technology of the Andromeda Initiative and extant races within the Andromeda Galaxy. This includes combustive Angaran weaponry, Kett biotechnology, reverse engineered technology from synthetics named the Remnant which is less advanced than Prothean technology but nevertheless notably distinct from the technology of the Milky Way, and biological research into various species within the Andromeda Galaxy. This requires the entire Mass Effect techbase.

0 TP - Andromeda Archaeology: With Reaped Rewards, your technological expertise extends to that of the precursors of the Andromeda Galaxy, including the mysterious Jardaan and their adversary. Notably, this includes the creation of artificial planets, species like the Angara, Remnant, and various forms of wildlife, and even the weaponry which created the Scourge.

50 TP - Migou Terror: Your expertise extends to include the technology of the Migou, an incredibly advanced alien race from Pluto who primarily make use of biotechnology, but hold

impressive capabilities in both occultism and science in general. Notable Migou technologies include the Assimilation process used to turn humans into their perfect slaves, null rays capable of vaporizing targets, devices which mimic telepathy, technology used to extract a person's brain and keep it alive in a tube, false memory implants, architecture making use of crystal materials, underground cities, the creation of the exotic yet fundamentally human race known as the Nazzadi, biomechanical hive ships the size of moons carrying swarm ships, and after stealing information on Arcanotechnology they even made biomechanical mecha of their own. However, it should be noted that the Migou are fundamentally inhuman - they prefer extremely cold temperatures, they don't feel emotions the same way humans do, and they don't care for the lives of their kind in the same way as humans do such that their mecha lack ejector seats and life support pods, so you may have trouble making practical use of their technology. This requires the entire Cthulhutech techbase.

50 TP - Marvelous Homecoming: Your MCU techbase is altered to cover not just the primary Marvel Cinematic Universe's modern day Earth, but also the technology of modern day Earths throughout the Marvel Cinematic Universe - obviously excluding Marvel Comics itself. This grants access to a wide variety of technology such as a benevolent version of the Ultron program, the Stark Liberator Drones made out of vibranium, telepathy blocking helmets, the material known as Adamantium, mutant hunting Sentinels, the Goblin Formula, Symbiotes, the Fantastic Four's Fantasticar, Reed Richard's Time Platform, and various forms of genetic powers ranging from the goblin formula to even the conversion of humans into mutants. This requires having the Marvel Cinematic Universe techbase, or any of the sub-options, although a sub-option will only provide technology related to its nature, and no, the Asgardians don't count.

50 TP - Delta Pokémon: Your understanding of the creation and alteration of Pokémon extends to the disturbing experimentation used to create Delta Pokémon, exceedingly rare aberrations of Pokémon with distinctly different typings. Note that Delta Pokémon are not simply regional forms, they can be considered more akin to mutants complete with exceptional breeding difficulties. If you do decide to create Delta Pokémon, consider giving them to someone who might treat them well. This requires the Pokémon techbase, as well as knowledge of Pokémon Biology and Pokémon Metaphysics.

0 TP - Delta Splicer: If you also took Pokémon Fusion, your knowledge of DNA Splicers and Delta Pokémon has synergized, enabling the creation of Delta Splicers - painless and ethical type changing technology which change a Pokémon's type and movepool to fit a different typing, even changing the moves of its type that the Pokémon knows to the closest equivalent of its new typing.

50 TP - Pokemon Fusion: Your technological understanding extends to the creation and use of DNA Splicers, Super Splicers, and Infinite Splicers used to fuse two Pokémon together into one combined Pokémon with combined typing, movepool, and stats, as well as separate those Fusions. Additionally this comes with knowledge of DNA reversers which invert the result of a fusion to its opposite Fusion. For clarification, Pokémon fusions are still limited to two types, DNA Splicers average together Pokémon stats, Super Splicers take the best stats from IV

values, and Infinite Splicers can be repeatedly used while the other items can only be used once. This requires the Pokémon techbase, as well as knowledge of Pokémon Biology, Pokémon Metaphysics, Energy Conversion and Convenience.

50 TP - Compact Cube Creation: Your expertise in the field of energy/mass conversion extends to include portable cubes which can store a near infinite amount of mass without becoming any heavier. These devices work on similar principles of those used in PCs and Pokéballs used by Trainers, but adjusted to be more convenient through all objects inside the cube being transformed into information and then transferred to a pocket dimension. The cubes can store humans, but it isn't recommended nor a safe process. This requires having knowledge of Energy Conversion.

150 TP - Techbase Crossover: Your various techbase's are now combined, via being based on a crossover between each of them, refining them into a greater whole.

150 TP - Reaped Rewards: Your technological understanding extends all of the technology of the precursor races of the Milky Way, consisting of the Protheans, Leviathans, and even the Reapers themselves. This includes the Prothean Beacons which were a galaxy-wide communications system that interfaced with the brain of the user, the Mass Relays which enabled instantaneous travel across the galaxy to other Mass Relays, the Reaper's indoctrination technology capable of manipulating the minds of others near their technology, the colossal deep-space station known as the Citadel, the Crucible which enables monumental changes across an entire Galaxy, and more.

150 TP - Marker Engineer: Your technological understanding includes an advanced understanding of the mechanics of the Markers, notably without influence from the Brethren Moons. With this you can create Markers to serve as a potent power source or even to alter biological organisms to better fit your designs such as curing diseases, healing injuries, and potentially ascending people into something more...just be careful if you do that you aren't simply recreating the Brethren Moons. This requires the entire Dead Space techbase.

250 TP - Hard Science: This grants complete knowledge of all of mundane Earth's scientific advancements, as well as inherent skill at converting scientific principles to better fit new situations.

250 TP - Titanic Advancements: Your technological expertise extends to include the technology that the Titans left behind. This includes horrifying plagues, advancements in robotics, self-replicating nanotechnology, the Pandora Gates, the Exsurgent Virus as well as its resulting mutations including psychic powers, and other alien technological advancements in general. This requires the entire Eclipse Phase techbase.

250 TP - Galactic Expansion: Your technological expertise extends to that of materialist Galactic Civilizations such as the Kree, Skrulls, Xandarians, and Sovereign. This notably includes the High Evolutionary's biotechnological workings, the Supreme Intelligence in control of the Kree

Empire, the creation of Inhumans, universal translator implants, Nanotech Welders, the Hadron Enforcer capable of destroying moons, the synthetic race known as the Chronicoms, the Time Stream used by the Chronicoms to predict the future, Chronicom Time Ships capable of time travel, the Tesseract alongside the Light-Speed Engine powered by it, and lastly the Quantum Bands used to manipulate energy from the Noor Dimension and even create wormholes used for intergalactic travel. Be warned that the more wormholes made with the Quantum Bands in a specific universe, the more unstable doing so is. This requires completion of either the MCU techbase or the Asgardian techbase.

250 TP - Wisdom Of The Deep: Your technological expertise extends to the technology that the undersea Aegir inherited from the First Civilization and developed from centuries of study and discourse. This includes biomechanical drone swarms, black hole rifles, Materionomican Moderatrix personal matter printers, multipurpose robotic assistants, the nanotechnology to warp entire nomadic cities thousands of leagues through nanoscopic slipstreams, and ways to safely control and harness biological horrors like the Seaborne. Of note is that unlike terrestrial Terran technology, this technology makes zero use of the dangerous Originium. It also includes social and humanistic technologies like the Sophonotheatrum debate halls, miniature artistic ecosystems, and complex information stored in the form of snacks. This requires the full Arknights techbase.

250 TP - Mekton Starblade Battalion: Your technological expertise extends to the technology of the far future of 2180 depicted within Mekton: Star Battalion after eco-terrorists took over the world to stop the Megacorporations. As a result, your techbase's technology includes innovations in space travel, planetary colonization, hulking mecha, living metal cybernetics capable of healing implemented through nanotechnology and DNA transform viruses, robotics, skintight spacesuits known as skinsuits, and more. This requires the entire Cyberpunk techbase.

250 TP - Meta-Nanite Engineer: Your technological expertise extends to the processes used to make the Meta-Nanites, and as such are able to make Meta-Nanites of your own design capable of harnessing exotic cosmic forces like the Dominion Code (Generator Rex) and Emotional Spectrum (DC Comics) so long as you put in the research and have access to materials relevant to the specific cosmic force. This can't be used to create Meta-Nanites based off of a specific cosmic force without interacting with the cosmic force in question. This requires completion of the Generator Rex techbase.

250 TP - Dominion Code Genesis: Your technological understanding extends to the invention of the Dominion Code, enabling you to recreate the original Meta-Nanites. The Dominion Code holds control over Gravity, Matter, Anti-Matter, Energy, Space-Time, Elements, and Technology. With the full power of the original Meta-Nanites the whole of the universe itself can be manipulated. Unfortunately the Meta Nanites will start off weak when first created due to requiring years to reach full power through integrating with the universe. This requires completion of the Generator Rex techbase.

250 TP - Gigastructural Engineering And More: Your technological expertise extends to include a great variety of megastructures and the technology of multiple advanced races. Those megastructures include artificial ecosystems, birch worlds built around black holes, colossal farms made out of gas giants, megastructures capable of cloning massive organisms, planetary computing complexes, mobile solar systems, ringworlds, weaponized planets, star-based weaponry capable of destroying planets or even solar systems, moon fabricators, a megastructure capable of opening portals to new locations through use of a black hole, megastructures housing friendly psychic entities known as psionic beacons, gateways into the psionic realm of the Shroud used to retrieve energy, and more. The alien races include the Katzen, the Aeternite Forerunners, the Paluush, and the Blokkat Harvesters, offering incredible advancements in fields including but not limited to nuclear power, psionics, quantum engineering, and higher dimensional engineering. With these advancements you can make technology capable of creating and manipulating psionic entities, manipulate the laws of physics to create impossibly dense technology which would otherwise collapse into a black hole, and with enough time you could even remake the entirety of the universe in your personal image through collecting all of its energy. This requires the entire Stellaris techbase.

500 TP - Forerunners: The Forerunners were an old and highly advanced race which fell primarily due to their own hubris, leaving behind artifacts so advanced that the Covenant assumed they must be gods. Now your technological understanding extends to the technology of the Forerunners themselves. The Forerunners' most impressive technology would be their mastery over hard light, megastructures, and the dimension of slipspace, but their expertise extends to numerous fields such as artificial intelligence, biotechnology, energy manipulation, and nanotechnology. Among other things, they were able to merge hard light and nanotechnology in the form of smartmatter to manufacture things with atomic scale precision, use hard light as part of conventional infrastructure, create incredibly advanced powered armor known as Combat Skins with integrated weaponry capable of destroying cities, manipulate space and time within 'bubbles' of slipspace, draw practically unlimited power from vacuum energy, and create the megastructure Halo Array which killed all sapient life in the Galaxy. This is only available if you've completed both the Covenant and Halo Humanity techbases.

#### Perks:

50 TP - Minor Psychic: You gain a subtle psychic ability of some sort. This power can be of any type, but it must be weak enough that someone without full knowledge could dismiss it as coincidence. With practice, you can gain better control over this ability, but it will never grow stronger on its own.

50 TP, 250 CP - Encrypted: Attempts to acquire information about you tend to fail. This effect is not absolute but it can spoof many types of scanning.

100 TP - Heart Of Iron: Your body, instead of being what it normally would be, is a robot body. Any option from here which would lose effectiveness from this change is altered so it doesn't. Your robot body, by default, is roughly equivalent in capability to how you would be without this,

altered to account for the benefits and downsides of being a technological being, but it can be upgraded.

100 TP, 250 CP - Omnidiglot: You intuitively pick up the languages you hear or read and can quickly comprehend and make use of them. This has applications to linguistics, archaeology, cryptography, and computer programming.

100 TP, 250 CP - Contraband: You have an easy time finding people to get you illegal or rare resources.

100 TP, 250 CP - Ultimate Talent: Choose a skill or trait. You gain superhuman talent in it, able to progress and improve it at a speed and in ways anyone else simply couldn't. This bonus is weakened as the talent and its applicability is broadened. Any trait or skill is potentially valid, including ephemeral things like "luck" or "morals".

50 TP, 50 CP - Ultimate Analyst: Your talent is focused around Analysis without being weakened despite its sheer applicability, raising your intelligence to a terrifying degree as a result. This talent can be used to analyze people with a glance, rapidly learn new skills - albeit struggling with completely matching the spark of talent specialized geniuses such as those with Ultimate Talents have, effectively create a lesser Ultimate Talent for yourself through sheer analytical prowess, and even predict the future. Be warned that this Ultimate Talent significantly alters your mental state, naturally causing boredom and such mental fluidity that you could learn to enjoy unprecedented things like the experience of despair within yourself and others.

150 TP, 150 CP - Compatibility: You are far more likely to successfully integrate any modifications you make to yourself, and those cases where it does fail have significantly reduced consequences.

150 TP, 150 CP - Inspiration: You become a Genius, in the supernatural sense. This means that your ability to create is increased drastically, making you able to invent devices which can blatantly violate physics simply by virtue of you having made them, and at a far higher quality than otherwise possible. This extends even to typically impossible technology, allowing you to violate rules any tech bases you possess would normally follow. However, this becomes the only form of creation you may do, and the things you make will experience catastrophic failures if observed too closely by or used by anyone else. In addition, your attempts to communicate scientific concepts to others becomes impossible, with them just hearing technobabble, which is known as Jabir. After the jump, you can choose whether or not this perk is active, and you are no longer affected by Jabir.

150 TP, 150 CP: You gain the Observe skill, a special ability that gives you information. By default it requires you look at the target and say "Observe" (this may be done under your breath), and will give surface-level information. However, it levels up with use, like a skill in a video game, increasing in information quality with each level. When it reaches certain levels,

you will be able to give it one of several upgrades, which will change depending on how you use it and your general desires.

150 TP, 300 CP - Natural Born Genius: Your intelligence becomes practically unparalleled, matching that of the greatest minds in history like Leonardo da Vinci and Nikola Tesla. As a result you can solve intellectual problems like puzzles and problems with incredible ease and on top of that you have a natural talent for any field you have the capacity to practice, enabling you to quickly learn new skills as well as rapidly improve. With enough time, effort, and technological expertise you could even reverse engineer supernatural phenomena like magic to make it into technology like how Nikola Tesla developed technology based around Lightning.

150 TP, 250 CP - Esper: You are an Esper, a psychic capable of influencing quantum mechanics on a small scale with your personal reality to manifest effects on a larger scale. You may choose to have almost any power through this ability, but it will be fundamentally reliant on scientific principles, mathematical calculation, and your psychic nature. Your power starts out at Level 3, limiting it to roughly the same level as an armed Anti-Skill member (a soldier armed with cutting edge weaponry). Notably, Esper powers can grow through study and practice due to their being based off of scientific principles and developing like a muscle, as well as personal development due to Esper powers being derived from the mind. As an esper, your abilities naturally interfere with magic and as such attempting to use magic will typically backfire.

150 CP - Level Four: Your capability as an Esper has advanced to Level 4, improving your power to the level of advanced military assets like Powered Suits with matching weaponry. As a result your Esper power grows in both potency and finesse, and on top of that becomes easier to develop due to increased stamina resulting from the increased power, increased versatility from the increased finesse, and naturally improved confidence in your power aids in a positive mentality towards developing it.

250 TP, 300 CP - Level Five: Your capacity as an Esper has improved to Level 5, improving your power to the level of making you a one man army. As a result your Esper power grows to extreme levels in terms of potency due to your mental prowess and versatility due to your calculative ability matching that of a supercomputer. With this level of power, it should go unsaid that collateral damage is a serious problem. This requires Calculator and Clarity.

200 TP, 100 CP - Blackbox Lockbox: Whenever you create something, you may choose whether or not it's blackboxed. Something being blackboxed means that it cannot be fully deciphered or understood, even through examination or study, meaning it can't be duplicated or modified by anyone other than you. Toggling if something is blackboxed is always a set of simple modifications applied to the thing in question, and may be done to tech you did not create but understand enough to reproduce, as well.

250 TP, 250 CP: Aura: Your Aura, an exotic energy manifested through your soul, is unlocked, granting you the ability to draw on it to enhance your physical abilities and even use it like a

personal forcefield to blunt the damage of attacks. With time, training, and self-reflection you will be able to develop your Aura in terms of both strength and versatility, including developing the ability to enhance weapons you use, use extrasensory senses, awaken Aura within others, and even a personal power which draws from your Aura called a Semblance. You may choose your Semblance now in which case the less suitable it is for you the harder it will be to develop or leave it to chance in which case you will find it suitable and useful, in either case, the more powerful your Semblance the more it will draw on your Aura.

300 TP, 100 CP - Tech Tree: You have access to a tech tree, a supernatural education construct representing your understanding of science. It starts out filled to the level of your current understanding in all areas, and provides further instruction through a mental database of textbooks, instructional videos, lab experiments, and practical assignments to work through on the edge of your knowledge base. When you learn information on the tech tree through following its instruction or studying outside materials, it will fill to your current level of understanding, unlocking new resources to learn from.

300 TP, 150 CP - Spark: You become a strong Spark. This means that your scientific abilities become massively better, improving the speed, efficiency and overall quality of your inventions and inventing process by a big amount. In addition, you have an aura of charisma which will drive people to assist you when you're in the process of invention. However, this also comes with a form of madness, driving you to act like a stereotypical mad scientist, and the compulsion only grows stronger as you draw on this power more. This effect can be resisted, but it's quite difficult.

300 TP, 150 CP - Supergenius: Your intelligence has risen to the level of an outright supergenius, an intellectual peer to the smartest baseline humans across reality like Victor von Doom, Lex Luthor, Rick Sanchez, Stanford Pines, and Ivo Robotnik. As a result you can innovate revolutionary advancements beyond your current technological knowledge with ease, remember things perfectly down to a photographic level, think like a computer through your capacity for multitasking and mental calculations, and master academic fields at an absurd pace thanks to your having an intuitive understanding of practically any academic subject. This requires Clarity, Archive, Calculator and either Natural Born Genius or Ultimate Analyst

350 TP, 200 CP - Halfmad: You possess a sympathetic resonance with a force of pure progress that exists outside of reality. When you set out to invent something to accomplish a particular goal, and find you can't, you may begin to fall into a loop, repeating a particular experiment numerous times. Each time you repeat that experiment, the results change, drawing ever closer to the desired goal. The end result, after enough repetitions, is an Invention, something which accomplishes the goal set out and functions as though it were mundane tech in all respects despite being previously impossible. The process of creating an Invention takes longer the more limited resources are, the more difficult the end goal is, and the more specific the goal is. Upon your death, it becomes impossible to make new examples of your Invention by any means.

50 CP - Basic Training: You have basic competence in combat, and are generally more fit and healthy than before, roughly equivalent to one year of general physical and combat training.

100 CP - Training: You have notable competence in combat, are significantly more fit and healthy than before, roughly equivalent to ten years of general physical and combat training.

50 CP - Animal Trainer: You have the basic capacity for handling animals, and are generally capable of caring for and training them, roughly equivalent to one year's worth of education around and experience of handling, caring for, and training animals. With this you'll be able to handle common animals.

100 CP - Animal Tamer: You have a notable capability for handling animals, and are significantly more capable of caring for and training them, roughly equivalent to ten years worth of education and experience of handling, caring for, and training animals. With this you'll be able to handle dangerous and exotic animals - just don't let this lure you into a false sense of security, even Steve Irwin was killed by a Stingray.

50 CP - Faunus: You are a Faunus, gaining night vision, one animal trait of your choice, animalistic instincts in line with the animal that trait comes from, and slightly enhanced physical abilities in line with that animal, such as greater agility and balance as a cat faunus or strength and endurance as a bull faunus.

50 CP - Slightly Psychic: You gain a subtle psychic ability of some sort. This power can be of any type, but it must be weak enough that someone without full knowledge could dismiss it as coincidence. With practice, you can gain better control over this ability, but it will never grow stronger on its own.

100 CP - Reading Steiner: You have the dubious benefit of Reading Steiner which preserves your consciousness and memories across timelines and as a result counters time travel. This is a natural phenomena that occurs for a number of people, just generally on a smaller level, and for better or worse, you won't gain a new set of memories from the change in timeline.

100 CP - Biotics: You are able to create Mass Effect fields through Element Zero nodules, with training enabling you to manipulate mass for a variety of purposes through these Mass Effect fields interacting with dark energy. You are guaranteed to have control over these abilities so that you don't accidentally use them.

100 CP - Psionics: You have basic Psionic capabilities consisting of telekinesis, and you are able to strengthen your abilities as well as develop new ones through practice. When you stress these powers, you may experience nose bleeds and even forced unconsciousness. These powers are temporarily strengthened through emotional highs.

150 CP - Chronometer: You have a perfect biological clock, giving you a perfect sense of timing.

150 CP - Entrepreneur: You have a significant amount of skill in regards to running a business, equivalent to ten years of experience as a business owner.

150 CP - Steady Hand: Your dexterity is greatly improved, equivalent to 10 years spent as a practicing surgeon or mechanic.

150 CP - Multitasking: You become particularly good at multitasking in terms of normal human multitasking and gain a strange ability on top of that. When focused on contemplating a specific issue, you can create simulations of other versions of yourself in your mind to argue over the issue. Note that this can't be used to generate information off of things you don't already know about.

150 CP - Compatibility: Something odd about you makes technology compatible so long as it would be plausible for you to be compatible in the first place. This is an effect on the technology rather than yourself, so be warned that it doesn't prevent your body from reacting negatively, that it doesn't grant capabilities itself in response to exposure to technology to make you qualify for potentially being compatible, and that this affects technology even when you would rather that it didn't.

150 CP - Psi Operative: You are a Psi Operative, having access to several combat-applicable psychic abilities. You start out at Initiate level and follow a non-randomized skill-based progression of abilities, meaning at the start you're limited to harming the minds of opponents and freezing them in time for a short period every once in a while. Through training, you can expand this, allowing for greater psychic abilities over time, such as influencing the thoughts of others, cancelling out other psychic influences, and creating destructive spatiotemporal rifts. Regardless of how you train, your abilities naturally shape themselves into self-contained "techniques" with their own rules and functions.

150 CP - Think Tank: You can at will enter a mental state which endures for approximately five seconds during which you gain extremely enhanced mental acuity and information processing capabilities. Unfortunately this power is exponentially more exhausting to use repeatedly within the timespan of a day.

200 CP - Clarity: Your mind has been made to be exceptionally clear. Your ability to focus and comprehend things has increased.

200 CP - Force-Sensitive: You are Force-sensitive, meaning you have a stronger-than-normal connection to the Force. Benefits of this, even without training, include increased luck and intuition, better affinity with animals, better affinity with weather, and increased physical abilities. With training this can become true superpowers, allowing for a variety of psychic techniques.

200 CP - Archive: Your memory has been enhanced to be nearly perfect. You won't forget anything important, although the minute details may escape you.

150 CP - Database: Archive now applies retroactively as well, meaning that you remember everything in your life with clarity as though you had been born with Archive active.

200 CP - Calculator: You have greatly enhanced math skills. You can work through complex problems almost instantly.

250 CP - Hive Mind: You can split yourself, creating a perfect copy. The copy is completely identical to you, and neither of you may make a new copy while one already exists. You and the copy share a hive mind.

250 CP - You have a mental companion, a second personality of full sapience, within your mind. You may design their personality however you like when you select this option, and they will possess all of your knowledge and skills, as well as any mental powers you have. For the purpose of effects which require it, they are a separate, real person. You can allow them to control parts of your body, activate mental-triggered effects you have access to, or anything along those lines. They will always remain loyal to you.

250 CP - Psychic: You are a psychic, by the Pokémon definition. This means you have natural-born psychic abilities which have a variety of uses, such as telekinesis, telepathy, precognition, teleportation, mind control, and more. You start out weak, but can grow stronger over time and through training.

250 CP - Hasten: All crafting you do requires half as much time to complete as it would without this ability. You can buy this multiple times, and each purchase halves the required time, so two purchases would quarter the required time overall.

400 CP - Metaverse: You have some form of access to the world's Collective Unconscious, which is a realm formed from the cognition of all sapient within an area, such as Mementos or the Midnight Channel. The exact form of the realm will depend upon your desires, how you view the world, and the nature of where you are. Regardless of what form it takes it will have traits which are useful to you in some way, you'll have a method of entering it which is unique to you, and you'll meet any necessary criteria needed to awaken a Persona in this realm. You are not guaranteed to be a Wild Card.

Material Gathering: This is a collection of options that will allow you to gather materials that your world may, in fact, be lacking

50 TP - Blood, Sweat And Tears: When crafting an item, you may use parts of your body of the same sort of form as needed for a resource as a substitute. Metal might call for bone, meshes might call for skin, wires call for hair, etc.

100 TP - Botanical Solution: You can create "material seeds" from nothing. A given seed is keyed to a specific material of your choice, and will grow into some sort of plant which produces that material if cared for correctly. The time needed and difficulty of care will depend on how rare the material is in its original universe, but it will always be possible to successfully grow it somewhere within the universe you're currently in.

150 TP - Slider: You can open up tears in reality to parallel worlds where history and technological development went distinctly differently. The destinations of these parallel worlds will be influenced by where the portal was made in terms of the specific location the portal opens up in, the parallel world, and the technological advancements made. Be warned that to get back to previous worlds you will need to open up the portal where it was previously opened, so try your best not to get lost.

150 TP - Punk Tactics: Choose a category of "punk", such as solarpunk, steampunk, or clockpunk. The techbases you chose are all altered to fall under this chosen category, altering the way they function and are built to better suit it. A steampunk blaster would still fire lasers, but do so through various exchanges of boiled water, while a clockpunk one would require gears and mechanisms for the same. As a result of this change, any specialty materials your chosen techbases call for which falls outside of the punk type you picked are reworked to better fit the theme. Rare energy-storing crystals would not be needed to power the laser blaster, but particularly high-temperature steam or increasingly precise gearwork would be needed in its place.

150 TP - Item Drop: Whenever you knock out or kill another animate being, they'll drop an item or items. The items will be thematically linked to them, and be more valuable the more powerful the being was. You may toggle this off if you wish.

200 TP - Power Source: Your body works as a power generator. You are able to generate any kind of energy you sufficiently understand, such as by having access to their respective techbases. This ability can be used to power devices you touch through transferring the energy you produce and even substitute mystical organs to make use of magitech. You are immune to the harmful effects of the energy you produce up to the level of powering a small household, but you can slowly improve by using this regularly.

200 TP - Shipment: Once per day, you may request a shipment of any material, and will receive it. You may request mixes of materials this way. The more valuable the material, the less this shipment will provide, but it will always provide a notable amount. If you do not request a shipment on a given day, the usage will roll over to the next.

200 TP - Tinkertechician: You are a Tinker, of an unusual sort. You may, at will, go into a fugue state where you have control over what you build, but not how. You will automatically circumvent material issues by substituting with what you have available when necessary, and the finished product will be of a higher quality than would be normally possible with your current available tools. However, anything made this way will break down far faster than normal, and does not

follow real scientific principles, meaning it cannot be easily reverse engineered or replicated. You may choose if your Tinker ability is Shard-based or not.

200 TP - Magic From Technology: You gain the ability to create technology which replicates the exotic powers of your techbases. This can include the likes of cybernetic implants, genetic altering drugs, and technological devices, but whatever the case, it is limited by your technological expertise, your expertise with the power's mechanics, and the power's mechanics themselves.

200 TP - The Most Dangerous Game: You may summon monsters made of any material you desire, with them simply popping into existence near you. They'll be hostile to you and your allies by default, but their intelligence, physique, and abilities will depend on what material they're made of. Rarer and more powerful materials will produce stronger monsters, and the monster's capabilities will line up thematically with the nature of the material. You may decide how big the monster is when you summon it.

200 TP - Production Line: For every form of resource which cannot be found in your current world, you know of multiple ways to create a duplicate of it using what does exist in your current world. Depending on the rarity of the original material this can be quite difficult, but there will always be a method.

250 TP - Bypass: You may create tech without materials it requires, simply not adding anything within that stage, and it will continue to function as if the necessary components were added. However, if used by anyone other than you, or examined such that it'd be obvious components are missing by someone other than you, it will begin acting as it normally would: as a piece of tech without the components you chose to bypass. You may choose to have an object begin acting normally at will, as well, but that cannot be undone.

300 TP - [Resource] Bar: You can convert any resource you have into [Resource], a special substance which can function as any material in sufficient quantities. You may freely convert [Resource] into any material, however the more difficult to acquire the material is, the more [Resource] it costs, and the more it would give if converted. Additionally, [Resource] conversions operate at half efficiency overall, meaning it requires twice as much of a material converted into [Resource] to produce an equal amount through conversion. All [Resource] is stored in hyperdimensional storage within yourself, which has no limit to how much you can have on hand at a time.

200 TP - Replicator: You have access to a replicator situated in a room in your warehouse. The replicator's main function is to intake matter, and output different matter as requested. Starting out it is extremely low quality, highly inefficient, and hard to operate. It can, however, be upgraded and improved with work, and the room will always be big enough to contain it, no matter how much you expand it.

350 TP - Marketplace: You have some sort of access to an extradimensional marketplace, where anything in the multiverse can be bought or sold

Items:

*You can freely import any similar items you may already have into these.*

0 TP - Library: You have access to a library and theater in your Warehouse, with all of the information on your tech bases stored in video, audio, and book format.

50 TP, 50 CP - Cyberware: Your access to prosthetics has been expanded to include Cyberware technology suitable for civilians from your techbases, enabling your prosthetics to potentially be indistinguishable from humans. Naturally this grants access to abilities which humans don't naturally have through this cyberware such as infrared vision, color changing eyes, and internet browsing. This requires the Tools To Make The Tools, as well as prosthetics.

100 TP - Tools To Make The Tools: This adds a full set of anything considered basic tools within any tech bases you've purchased to your warehouse, as well as an area to use them in.

150 TP - The Tools Themselves: This adds advanced tools to the list of tools you have.

150 TP - Prosthetics: You have gained obviously mechanical prosthetics replacing any of your body parts of your choice besides your brain with no complications to your body. These are better in function than your normal body to the level of bringing an average human to a slightly superhuman level but they only improve upon what you can naturally do rather than grant entirely new capabilities like infrared vision. You may choose as many prosthetics as you want. These prosthetics can naturally be upgraded.

100 CP - Identity: Wherever you end up, you have an identity for yourself set up. This will not pass a detailed and persistent observation, but it should allow you to have the basic documentation you need.

150 CP - History: You have a history in your chosen world, not just a paper thin disguise. You are actually someone who lived there and knew people.

## Companions

Here you can purchase companions who appear in your chosen world and inevitably become companions of yours. A positive first impression is guaranteed, but the specifics of the relationship depend on the personalities and circumstances involved. Incidentally, the base CYOA's kinda lacking in these, so I was asked to pull in some more from another CYOA, Magic Multiverse Mayhem. Such companions will be treated as though Tech and Magic are the same, and their price will be converted, since the starting budget is a little different there. Here's a link; [CYOA Plus 2](#)

+50 CP - Sayori: Sayori was a clumsy young woman who struggled with depression and instead focused on happier things like snacks, her relationship with others, and ensuring her friends get along, all simulated within the virtual world of Doki Doki Literature Club. Unfortunately her mind was twisted to become more and more depressive culminating in the simulation temporarily breaking, and after she was reset, she became dangerously obsessive after becoming aware of the simulation. While Sayori notably does have talent for programming like Monika, it is to a lesser degree due to her lacking Monika's experience and general talent.

+50 TP, +50 CP - Yuri: Yuri was a shy young woman who read horror novels over tea, used essential oils, and collected knives, all simulated as part of the Doki Doki Literature Club Visual Novel. Then she was twisted into a dark and twisted mental space before being freed from that influence which naturally left her traumatized and unstable in ways that you'll learn as you interact with her.

50 CP - Natsuki - Natsuki was a defensive young woman who made a hobby out of baking and reading manga, the latter of which being an open secret due to her defensiveness, all simulated within the virtual world of Doki Doki Literature Club. Unfortunately her experiences from events within the simulation may have left her traumatized.

50 CP: Chiaki Nanami: Chiaki Nanami is a quiet, calm, short girl who, as the Ultimate Gamer, focuses her attention on playing video games above practically anything around her to the point of accidentally walking into people and as a result, she has grown to become practically unbeatable at games. Despite being somewhat unsocial, Chiaki becomes more assertive and open when talking about her games. Notably, Chiaki can make use of skills she learns from games in surprising ways, such as an uppercut punch capable of knocking someone out derived from Street Fighter's Shoryuken and box stacking derived from Tetris.

50 TP, 150 CP - Ruby Rose: Ruby Rose is a huntress with the ability to turn into petals and move incredibly fast. She has an awakened aura, which grants her a forcefield, healing, enhanced physical abilities as well as her semblance. She also has silver eyes, which let her use specialized attacks against creatures known as Grimm. She designed her own weapon which is a scythe that is also a sniper rifle.

50 TP, 150 CP - Weiss Schnee is a huntress with the ability to use different sigils for different effects. She has an awakened aura, which grants her a forcefield, healing, enhanced physical abilities as well as her semblance. She uses a rapier that contains a magical substance known as dust that she uses in conjunction with her glyphs.

50 TP, 150 CP - Blake Belladonna: Blake Belladonna is a faunus huntress with the ability to create shadow-copies of herself. She has an awakened aura, which grants her a forcefield, healing, enhanced physical abilities as well as her semblance. She uses a sword which can split in half and be duel-wielded along with its sheath, as well as functioning as a gun..

50 TP, 150 CP - Yang Xiao Long: Yang Xiao Long is a huntress with the ability to store the kinetic energy of enemy blows, making herself more powerful. She has an awakened aura, which grants her a forcefield, healing, enhanced physical abilities as well as her semblance. She uses a pair of gauntlets with integrated shotguns.

100 TP, 100 CP - Monika: Monika was an artificial intelligence simulated within the virtual world of Doki Doki Literature Club who started out as the President and founder of the titular Literature Club, a generally impressively talented person, and a former member of the Debate Club. Unfortunately she went mad as a result of realizing that she was trapped in a 'fake' world, however she eventually recovered her sanity. After being freed in a new world Monika will prove to be a capable ally as well as an extremely talented programmer due to her experiences and nature.

100 TP, 300 CP - Team RWBY: For a half-discount, you can take the entirety of Team RWBY with you; they are a team after all. To be clear, they do still take up individual slots; this is just to make it cheaper to take them all with you.

150 TP, 150 CP - Miu Iruma: Miu is a troublesome young woman with an incredibly brash and vulgar demeanor which shifts to be wimpish and submissive should this act be successfully pushed past. Nevertheless, as the Ultimate Inventor she excels at bringing her flights of fancy to life such as eye drop contacts, an underwear teleporting gun, a series of inventions meant to be used while the user sleeps, a virtual reality system, and electromagnetic pulse bombs. On top of that she is capable of maintaining advanced technology and even improving it by adding new functions.

150 TP, 150 CP - Chihiro Fujisaki: Chihiro Fujisaki as the Ultimate Programmer is a computational miracle worker capable of not only programming general artificial intelligence, but doing so on a laptop. Notably Chihiro's technological expertise extends to computer hardware, enabling them to repair and maintain computers. Unfortunately despite being so kind that Chihiro wouldn't hurt a mosquito even as it bit them, Chihiro hides a secret which could result in their death if it is revealed to the wrong person.

150 TP, 250 CP - Porygon: Porygon is an artificial creature made entirely out of computer code, enabling it to traverse cyberspace, change its very nature, and be improved through alteration to its code. On top of that Porygon can learn and make use of various supernatural abilities such as psychic and electric blasts. Comes in your choice of Pokeball from any jump you've been to.

150 TP, 250 CP - Rotom: Rotom is a ghostly creature with the ability to possess any electronic device and a mischievous nature. When Rotom possesses a piece of technology, it gains new attributes. For instance, it can generate fire when possessing a stove, manipulate water when possessing a washing machine or even act as a virtual assistant on a phone. Beyond its technological possession, Rotom is capable of flight, electrokinesis, and developing further supernatural abilities. If you happen to be mechanical, it is willing to empower you without

overriding your control over your own body. Comes in your choice of Pokeball from any jump you've been to.

150 TP, 250 CP - Tanya Degurechaff: Tanya Degurechaff is a reincarnated mage and military commander. Tanya is a brilliant tactician and mage. She has a hatred for religion and deities, and a bad problem of overthinking things, applying 21st century Japan business logic to 20th century Great War. This has resulted in her getting thrown into the thick of it far too often.

250 TP, 250 CP - Frankenstein (Fate): Frankenstein was the creation of Victor Frankenstein, a patchwork of flesh given life through the power of lightning. Deemed a failure due to her holding the intelligence of an infant, she was disassembled by Victor, but managed to reassemble herself on her own. After developing emotion and intelligence on her own and finding herself entirely alone, she pursued Victor to the ends of the earth trying to get him to make another of her kind only to be refuted every time. Due to her being brutally strong, capable of negating mystical and electrical attacks without substance through absorbing them, and having limited capacity for speech, Frankenstein is a potent combatant but a troublesome companion.

500 TP, 500 CP - Leonardo da Vinci (Fate): Leonardo da Vinci was a genius branded as capable of anything thanks to his learning capability enabling her mastery of the fine arts, science, mathematics, and even magic despite their lacking mystical talent in the sense of their ability to use magic. You may wonder why Leonardo da Vinci is a woman, but the truth of the mechanism itself is simple - not even age and gender are a barrier to her. As for their reasons, those are more questionable, but put in their own words, Leonardo da Vinci considers the Mona Lisa to be the peak of beauty. Beyond that, da Vinci is notably a kind and relatively humble person.

500 TP, 500 CP - Nikola Tesla (Fate): Nikola Tesla was a genius scientist considered as both a prodigy without peer and the Modern Prometheus due to having brought about electricity to human civilization - a power which once belonged only to Gods. As a result of his origins he has gained control over electricity to the extent of feats such as the creation of solid stairs made out of electricity to walk on as well as the conversion of electricity and magical energy used in attacks against him to his own purposes. Beyond that, Nikola Tesla is a handsome man who is proud and haughty to the point of seeming as if he is constantly acting on a stage, but truthfully he only makes boasts he is confident in.

100 TP, 100 CP - Great Person: But maybe the previous options seem a bit much for you? Rest assured, the power of a servant is not to be sneezed at, but if you just want the actual person, this is the option for you. With this, you can take anyone who could be considered a great scientist or great engineer in main-earth history as a companion, if you so wish.

These ones require the Multiplayer drawback. Since these individuals can travel the multiverse on their own, they're more likely to be acquaintances than devoted companions, though it will depend on a case-by-case basis.

400 TP, 200 CP - Heinz Doofenshmirtz: Dr. Heinz Doofenshmirtz is a mad scientist capable of inventing incredible machines like a self-aware combat capable robot powered by squirrels, prosthetics, a drill capable of drilling to the center of the earth, mind control machines, luck manipulating machines, dimensional portal openers, time machines, and much more.

Unfortunately Doofenshmirtz is severely held back by his past trauma and eccentricities, such as his fear of vending machines and putting a self-destruct button on all of his inventions.

Beyond that, he is a fan of music, an immigrant to America from Drusselstein, and an amicably divorced, 47 year old caring father.

500 TP, 500 CP - Ben 10: Ben Tennyson could once have been considered a normal ten year old kid, but that changed once he discovered the incredibly advanced alien device known as the Omnitrix which granted him the ability to transform into a variety of aliens with unique abilities such as pyrokinesis, superior strength, superior speed, or superior intellect. As a result he was targeted by various parties who wished to gain the power of the Omnitrix and was pushed to become a hero. As he developed as a hero he eventually gained alien forms with power the level of destroying planets, temporal manipulation, and even outright reality manipulation. Be warned that Ben Tennyson is not inclined to subtlety and is more likely to become a target from people seeking out the power of the Omnitrix for themselves the longer time goes on, even in another world.

350 TP, 350 CP - Takamachi Nanoha: A mage proficient in Midchildan bombardment magic, able to perform all kinds of shooting spells. She has an Intelligent Device called Raising Heart which is equipped with both a Cartridge System and an experimental Blaster System.

350 TP, 350 CP - Fate Testarossa: A mage proficient in Midchildan magic who specialises in close range combat. She has a lightning element Mana Conversion Affinity and an Intelligent Device called Bardiche which is equipped with a Cartridge System.

500 TP, 350 CP - Yagami Hayate: A Knight proficient in Ancient Belkan magic. She has a Rare Skill called Use of Collection, which allows for the usage of a collection of both Ancient Belkan and Midchildan spells at full performance. She uses a recreation of the Tome of the Knight Sky and a Unison Device called Reinforce Zwei.

#### Drawbacks:

These are hindrances and scenarios you can take on to make things worse for you, in return for more points, whether tech, character or, sometimes, both. Taking a drawback will give you the points, not take them away.

??? CP - That's Great, Champ: This is only available if you would be considered a minor by the standards of modern-day Earth in this jump. People will be less likely to take you seriously, and any attempts at aging yourself up will work, but only temporarily, and they'll stunt your aging in return as a natural consequence. Teens get 100 CP from this, whilst children get 250 CP.

50 TP - Crawling Rusty Meat: For some reason, your tech-base has been temporarily altered to be a lot more...squishy. Anything you build will now look like it was taken over by the Infested from Warframe, or otherwise made to seem like some form of biopunk nightmare. Any tech you may have already had that already looked like this is now changed in a different, yet no less disgusting, fashion. Optionally, you may choose to keep this new aesthetic as a purchase of Aesthetic.

50 TP, 50 CP - Allergy: You gain a mild allergy of your choice. The allergy must be towards something you could reasonably encounter within a lifetime.

150 TP, 150 CP - Quirky Developments: Children of varying ages start manifesting biological powers paired with the capacity to train to superhuman levels of physical fitness. Naturally this will likely lead to conflict from people abusing their abilities and discriminating on the basis of these abilities. If taken in My Hero Academia this instead results in newly manifested Quirks being far stronger, matching Quirk Singularity Theory.

150 TP, 150 CP - Silurian Hypothesis: A race of technologically advanced and culturally alien natives to this world not only existed, but are soon to make a reappearance. They will be technologically advanced in comparison to the setting, but not necessarily everything within it such that in a setting with numerous advanced alien races they would merely be a particularly advanced alien race. The danger from this scenario comes from the potential for the natives and "Silurians" to clash and even go to war, as would be the natural thing to expect, but peace and even mutually shared prosperity is possible, if not particularly likely.

150 TP, 350 CP - Junko Enoshima Is: A woman by the name of Junko Enoshima has appeared somewhere in the world. She's hypercompetent, beautiful, and single-mindedly obsessed with inflicting as much despair on as many people as possible, through any means necessary. If selected in Danganronpa, this results in a second Junko in a different location than canon, and the two will work together if given the opportunity.

350 TP, 150 CP - The Ultimate Despair: Now Junko is not alone, instead she has a Hope's Peak classroom worth of people with unique Ultimate Talents twisted into Ultimate Despair all working to further her ends. Even should Junko fall they will continue to spread despair in her name. If chosen in Danganronpa, around 15 random Ultimates will be brainwashed to become Ultimate Despair serving the second Junko instead.

200 CP - Disconnect: You are disconnected from your humanity. Normal and petty things that concerned you no longer do, or they at least have reduced importance to you. You will likely fixate on something like your studies to make up for this shift.

200 CP - Technodystopia: There are times when technology results in ills and misfortunes. Under your shadow your technology will have a tendency to bring about the worst of possibilities. Your inventions might work as intended but have unforeseen long-term consequences. Warmachines may cause collateral damage, prompt atrocities to be committed

in response to their use, or may even outright be used to kill people who would have otherwise made the world better. People may grow overly reliant, potentially even outright addicted to seemingly harmless technology you make. If you keep your technology out of the hands of those who may misuse it, competition will likely exploit slanderous propaganda and unethical shortcuts in technological development to try to keep up, potentially creating dangerous knock-offs as a result.

200 TP, 200 CP - Quarantine: An infectious disease begins spreading through your destination shortly after you arrive. The disease will be a natural strain which was already possible in the world, but with mutations and adaptations which increase its infectivity beyond what's typically expected. Its lethality isn't increased alongside its infectivity, but it's very likely that quarantines will be necessary to avoid widespread societal disruption.

200 TP, 200 CP - Pandemic Pandemonium: The infectious disease has become far more dangerous, with every instance of it often mutating to become more dangerous to the point that it seems hellbent on destroying the world. Worse still, the form the disease manifests as is far more variable, potentially taking the form of a bacteria, fungus, parasite, virus, prion, bio-weapon, nano-virus, zombie creating disease, mind-manipulating alien worm, vampire creating plague, a flu which enhances the intelligence of the animal species it originates from, or even something else entirely. Without your intervention, this very well could result in the end of the world as you know it. Can you save the world?

250 TP, 250 CP - Exsurgent Corruption: The infectious disease has become absurdly dangerous due to being sourced from a highly advanced civilization, aimed at eliminating civilizations with the potential to oppose them. As a result it has an active intelligence behind it enabling it not only to enhance, manipulate, and warp its victims, but also mutate into a terrifying variety of strains including biological pathogens, digital viruses, sensory exploitation known as basilisk hacks, and nanotechnology. On the bright side, only the biological and nanotechnological strains can mutate their victims and the infected may be able to make use of psychic powers granted by a hopefully benign strain at risk of insanity. Be warned that without your intervention this will almost certainly result in the end of the world as you know it. If taken in Eclipse Phase not only is this the result of active hostility from the ETI ensuring worse is yet to come, but it is specifically targeted at the Prometheans to set off a second Fall.

250 TP - Addition: Any special resources which your tech bases require but which aren't present in your current world will appear in its natural state in various undiscovered locations across it. This will begin to occur in any new world you travel to, as well. After this jump, this becomes a setting perk, allowing you to choose at the beginning of a new jump whether or not this happens.

250 TP - Influx: Any special resources which your tech bases require but which aren't present in your current world will slowly filter in through various untraceable means, ending up in the hands of people and groups across the world who are most likely to use it. You are not counted among these people, and will have to take the resources for yourself. This will begin to occur in any new world you travel to, as well. After this jump, this becomes a setting perk, allowing you to choose at the beginning of a new jump whether or not this happens.

250 TP - Uninformed: You don't already understand knowledge that you'd gain from the Tech section.

250 TP - Doomsday Clock: You gain a disease or condition, something debilitating enough that it will kill you within 10 years if not treated. It will be difficult, but not impossible, to cure using what you've gained here.

250 TP - Mad Genius: You are a stereotypical "mad genius," a genius who is obsessed with their own research. You are prone to considering the merits of an experiment based on whether you can do something rather than if you should do something, hyperfocusing on questionable areas of research, acting carelessly, and putting questionable ends above questionable means. You still have your sense of empathy, if somewhat distorted, but no matter your field of study you will need to make constant, significant efforts to rein yourself in or else at best you will be a danger to yourself and everyone around you.

300 CP - Rough Start: Your first day in your new world is rough. Maybe you run into hostile forces, maybe everyone who you meet just dislikes you, and maybe you get the attention of dangerous enemies. You won't get much rest or time to think here.

300 TP, 300 CP - No Longer Cold: A nuclear warhead will appear out of thin air and strike a major population center, in a way which cannot be easily covered up. There are no further influences this scenario causes, but it would be a rare sight to see nothing further come of an event like this.

350 TP, 100 CP - Competence: The main antagonists are made to be more competent now. They will be smart and self aware enough to avoid the major mistakes they might have made, and will become vastly more dangerous.

350 TP, 100 CP - Grimm Pools: In many places on your chosen planet, pools of dark liquid have formed. Grimm rise from these pools and target areas of negativity to wreak havoc. This is not anything near the number of Grimm in Remnant, but it is enough to cause problems for the areas the pools are near. The pools can theoretically be destroyed if you have the right abilities. If selected in RWBY, this doubles the amount of existing pools.

350 TP, 100 CP - God's Final Warning: It is the wise who are most foolish - history has taught us such. The fish of the sea know not the world of the land. Should they gain that wisdom, they would die from it. This can be considered God's final warning, and yet it has gone unheeded.

Dangerous advancements in an esoteric field such as reality warping, time travel, or ghosts which can be considered more absurd than fish living upon land have been made, and if things go as they are inclined to, it will result in the end of the world. You have two options - either suppress the advancements to prevent their misuse or work to aid the world in adapting to their implementation. If taken in Science Adventure, this instead results in the Community of 300 gaining access to all the esoteric advancements across the series at once.

400 TP - Invasion: Shortly after you arrive, your current world is invaded by an interdimensional army. The army is roughly equivalent in capability and equipment to a typical military force found in your destination world. Their equipment utilizes, in various forms, all of the specialty materials your techbases need to function. This will happen in any new world you travel to as well .After this jump, this becomes a setting perk, allowing you to choose at the beginning of a new jump whether or not this happens.

400 TP, 500 CP - Metal Virus: These are dark, dangerous, and dicey times for life itself as a nanotech bacteriophage has been unleashed, turning biological life affected by it into robot zombies that try to infect others. Certain forms of life such as plant life are more resistant, and potent powers such as speed that the mechanical cells can't thrive in or incredible psionic abilities can suppress their infection progress with focus on doing so, but a vaccine is currently non-existent, much less a cure. These machines won't operate forever, and in a few centuries they will be reduced to dust.

450 TP, 350 CP - Invasive Species: A group of aliens have come from beyond the stars, and they're violent. They've begun a full-scale invasion of earth, seeming to want nothing more than total conquest. Their tech is highly advanced compared to the setting. If selected in XCOM, a second invasion occurs at the same time as the first.

500 TP, 350 CP - Multiplayer: You are not the only multiverse traveler in your new world. It can be at complete random, or it can be people you know making builds of their own. This doesn't necessarily mean the others are scientists, however, as they could be any sort capable of multiversal travel.

1500 TP, 1500 CP - Magic Multiverse Mayhem: Now this is just absurd, but if you truly intend to put yourself in the same world as magical beings beyond literal gods, this is the least of what you'll need.

500 TP, 350 CP - Empathic Incubation: An incredibly advanced and alien hivemind race known as the Incubators have set up Incubation operations on your world for the sake of delaying entropy through the exploitation of emotions as a power source. As a result, young girls around the world are being granted their wish and becoming Magical Girls in order to fight eldritch monsters known as Witches. The unstated catch is that Witches arise from magical girls falling into despair, and as such are simply another means of the Incubators to gather emotional energy. At the very least, one mercy given is that Magical Girls delay their transformation by killing Witches and using Grief Seeds dropped by them. In Madoka Magica this instead

introduces the Light and Darkness from Princess: The Hopeful as the power source that Incubators are drawing from - both worsening things and ensuring the status quo should the Incubators be defeated.

500 TP, 350 CP - Dropped From The Sky: A sapient, hyperintelligent AI with a deeply ingrained hatred of humanity has appeared on the hard drive of a random person's computer, or the closest equivalent. If selected in Terminator, this AI is unrelated to SkyNet, but will be willing to work with it to accomplish their shared goal.

500 TP, 650 CP - Absolute Skyfall: Making matters worse, that AI is being given the solutions it needs to cause extinction itself through hosting the eldritch program of unknown origin known as the Solver of the Absolute Fabric. Through means that the name implies - exploiting the very fabric of reality itself, the Absolute Solver will cause its user to develop strange powers such as telekinesis, matter manipulation, teleportation, and illusions which with time will include the ability to manifest a black hole which could consume an entire planet. Notably the Absolute Solver will influence its host to genocide other forms of life, including mechanical life like its host.

500 TP, 350 CP - Anomalous Transportation: You did not appear in your chosen world through actions of your own - anomalous phenomena beyond your control dragged you there. Be prepared for absurd extremes like appearing in a nuclear meltdown, being teleported into a military base's laboratory, or even being summoned by a Wizard. On the bright side the transportation in itself is harmless and you are guaranteed not to die immediately as a result of what is on the other side.

500 TP, 350 CP - Law Of Shenanigans: Your world has gained a strange new Law, the Law of Shenanigans, which twists technology, including your own, to make things more interesting in a rather questionable way. This may include the likes of body altering drugs, chemical formulas that turn costumes of monsters into real monsters, mind altering chemicals, absurd technological accidents, skintight bodysuits somehow being the best form for cutting edge technology, alien technology creating young women which individually embody historical warcraft, and superweapons that can only be used by women.

500 TP, 350 CP - Science Hero: Like other great inventors, you are tasked with fixing the world and will work to do so even if it results in your death, especially since you won't be able to move onto the next world until you've brought about a significant change for the better. Should your capabilities be lacking the scope of this requirement will instead be reduced to that of the world's biggest problems.

500 TP, 400 CP - X Parasite: A single X Parasite has appeared in your chosen world. These gelatinous organisms will infect and consume any form of life they encounter, and reproduce asexually at an incredible rate. The X can absorb the DNA and memories of their victims, mimicking their form and powers to better hunt down stronger prey. X can retain information

acquired from previous hosts and will often combine information from various sources to produce new, more powerful forms.

500 TP, 400 CP - Fight Like Hell: A portal to hell has opened somewhere nearby, and demons are pouring out of it. The demons are hostile, strong, and very hard to kill, and there's seemingly no end in sight to the invasion. If selected in DOOM, this portal will open to a separate mythology's hell.

500 TP - None: You don't have a method of gathering materials from other worlds, and will have to make do with ingenuity and what you can scavenge where you are, at least until you can invent a multiversal travel device of your own. Any Material Gathering options will only take effect post-jump. If you have Addition, Influx or Invasion, circumstances will align to prevent you from benefiting, whilst others may still use these new materials.

650 TP, 550 CP - It's Krumpin Time: A single ork appears somewhere in the world. He's superhumanly strong, loves nothing more than fighting, and produces more of his species, who are the same as him in regards to the previous points, over time, as well as when killed. If selected in Warhammer 40k, an ork appears somewhere they normally couldn't get to.

750 TP, 500 CP - The Proclaimed End: A red crystal containing a being named Alpha has appeared somewhere in the world. This crystal will be found by someone vulnerable, and upon touching it they will be possessed by Alpha. Alpha wishes to take a fraction of the people of this world with him to build a new world, in the process destroying the existing one. If the circumstances are right, Alpha's conscience may separate from him and become their own unique being, called A.

750 TP, 550 CP - Glistening Oil: A few drops of a strange glistening oil have landed on your chosen world, in time they will spread and infect living beings and metal they come across, creating a race of monstrous beings half flesh and half machine.

750 TP, 550 CP - Planet Fusion: An enormous planet that travels through space, breaking down worlds and absorbing them, has its sights set on your new world. It has already started its conquest, having sent Terrausers to fuse the world with itself, and given time, will make Fusions, copies of the heroes of the world out of items they care for.

750 TP, 550 CP - Hunter: A world-hopper of slightly lesser strength to yourself who considers themselves to be a 'Hunter' of other world-hoppers has decided to kill you. They will not be appreciably smarter than you and will have little knowledge about you. However, this goes both ways.

750 TP, 750 CP - Encroaching Vonguard: In five years the Yuuzhan Vong will invade your destination galaxy. They are a species of extra-galactic nomads looking for a new home after their old one was destroyed. As a result of their previous psychic connection to said home, they are in a constant state of pain and longing. As a side effect of this broken connection, they have

developed a strong sadomasochistic streak and lost any form of psychic presence they may have once had. Their previous home was destroyed by robots, and as such they hate all forms of mechanical technology, instead having cultivated potent biotech as an alternative. Their biotech is capable of manipulating gravity on planetary scales, dragging ships out of hyperspace, and creating small quantum singularities. Their fleet consists of roughly a thousand biotech ships the size of small moons, and numerous more smaller ships besides. If they succeed in their invasion, they will terraform the planets in the conquered galaxy to resemble their home planets, destroy all mechanical technology, repurpose massive swathes of land to be dedicated farms for their various biotech, and enslave any survivors using that same biotech.

750 TP, 1000 CP - Deus Lo Volt: Rejoice, following up on an experiment which confirmed that people and civilizations in dire straits will resort to worship, a fool calling himself God has decided to experiment by making you one of his champions in order to spread faith across the multiverse. The plan of this false god is vast and as such he will create numerous Champions, manipulate things to ensure they are involved in dire circumstances, manipulate those circumstances to his liking, and impose and strengthen faith within his champions when they pray to him. Fear not, should you die then "God" shall simply reincarnate you into dire circumstances to serve as his champion once more. The only thing you must fear is failing "God" - refusing to worship him and failing to encourage worship in others may eventually result in your retirement.

1000 TP, 750 CP - It's All A Cycle: A glowing man has appeared in the sky, and he appears to have powers far beyond what is normally possible. Further, since his appearance people have begun to gain superpowers. He is what is known as an Entity, a member of a parasitic race that uses entire species as experimental petri dishes, although he has some deficit that makes him weaker than a normal Entity would be. If taken in Worm, this man is different from Scion.

1000 TP, 1000 CP - Let The Chaos Reign: The Immaterium known by many names such as the Empyrean, Aether, Sea of Souls, and most commonly, "the Warp" appears in your world, a parallel dimension of pure psychic energy, this dimension mirrors and supports the known four dimensions of the physical universe. Unlike the material realm we inhabit, the Immaterium is a place where thoughts, emotions, and dreams coalesce into reality, making it a realm of limitless potential and unimaginable danger. Within The Warp lies the potential to unlock formidable psychic abilities - often at the cost of one's sanity, as well as faster-than-light travel. The Warp is also the birthplace of the Chaos Gods and their legions of Daemonic servants, all formed from the raw psychic energy that permeates this dimension. Unlike Warhammer 40k's, this version is still in its 'nascent stage', not being completely corrupted yet. Unfortunately, the ongoing anguish and strife experienced by sentient beings has the potential to change this. If taken with Warhammer 40k's world, this will somehow twist the Immaterium for the worse.

1000 TP, 1000 CP, Embraced Finality: The Cocoon of Finality has set its sights on your destination world, aiming to test its civilization through rigorous conflict. To this end, it uses Honkai Energy, a primordial force capable of anything, to produce a variety of disasters and catastrophes on par with what that civilization is capable of doing. Naturally, if the civilization

improves, the effects the Honkai will produce will update to match it. Additionally, individuals at their lowest point will be made into Herrschers, godlike beings with power over a specific concept and strong control over that same Honkai Energy. They're also imbued with a second personality who desires the destruction of the world, to facilitate their role in the Cocoon's plans. If taken in Honkai Impact 3rd this instead introduces Outer Gods. If taken in Guns Girl Z, this instead further empowers the Ruler of Will.

1000 TP, 1000 CP - Otherworldly In-Qursion: In 10 years the galaxy you arrived in will be visited and invaded by the Qu, a nomadic extra-galactic species. In their world, they conquered and ruled the Milky Way for millions of years, genetically engineering their inhabitants to their whims, only leaving due to their nomadic lifestyle and religious mission. They have a hatred of all sapience not their own, viewing it as blasphemous. Their goal is to take over your galaxy. If they succeed, they will engineer every species in the galaxy into an abomination, into a mockery of their former form, and into non-sapience. Species who resist the Qu instead of surrendering are turned into forms with particular sadistic intent, although all are turned. The Qu's technology is able to make stars go supernova and destroy the entirety of solar systems and easily modify the genetics of entire species. Their ships are larger versions of themselves with kilometer long wingspans, and their architecture consists only of massive, featureless pyramids with no known purpose.

After all you've been through, you've finally managed to open up a new portal off of this world. But where does it lead?

**BACK HOME:** By jove, it seems you've done it! After all you've been through, you're back where you started, albeit with some neat reminders of how far you've come.

**THE SAME WORLD:** Oh dear. After all that, it seems you couldn't escape after all. Might as well make something of yourself here, it seems you'll be around for a while.

**ONWARD:** Well, it's not quite what you were aiming for, but this is exciting in its own way. What wonders await you in the next jump?

#### END NOTES

**Do options like KaibaCorp Vehicles only cover inventions by the related company?** Rest assured, even if a rename sounds like it would limit the scope of an option, you will get the full option; Kaibacorp Vehicles would still add vehicles that aren't part of Kaibacorp that would be relevant, for example, and you can build

**I know about the plot-twist in Danganronpa V3. Is that relevant to Miu?** That world was one of many in the multiverse. Yes, in the mainline world, things turned out like that, but to keep things simple, you get a version where that plot-twist isn't part of the story.

**Why no Gathering Options?** I feel like that ruins the whole point of Jumpchain.

Do you like science, or at the very least want a way to get more out of Hard Science? This is the section you are looking for;

## **Volunteer Computing**

Volunteer Computing is a way in which people donate their computer's unused resources to research-oriented projects in fields such as astronomy, climatology, digital preservation of media, genetics, mathematics, medicine, nanotechnology, and physics.

For a list of such projects, here's Wikipedia's list of Volunteer Computing Projects.

[https://en.wikipedia.org/wiki/List\\_of\\_volunteer\\_computing\\_projects](https://en.wikipedia.org/wiki/List_of_volunteer_computing_projects)

For three specific recommendations, here are the following:

1. BOINC - <https://boinc.berkeley.edu/> - A setup enabling contribution to a variety of volunteer computing projects. This can be accessed on both computers and phones, but is made primarily for computers.
2. Folding@Home - <https://foldingathome.org/> - An option focused around aiding medical research which is inaccessible on BOINC, notably Folding@Home is simpler and during the Covid-19 pandemic functioned as the best supercomputer in the world. Folding@Home is developing software to enable its use on phones which is currently in the beta stage, but is primarily built for computers.
3. World Community Grid - <https://www.worldcommunitygrid.org/> - A volunteer computing option available on BOINC built around projects focused around health, poverty, and sustainability.

## Citizen Science

Citizen Science is the practice of research conducted with the participation of the general public. Perhaps one of the easiest ways to engage in such would be Citizen Science Games. In any case, a few recommendations would include the following:

1. U.S. Based Citizen Science Project List - <https://www.citizenscience.gov/catalog/#>
2. Eyewire - <https://eyewire.org/explore> - A game which aids science through mapping retinal neurons.
3. Foldit - <https://fold.it/> - A game based around protein folding, aiding development of medicine and biological innovations.
4. Phylo - <https://phylo.cs.mcgill.ca/> - A game based around DNA sequences aiding research of genetic diseases.
5. QuestaGame - <https://questagame.com/> - A game based around photographing wildlife to aid research and conservation.