

Five-And-Three Survival Kit v.1.5

Inspired by (Read:Plagiarized from) Cliffc999's Three Free Survival Kit

The rules of the Five-And-Three Survival Kit are that in place of the Body Mod supplement you get a Basic Body as detailed below and a "survival kit" of any five perks and three items on the Jumpchain, provided they meet the criteria below. These perks and items will be considered part of your Basic Body (barring exceptions as detailed below) and will follow you into any situation that restricts you to your Body Mod body alone, including powers-locked jumps and Gauntlets.

For all intents and purposes, any jump that specifies "restricted to Body Mod" will be read as "reduced to your Basic Body mode".

Before you squee, read the following.

First, for Perks you must choose Perks: as in, you must choose from the section of the Jump Doc labeled 'perks'. You may not choose Races, Powers (including Worm paranormal abilities) or other things written up outside the Perk sections of jump-documents. If a race or power is included in the perk section, (for example, Space Magic in Generic Space Opera, or Artificial Life Form in Fate Stay/Night), then that's ok, but you can't choose them otherwise.

Second, if a perk is restricted or has prerequisites, you must still fulfill those requirements in order to select the perk.

Third, In any situation where you would be stripped to your basic Body, the items you pick become totally mundane versions of themselves- in the case of a money item, it is capped at \$10,000,000 or equivalent.

Fourth: Each level of a leveled perk must be taken separately. The first leveled item you take can be taken to max level (or level five, whichever is lower), but further items must have each level taken seperately. Finally, choosing a Perk or Item from a Jumpdoc explicitly does not lock you out from going to that Jump at some point in your chain.

Gauntlet Rules

* Since this jump replaces the Body Mod and the Body Mod still works inside Gauntlets, a clarification of how the two will interact is necessary. Here it is. For purposes of Gauntlets, any skill or ability you obtain from your Survival Kit or any other remains with you if it is something that a non-superpowered human being could theoretically accomplish in a non-superpowered world.

* For example, since even 'normal' human beings can potentially be epically smart, strong-willed, or lucky, your perks for those would still work unless it was something biologically impossible for an unaugmented human brain (such as thinking at beyond lightspeed or multitasking dozens of separate processes). Likewise, your luck perks still work so long as they aren't openly supernatural in nature because 'truth is stranger than fiction' and all that, and real life contains examples of people occasionally doing ridiculous shit like falling 20,000 feet without

a parachute and limping away from the landing. Your skills still work, whether granted by perks or not, just so long as they're something you could imagine a human being still pulling off in real life with a natural 20. Etc, etc.

* If a given perk gives you stats superior to this limit, the Gauntlet will temporarily soft-cap them at the limit as opposed to simply ignoring them entirely. So if you take Apostle from GATE and then enter a Gauntlet, you are reduced to a physically peak human with an ideal 'normal human' healing rate as opposed to having your Apostle perk completely negated all the way back to your basic body.

* In any situation where you would be stripped to your basic Body, the items you pick become totally mundane versions of themselves- in the case of a money item, it is capped at \$10,000,000. In the case of items with infinite or regenerating fuel or ammunition, you get seven full refills or reloads in gas tanks or ammo boxes. In the case of a food item, you get two weeks worth, prepackaged in shrinkwrap. Technological Items in excess of real-world technology become toy versions unless the base item fits into the setting of the Gauntlet. A lasgun would fit into Star Wars or Subnautica, but not Heroes of Might and Magic.

* Yes, this means that some Gauntlets are casually cheesable if you can bring in so much as a bulletproof vest and a shotgun. Since virtually no one actually wastes CP on buying mundane weapons anyway, you are being rewarded for having actually done so. You'd better have it on you at Gauntlet start, though, because the normal Gauntlet restriction of being locked out of your Warehouse still applies.

* Even if your weapon is a real-world model any features of your weapon not possible in 'realistic' environments, such as zero recoil or infinite ammo, still stop working for the duration of the Gauntlet. In the case of items which supply an infinite amount of something, the following rule applies: ammo items give 7 reloads, fuel items give 7 refills, items with unlimited charge have 10 times normal battery, and food items give 2 weeks of shrink wrapped food.

*in the event the Gauntlet is in a setting with a higher tech level than RL, items are translated into closest equivalents. A revolver becomes a laspistol, a knife becomes a vibroknife, Et Cetera. These changes revert at the end of the Gauntlet.

* If an individual Gauntlet's text specifically forbids something, that prohibition still stands.

* If an individual Gauntlet's text specifically allows something, superhuman or not, that permission still stands.

* importation is a supernatural phenomenon, and items that got imported into other items revert to their original form during a Gauntlet. In other words, If you pick a revolver, then you have a revolver. The fact that said revolver has been a chain gun that fires miniature nuclear bombs ever since you jumped Modded Fallout doesn't change that you picked a revolver for the Kit.

* For purposes of these rules, any jump with a 0 CP starting allowance is considered a 'Gauntlet'.

BASIC BODY (free) - In place of your old body Jump-Chan has given you a 'base' body of a Build (Small, Medium, or Large) that you prefer, that also enjoys the benefits of a body type that you select (Bodybuilder, Athlete, Charmer, etc.). This body will have no physical defects or diseases, so if you had things like bad vision, diabetes, etc. in your old life, they are all cleared up for free. You may choose to be less than your maximum physical beauty if you wish, but you cannot exceed the body type you have selected in either comeliness or any other capacity without using one or more of your "survival kit" perks.

As an added benefit your Basic Body also enjoys the benefits of Metavore and Evercleansed for free, meaning that you will retain your physically fit body and appearance no matter how much or what you eat just so long as you are eating enough to not be malnourished. You will also naturally repel filth and mud and have no B.O., always being as clean as if you had just stepped out of the shower.

v1.1 edited for clarity

v1.2 Clarified definition of Perks and Status of Jumps you take perks from, loosened item restrictions.

v.1.3 clarified language regarding tech items in Gauntlets, fixed awkward phrasing in first paragraph.

v.1.4 clarified how leveled perks and imported items work.

v. 1.5 clarified leveled items and whether taking an item from a jump locks you out of that jump. (The answer is no).