

Generic Supernatural Fan Fiction: Sprawling Mess Edition (the Only Edition)

By Ze Bri-On

Welcome to the world of the Winchester boys, and urban fantasy of biblical proportions. Only instead of Chuck's original creation, you get to go to one of the many and sundry non-canon universes the fandom has created over time. Crossovers and one shots are always popular, but there are also shipping fics and mundane AUs, which can be fun. Take 1000 CP and set yourself up for whatever tickles your fancy.

As usual, discounts are half off and 100 CP or lower base means are free if discounted. Some perks and items have more expensive versions bundled. Those are half off if the main purchase is discounted, unless it specifically says otherwise.

Origins

Who you are. And as for age and sex...I don't really care. Go crazy; caveat emptor.

OC Winchester

An original character native to your particular non-canon Supernaturalverse. By default, a relative of Sam and Dean, but you can be unconnected to them if you prefer.

Crossover Character

You wandered in from another setting. Or your original universe was fused with this one; whichever.

Villain

It doesn't matter where you came from, because you are one of the bad guys; the witches, the monsters, the late stage capitalists. There's a lot of overlap.

Self Insert

The drop in option, with the blessings and banes of having no new memories or connections.

Location

Anywhere in the United States, continental or otherwise. Be prepared for a lot of questions if you show up in the Oval Office or Area 51, though I suppose some of you will have valid reason to be there. You may arrive any year after 1990.

Perks

Human Soul (Free) Whatever you might have thought, you most certainly have/are an immortal soul. Besides making you truly conscious and allowing you to survive death, your soul guarantees a level of free will and grants access to whatever human specialness may exist in this or other worlds, even if you aren't human. Enjoy your genuine emotions and concrete identity.

Raise a Little Hell (Free) Every year you can revisit this series and retroactively decide that there are spirits, witches, and monsters hiding upon whatever world you're in, preying on the innocent and being slain by hunters. They'll be power scaled to their new home and some may be new or changed, but traditional and archaic hunting will still work. This can be permanent or annual, and you can also make things live up to their hype, but crossovers and setting scale reveals may be left out at your discretion. You may similarly draw from any paranormal detective, mystic adventure, and heroic, epic, or urban fantasy settings you've touched upon,

though only one at a time, and it may complicate matters if you layer them. You're also welcome to folk stories, dark fantasies, and supernatural or Lovecraftian horrors, if you've been to the right places, have the right stuff, or do the right things, but do you really want them?

Indigestible (50) Monsters derive no sustenance from consuming components of your body, unless they are given willingly, nor can witches use your body in their rituals, unless you allow it. You also cannot be turned into a monster unless you specifically and explicitly consent, so feel free to bite vampires back all you like; you won't join their numbers.

Property Deed (50) Some people can sell the lives and souls of their dependents, subjects, or prisoners to supernatural forces. You will never meet this fate, as unearthly merchants do not consider any part of you or your dependents a valid tender without your initial consent. So you can still make your own bargain at the crossroads, but no one can make that deal for you.

Carry On My Wayward Son (50) The food may be bad, the beds may be hard, and the roads may be long, but at least you're living your own life, and no one else's. That gives you something greater than joy; satisfaction. You're a life long traveler, and have learned to love the journey beyond the destination. You also appreciate the beauty of a landscape and experience the world on a truer, more poetic level. You are simply freer and more alive than other people are.

Live and Die (100) Given how often the Winchesters die and return, it'd be a little stupid if a single death put you out of the game. Like them, as long as you are resurrected before the end

of the jump, death will not end your chain. Additionally, fate will conspire to bring you back from the dead once per jump or decade, whichever is shorter. Further resurrections are on you.

Freedom of Religion (100) Upon purchase or every decade, the relevant religion or patron of any and all of your perks, powers, or items may be swapped out with others of your choice. Furthermore, you may remodel your powers in several ways at the same juncture; artistic license can be corrected, cultures can be exchanged, and the infernal can become elemental, faerie, or ghostly. Retraining is instant, power and functionality are maintained. It won't let you work miracles sola fide, but picking your own boss is a close second. Additionally, your supernal allies can reach across jumps to maintain existence or provide subtle aid.

Into the Jumperverse (100) At the beginning of every future jump, return, or capital W-Walk, you may now choose to ensure a multiverse exists locally. You can decide what kind, but the jump's own setting will always be the "Prime" universe, if applicable. If you have any toggle options or setting changers, feel free to include them. This will also let you suppress your own multiverses and access the canon setting if you use setting-changers, though it doesn't intersect by default.

Like Riding a Bike (100) Your skills and powers do not significantly degrade from disuse, and any such atrophy is now reversed. At most you'll get a touch rusty after a long drought, but give it a week or two's effort and you'll be back to top form, actual form aside.

Eternal Guardian (100) You have a deep and profound empathy for the common man, even if that man is actively hunting you for crimes he doesn't know you didn't commit. You also have a strong commitment to protecting him - it's just your place in the world. Post-jump, this may be toggled.

Scary is the New Sexy (100) You're a nine out of ten at least, and have a dangerous edge about you people tend to find attractive.

Sons and Soldiers (100) You are immune to PTSD and the myriad of psychological issues former child soldiers develop. I'm not saying you'll enjoy it, but you'll be well enough to function.

Renewed for Another Season (100) Periods spent in stasis or sealed away from the world do not contribute towards jump time unless you let them. Additionally, you may freely increase a jump's duration, up to triple its predetermined span. You cannot, by any means, fiddle with or reverse this ability.

Edgelord of the Left-Handed Path (100) Supernatural corruption can be a source of strength. So long as the black marks remain on your mind or soul, they geometrically expand your power. The corruption has to be real and difficult to repair, so you can now let such evil through your defenses and make it immune to your easy cures.

Brothers in Arms (100) The closer you are with someone, the more intuitively you can act in concert during dangerous situations. Helpfully, you develop emotional bonds usually quickly.

Believe Me Now? (100) People who don't believe in magic have a harder time benefiting from or defending against yours. Even those who acknowledge it exists but refuse to call it such or acknowledge the mysticism suffer this, though to a lesser extent.

Listen to Me! (100) People may not accept what you say is true, but they'll know you aren't intentionally lying to them as long as you aren't.

Reruns (200) A lot of perks and items fit themselves to the jump; expanding and updating themselves to work best in their new environment. Whenever you catch some r&r, you can forgo these changes and return yours to a previous state - cutting away or embracing each add on in turn. If they have multiple such aspects, each one can be individually customized in this way. Naturally, this can be reversed the same way.

Multimedia Franchise (200) When you have the option to choose between multiple variants of a jump's setting, you may now choose which variation each of your purchases corresponds to, without matching them to each other or the world you're actually going to, origins notwithstanding. The only restriction is that your variant purchases cannot be overwhelmingly more valuable than the ultimate destination's equivalent or general power level. You can also apply your setting-changers to individual purchases.

Sacrifice Play (200) When you deliberately make an immense personal sacrifice - life or soul, sanity or freedom - you may return unscathed three days later, retaining all benefits. By default, this only works once per year, but any perk you possess which specifically requires you to sacrifice yourself or die to active gets one free use every decade or jump. Also, 1UPs with similar terms are expanded.

Creepy, Crawley Encyclopedia (200) You are a wealth of paranormal knowledge, equal to Samuel. There are things ancient secret societies primarily concerned with knowledge don't know that you do. This updates every jump or decade.

Well Adjusted Adult (200) You have basic empathy and decent understanding of your limits. You can analyze yourself with reasonable clarity, and are not given to violence unless the situation

warrants it. You rarely forget your responsibilities, and never dodge them. You know how to let unimportant things go, entertain yourself, and control your impulses. You have no overly troublesome emotional issues, and can raise children to be the same. Oh, and you know how to drive, cook, clean, find a job, and balance a budget.

F Britain (200) And its flashy gear and tech. Go by your gut, play by your own rules. Putting a bunch of old paper pushers in charge and squeezing out the human element with rules and regulations and procedures is precisely the wrong way to run an enterprise, particularly a monster hunter team. Overly organized and mechanized attempts to push you out of the picture - through competition or murder - are doomed to failure, especially if they don't respect the proper and mystic way of doing things. This extends beyond monster hunting, of course, but I get the feeling that'll be relevant soon.

An Eternity in Hell (200) You are immune to the long term psychological consequences of torture and other traumas. Your mind cannot be truly broken and you are immune to psychological brainwashing, even when complimented with magic. Unfortunately, you can still get boatloads of bad memories and the suffering still sucks.

No Homo Intern (200) Every sapient adult is romantically and sexually attracted to you, regardless of their usual preferences or lack thereof. Additionally, you have a sort of dial in the back of your head which allows you to make cultures and metaphysics alike more accepting of queerness, generally or specifically. It starts out subtle, but builds with time. You can do the opposite too, but that'd be a *real* dick move.

Make It Work (300) You have a frankly bizarre ability to make romantic relationships with anything from animistic rock spirits to Zacharia work. I'd expect that last one to become abusive, but it somehow won't.

Work Smarter, Not Harder (300) Some foes are too powerful or esoteric for standard means. They can bend space or transfer injuries, "forget" their wounds or use horcruxes. None of that works against you unless you're hellishly outmatched. You just need to keep hitting your enemy, or use more power. That's pretty normal here, but not to this extent or breadth. Also, the more confident you are in a particular weapon or weakness, the more likely it is to actually work against the things that *do* hellishly outmatch you.

Beyond Prophecy (300) You overthrow fate and determinism just by existing. You have a metaphysically free will, and are totally immune to destiny and hostile precognition, even indirectly. This will never directly cause problems, though agents of fate may be belligerent. Your nondeterministic will is contagious, though you'll have to overthrow fate more manually.

Family Beyond Blood (400) All companions may be imported into all future jumps without cost. They get 500 CP to spend, unless you import them normally, in which case the local rules apply. They cannot take drawbacks in this state.

We Don't Need You (800) Putting down cosmic entities has consequences for everyone except you. As long as you aren't killing Capital-G God, the paranormal ramifications just don't materialize - or are heavily muted. And if you run into a Gnostic demiurge or a caricature of Christ, you can always find ways to replace the bastard with someone better. It's usually not a high bar.

Saving People, Hunting Things (100, Free OC Winchester) In Scotland, they are the Breakers. In Japan, they are the Hanta. In America, we call them Hunters. Whatever their name, they are people who slay the things that go bump in the night, and you are an elite among them. You are a killer few can match, and a skilled investigator that can be discreet and is familiar with most monsters. More importantly, you know how to get away with it, at least for a while. There are other skills necessary for the wandering hunter lifestyle, first aid, burglary, and hustling included, but you've got them as well. Oh, and you're a professional quality car mechanic.

Man of Letters (200, Discount OC Winchester) You are a preceptor, a beholder, and a chronicler of all that which Man was not meant to understand. While you never had access to the bunker's treasure trove of knowledge, you have the many scholastic skills to make the cut. Additionally, while you aren't a true witch, you know enough about potions, rituals, and mystic symbols to do all kinds of Hoodoo. Beyond curse boxes, wards, and exorcisms, you can summon demons, bind reapers, conjure ghosts, banish angels, and more. For double points, you are a Man or Woman of Letters in truth, and possess all the vast knowledge appropriate for that role. Such scholars are more occultist than sorcerer, but they are skilled investigators who know rituals and spells most consider mythical. Men of Letters also excel at inventing arcane countermeasures to various forces, such as exorcisms, wards, abjurations, and antidotes, though they were also known to forge mystic weapons, hide what ought to be hidden, and bind what cannot be destroyed. Whatever counters you use, greater knowledge will make them more potent- that's just the way it works. At either level, this wealth of information updates every jump or decade.

I'm At the Wheel (400, Discount OC Winchester) You are the strongest Vessel on record, remain conscious while possessed, and have the skills to amicably share a body. You are also immune to the usual pitfalls or side effects of hosting a spiritual entity, and may draw upon any guest's power and identity. So long as you use less than a fifth, they can't even influence or harass you.

Using more than that will open you up to the usual, but only briefly, and the battles of will are slanted towards you. When you and your guest (or host) work together or share a mind, both can rise to new heights. Your body is also a very good place for a spirit to recuperate or shelter in general.

The Winchester Luck (600, Discount Winchester) You have the luck of heroes; minor details handle themselves and you can sort of wrestle with angels. Emphasis on sort of; you're not technically stronger, but you can survive and strike blows with the weight of fate and the author behind them. You can be weirdly convincing at times, and your plot armor is nuclear grade. The less of a chance you technically have against someone, the more likely they are to outright forget they can snap you out of existence from a multiverse away and try to fist fight you face to face. Oh, and you stumble on the artifacts and weapons of legend more often than change on a sidewalk. Allies too, of course.

Flawless French (100, Free Crossover Character) Even beyond basic jump fiat, your abilities and skills are perfectly adapted to traveling between worlds and across time. Furthermore, if there's no equivalent to a particular resource, or it needs to come from a specific universe, you can usually find a substitution pretty easily. Others may be taught to do the same, and you can invert this at will to exploit different universal conditions.

Ungathered Power (200, Discount Crossover Character) Your esoteric resistance scales to your general power level. No more being magically bound or telekinetically flung by the amoeba at your table. This works even better on the hedge magic and hunter tricks that let even mundane laymen banish demons, though perhaps a witch or priest or peer of yours would have better luck. The clever little toys the British have built are even worse off.

Power Creep, Power Seep (400, Discount Crossover Character) Are you really supposed to be this strong - and are they supposed to be this weak? Your powers and skills adjust themselves to the situation and context. It's not infinite, but when a skilled human needs to fight a supersoldier or a vampire, it helps. See the DCAU for notes. This is particularly effective when you travel between "settings," at which point it can be *very* helpful - and even explicit. As a side benefit, you can bypass local countermeasures and categorical immunity to your powers. You might not be able to mind the guy with the mind control immunity, but you can certainly curse Gnarl or Master Hatchet Face.

Weird Shit (600, Discount Crossover Character) After purchasing this perk, you may select one of two options. Firstly, you get 800 CP to be spent on the section of the jump labeled Powers Part 2. Secondly, you can copy the skills and powers of any fictional character who cannot personally destroy a modern city in a timely manner. Weaker powersets may result in a partial refund at your patron's discretion, and if you really want to be some kind a living WMD like Magnus the Red, Satoru Gojo, or Illyria in her natural state, you make take a nerfed version, but it won't be easy to regain full strength.

No Pain No Gain (100, Free Villain) You might be Alastair's protege, you might have been trained by the Catha. Whatever your past, all but Hell's finest pale before your ability to extract secrets through inflicting pain - and to do so without granting the release of death. The more pain you inflict upon a person, the better you get at seeing through their lies and detecting their genuine ignorance, so this is a very good way to gather information. You are equally good at resisting torture, just in case your victims try turning the tables on you.

Clouds Before the All-Seeing Eyes (200, Discount Villain) Whether tattooed on your skin or carved into your bones, a series of Enochian symbols prevents you from being located or

scrutinized by gods, witches, and Ouija boards, plus other privacy invaders like angels, cameras, laser arrays, and landmines. Too bad it doesn't affect vague prophecies and ordinary forensic tracking, nor does it prevent you from attracting their attention and having face to face conversations. You may freely make categorical exceptions and toggle this, but all magic has its limits. For half off, it doesn't apply to most nearby technology - only distant magic and facial recognition software.

Evilest Schemes (400, Discount Villain) You are a Sauron and Palpatine tier manipulator, with politician and managerial and military credits to match. Given time, you could get whole civilizations dancing to your tune, even if you're clearly their enemy. Also, plot-related stupidity will never make you dumber than an ordinary person.

The Norman Fallacy (600, Discount Villain) There are many spells pertaining to time, the multiverse, alternate planes, and other dimensions. Prophecy aside, you know all of them, including those designed to make quantum physics your bitch. You can draw magic from other worlds, travel between universes, traverse time, and manage any side effects for the above. You know how to summon people from averted futures, kidnap alternate selves, alter the mechanics of time travel, and metaphysically terraform realities. You can even exploit the links or resonance between various figures and their inspirations or actors, which are similar to those between counterparts or relatives. With enough dimensional chaos, you can even restore erased timelines or mix, match, and merge universes into almost any configuration imaginable.

Insert (100, Free Self Insert) You have a trustworthy air about you, and are very good at fitting yourself into existing dynamics. Also, you have a little bit of situational plot armor, which ensures you won't be one of the poor unfortunates who immediately get killed after discovering the supernatural or entering a hero's orbit. After that, it's up to you.

Wiki Crawl (200, Discount Self Insert) You can psychically access Supernatural's fanon and fandom wikis, giving you access to a wealth of information and "prophecy." Long practice has also made you good at skimming such documents, and picking out the useful parts. In later jumps, you will be able to access their wikis in the same way.

Doctor FBI Agent, Hacker Extraordinaire (400, Discount Self Insert) You have apparently had a long and varied series of careers. You have half a dozen professional quality skill sets, which update themselves to later societies.

Template Stacking (600, Discount Self Insert) Let's be honest here; you came here for the cool stuff. Well, congratulations. All the cool stuff can now be yours now. Select one of the Powers and Abilities sections. You get discounts on your first purchase of every perk in there, with two caveats; this will not make anything free, and does not stack with other discounts. This does not apply to Infant Demiurge.

Powers and Abilities (Part 1)

You receive two floating discounts for this section or the next one. They can be applied to the same perk, in which case the cost is one fourth of the original price. All discounts apply to all purchases, and if the discounted price is less than 100 CP, the first purchase is free. Upgraded versions are also discounted with the use of a coupon. By default, these work on Supernaturalverse mechanics, but most can be reflavored as long as it doesn't buff them too much.

Materialization (50) With the exception of reapers and acheri, neither angel nor demon can manage without possessing some poor sod. Well, it looks like there's one more exception,

because whenever you are disembodied, you can simply create a temporary body to inhabit, and do away with it just as quickly. Ectoplasma might or might not be involved. It's not quite as good as a true vessel, but it's a reasonably close second or third. By default, this body is humanlike, but certain entities will be capable of taking less conventional forms.

The Cursed One (50) You are cursed to bear terrible responsibility, and cannot look away from evil. Specifically, you are plagued by painful visions of future deaths to prevent. For double points, you may swap this out for a less painful and specific source of future knowledge, which *will* warn you of at least one oncoming calamity every jump, which you will have the chance to affect. For quadruple points, you get the type of recognition that works on command. In all cases, remember that destiny can take many paths, especially for those fated to choose.

Hunter's Nose (50) You've got a nose like a hunting dog's, which can somehow detect things no nose should be able to. You can literally smell fear, dark magic, monsters, madness, soullessness, disease, deceit, damnation, and similar.

LEO (50) You are one of the rarest things in Supernatural; a competent officer of the law. You might be a police officer with your head on straight, an FBI agent with a decade of experience, or a navy cop, but you're a trained investigator, fighter, driver, escort, and guard, among other things. You are also immune to the usual nonsense that prevents cops from dealing with the supernatural, though you don't gain any abilities to handle it with.

Godfather With Fangs (50) You have all the skills of an experienced mafia don, and can easily adapt these skills to magic, monsters, and new technology. You are a master of bribery, smuggling, racketeering, money laundering, and murder, to name just a few. You could run a

whole crime family with these skills, especially since you're quite good at negotiating with similar outfits.

F*ck Da Police (50) Ever notice how goddamn useless the cops are around here? The witches and ghosts are one thing, but surely they should find vampires and werewolves all the time, right? Apparently not. In your case, it's official. You have a sort of plot armor against official, secular law enforcement, plus most vigilantes who aren't dedicated hunters. It's not infallible, but unless you operate in Jodie's town or are very blatant, they won't pose any threat to you. You also have the skills to be a long term serial killer, even without it.

Inked Up (50) Somewhere on your body you have tattooed a mystic symbol which prevents evil spirits from possessing you. Unlike the standard version, this is broadly effective, cannot be burned off, and may be toggled at will.

The Meat Man Has Steel Eardrums (50) You can thrive on a diet of pure meat. In fact, it is far more nutritious and healthy for you than rabbit food, nevermind any of that hippie crap, and pairing it with junk and beer is perfectly fine. Red meat is even better, and you'll never face any of the logical issues from this, nor have any problems from eating supposedly "underdone" meat. For extra manliness, hunting the meal yourself increases its quality, particularly when you do it without the crutch of modern technology. You can share benefits by sharing the meal. Also, you don't need to worry about hearing damage from loud noises, losing your dignity in death, or having your beard itch. I hope you know what the name means, however.

Soulless Bastard (50) I'll start by saying that you do in fact still have a soul. However, you have the advantages a deficit thereof would confer. You no longer need sleep, you are immune to many mental effects, and you are invisible to certain spiritual senses. In fact, many monsters

that hunt souls specifically ignore you because of this. Some might even regard you as kin, but none can devour your spirit. Oh, and at will you can simply turn off your empathy and morals. You can also turn them right back on, but I'm not sure you'll want to afterwards.

Katanaspace (50) You have a preternatural ability to hide knives and swords in your sleeves and coat, even if you aren't wearing them. Airport security won't know what hit them. If that's not good enough, you can quickly conjure an appropriate blade, though this arcane construct can't get far from you. You can repair or recover it if necessary, but it cannot harm you and vanishes if you die.

Knowledge of the New Age (50) There are many who believe they can gain or enhance psychic abilities with the right combination of crystal, carrion, herbs, and astrology. Most dismiss them, but you've found the truth behind the legend, and can indeed enhance mental powers and influence energies of all sorts using the above.

Dreamwalker (50) While in a trance or dreaming, your consciousness can observe the multiverse and perceive other realms. With enough work and the right magic you could map the entire multiverse and make consistent travel easy, though some planes are dangerous to even observe.

Alchemical Warfare (50) You know some basic alchemical principles, and can brew a number of the formulas useful to demon slayers. Special poisons, arcane antivenom, olfactory camouflage, smoke bombs, and chemical lures can be the difference between life and death. You also know how to develop more brews along the same lines, even with other forms of alchemy.

Unsurprisingly, greater knowledge will make the process much faster. Try to be specific when you can; it'll improve your results.

Stargazer (50) You have a PhD in Astronomy and know just as much about Astrology. Some of the latter is even accurate. Stellar navigation is child's play, and you have memorized enough cosmic lore to reap arcane benefits. You can make functional horoscopes, and read celestial omens. You can adapt to foreign skies, and grasp their mystical dimensions. Your spells can bypass or draw greater power from heavenly circumstances, even when it doesn't make sense. This knowledge updates every jump or decade, whichever comes sooner.

Linear Time (50) You are protected from changes to history or reality. So long as there is still a universe left for you to exist in, you will continue to do so despite any retcons, though not necessarily as the same person or in the same circumstances. You will always remember all versions of your history, which will never confuse you or distort your actions. Unfortunately, this only allows you to retain skills from the current and "original" versions of your past, though there is a short grace period, and experience without skill still counts for something.

Copyright Protection (50) Power copying doesn't work on you, and you cannot be cloned or copied as an entity. They can learn your spells and imitate your style, but there's only one of you. Even virtual simulations and stunted knockoffs fail automatically.

A Thing Like Me (50) Your mundane weaknesses do not identify or inconvenience you as they would. You can handle silver as a werewolf or iron as a demon, though being violently struck with them still hurts. Still, salt lines and iron tracks are nothing to you, unless they're part of a spell. You are also immune to spilled rice trick, if that were relevant.

Madness Absorption (50) You can cure the mental instability of others by taking it onto yourself. You'll always retain enough of yourself to avoid murdering your family or giving up your powers,

but that's about it. Fortunately, it will usually leave you more "confusing and unfocused" than "crazed and exploitable," or "psychotic and dangerous," but exceptions happen, especially with supernatural madness. Mana can offset this.

Old Testament Religion (50) You can nourish and propitiate the gods without resorting to human sacrifice; vows and offering of food or animal blood are quite enough. Rituals help, especially if you're willing to become a priest, which will allow you to teach others this perk. You can appease other forces too, but less reliably. This works both ways, and can be shared with deities you create.

Common Monster (100) The world has no shortage of monsters you may become. By taking this perk, you gain all the abilities and weaknesses of one such monster species. Which monsters count as "common?" To name a few, vampires, wraiths, shapeshifters, Wendigo, blue eyed djinn, ghouls, Arachne, Vetals, purebred werewolves, and amazons. Almost all of them are superhumanly strong anthropophages who can walk off bullets. Most also have a small number of additional powers like a superhuman sense of smell and at least one weakness such as silver or decapitation. This is not limited to the monsters of Supernatural, obviously assuming they aren't offered in another perk, but the power level should be roughly equivalent, if not lower. Post-jump, any obvious signs of inhumanity become an altform. This perk can be purchased multiple times to represent hybridized abominations probably created by Eve, but it isn't limited to her offspring, so feel free to be a Vulcan or a Dawi. New versions of races you've already become are discounted.

Human Impala (100) You used to be a classic car. Then magic got involved, and here we are, walking around on two legs. With concentration and a few minutes, you can swap between your original form, and new human shape. Any condition applied to one state carries over to the

other in its nearest equivalent. And yes, you can sense your surroundings and operate yourself as a car.

Borrower (100) While others may play with arcane toys, you have truly embraced the Art. You're a witch of some talent, and while you've learned plenty of old-world black magic, your soul remains your own, as are your hard-won powers. You can hurl objects with your mind, hex people, divine the future, and defend yourself from all of the above, among other things.

Poltergeist (100) You are a particularly powerful ghost, and are not considered dead so long as you remain in the Veil. You have no remains to destroy and your ghostly state will not confine or unbalance you, but you're otherwise like any other spirit. Sure, you have the powers one might expect, but you're allergic to salt and iron. Post-jump, you may freely enter and exit the Veil like an altform.

Kentucky (100) You are a psychic, with three or four psychic gifts of middling strength.

Telepathy, psychokinesis, and mediumship are common choices, though precognition is also popular and many psychics enjoy clairsentience and psychometry. You also know a handful of useful spells. This may be purchased multiple times to gain additional abilities, though more flexible psychics tend to be more powerful psychics.

Hollywood Hacker (100) You are *cinematically* good with computers. You can bust through a firewall or into a mainframe at record speeds, and do all kinds of other movie nonsense that real programmers will tell you is impossible. Also, you are a genius with computer code.

Jacobite (100) Dreams are gateways to truth, both divine and personal. You are their greatest living interpreter, and may teach others to mimic your intuitive skills. In addition to the divinatory

and psychological uses, this lets benevolent shades appear to you upon occasion, even if they're damned or imprisoned. They may be under certain restrictions, but they'll be there.

Witchcrafter (100) Throughout the centuries, witches have animated servants of all sorts, from hollow knights and golems to shabti and shikigami. You have a universal affinity for these arts, and are skilled enough to create constructs that pass for human.

Taoist Mystery Cultist (100) You have the equivalent of a black belt in a martial art of your choosing, and through certain practices you've gained control of mystical energies related to the existence of life. With this power, you're as strong as a vampire and can shrug off bullets through toughness rather than regeneration, so you have some of that as well. You can also do some pretty crazy acrobatics and live for an extra century or two. You're a comparative amateur, but these powers grow with practice and conflict, and you will eventually be able to learn more esoteric abilities like flight, healing, divination, and wuxing elementalism.

Paraphysician (100) You are an expert surgeon and medical researcher. You are also learned in the occult, and have figured out not only how these two bodies of knowledge intersect, but also how to take advantage of it.

Friendly Neighborhood Freak (100) Most monsters on obligate anthropophages, but you can be the exception. It'll never be fully satisfying and will require some serious self-control, but you'll always be able to subsist off of non-sentient animals. Speaking of which, you have something of an affinity for productive and utility magic, and can always find helpful, mundane, and perhaps even profitable uses for your powers.

Gingerbread (100) You know a spell that causes its target to regress to a previous stage of their life. In extreme cases, it can even revert people to previous incarnations. By default, this spell is temporary, but you know how to construct a hex bag which renders it permanent, or allows others to cast it. Of course, you also know the counter spell, in case you want to reverse it.

Get Back Up (100) Like a literal man possessed, you can ignore debilitating effects and simply force your body to continue operating. Maiming might be problematic, but mundane pain and injury is irrelevant. Unfortunately, this requires a certain amount of concentration and doesn't come with immortality or protection from beheading and insta-death, so that'll still be an issue.

Houdini (100) You are a professional quality stage magician, additionally gifted with the power to replicate common tricks with actual magic.

I'm Still Me (100) You are well suited to resisting monstrous thirsts, and grisly transformations cannot shift nor compel your loyalties. Being remade into a monster will also not warp or destroy your identity. Changes to instinct or perspective are diminished and delayed enough for you to come to terms with them, and retain yourself. You may partially or wholly extend this to mortals you convert into minions or progeny, which will continue down their "line" of childer.

Fire and Blood (100) You can fuel and enhance any sort of ritual or magic with blood sacrifice, which can now stand in place of many other requirements. Furthermore, you can power blood magic and similar using the lives of animals instead of people, or other people in place of yourself.

Tricky (100) You have a specific sort of clairvoyance. It's not much, but after a cursory investigation, you'll quickly learn what prank or curse or trial will help your victim grow as a person.

Blessings of Neith (100) You have a lesser version of the Winchester luck, bestowed by a goddess of hunting. This will make you luckier and more perceptive than an ordinary mortal, particularly when it counts. Occasionally, you might find an extra bullet in your gun, an opening to exploit, or a poke in the right direction. As an added bonus, your corpse is protected from desecration. If you're willing to dedicate your hunts or kills to your patron, you'll get more in exchange, but that's as far as it goes for now. Not unlike a car, it goes further the more you fuel it.

Favored Enemy (100) There is a specific sort of enemy you are particularly well suited to hunt or slay, both blatantly and subtly. This doesn't really change your basic abilities, so much as it makes you perform better against them in any field, from tracking to tactics; intuition to perception. Even memory and learning. This group can be as narrow as a profession or as broad as an archetype. Naturally, the former has greater benefits. If your enemy can convert or control others, you are appropriately resistant to both, at least from them. This may be taken multiple times, and restricted to certain powers or motifs of yours for appropriate benefits.

A Moment of Normality (100) Some powers are more trouble than they're worth. You can toggle your perks, powers, and skills at will; suppressing them as much or as little as you wish at that moment. By equal token, you may excise or restore the updates certain fiat-backed items undergo on a jump by jump basis, as you will. You can restrict both to particular aspects if you don't want to go whole ham, but external forces can't force you into it. As a side benefit, taking a

breather also ensures you intuitively know how to activate your powers, whether that means chanting Latin or drinking metals.

Nephil, Dhampir, Half-blood (200) There's some human blood in your veins, which blunts or removes your racial weaknesses. This does not diminish your inherited gifts, and may enhance some on a case by case basis. This applies to all your monstrous powers and altforms.

The Family Business (200) Your bloodline is marked by a vendetta against the supernatural, making you a natural hunter, especially with actual heirlooms. You also have some extra strength, inhuman reflexes, and impeccable instincts. You heal quickly, persist unnaturally, and can resist the enemy's powers. Fate and temperament steer you against your natural prey, who you long to slay and may be able to sense. Later generations may bear greater gifts and curses.

The House Always Wins (200) You can create a space where it is possible to wager qualities like lifespan and luck on competitive games like poker and pool. There are three restrictions, however. Firstly, all parties must agree to these wagers, though skepticism is no barrier. Secondly, the game cannot be related to the quality bet upon it. Third, anyone who stoops to cheating loses automatically. If you just want to facilitate, you can take the opportunity to skim off the top. Even if you don't, these supervised games still strengthen you ever so slightly, unless they're formalities.

Go Go Gadget, Faustian Bargain (200) You can purchase souls from their owners or sell them to others at any agreed upon price. All you have to do is seal the deal with a kiss, a handshake, or a signature in blood. In service to this bargain, you can perform feats of magic far in excess of your usual power and authority. You can even forgo incantations and proper schooling. The soul must be aware of this bargain, and you must hold up your side, but otherwise the only

limitation is that it must be a meaningful bargain. You can't buy souls and hand them right back, that's bad for business. If that's a little too macabre for you, you can buy parental rights, love, true names, and other intangibles under a similar but less beneficial system.

Spiritual Warfare (200) For argument's sake, let's say that when paranormal forces clash, their auras collide and weaken each other. You might see some electrical interference and weird anomalies, but the collateral damage is minimal. For you, this is true, and while it generally doesn't change who wins, it does mean that archangels can clash without destroying mankind.

Righteous Man (200) Or woman. Either way, your judgment is absolute in matters of good and evil. Your compassion is without boundaries and your forgiveness is divine mercy, but your anger is the wrath of God. You are considered sinless and pure of heart for most purposes; a true servant of Heaven. You may walk where mortals are forbidden, and you know a ritual to purify demons and other evil spirits, transforming them into more benign entities. Additionally, you are a preternaturally skilled demon hunter.

Special Child (200) Though human, you possess demonic powers. You probably imbibed some ichor, but maybe you've some diluted heritage or have been resurrected and redeemed. In any case, you have developed two very strong psychic abilities. You are protected from many infernal powers, and unlike natural psychics, you can develop new mental powers with effort. Drinking demon blood can strengthen these abilities and speed up development, but you cannot become addicted to it and your abilities can't corrupt you. For double points, you are a cambion born of an immaculate conception. Demon blood runs in your veins, and always has, and always shall, which grants you demonic invulnerability, teleportation, and a whole suite of vastly elevated psychic powers, up to and including reality alteration. Your power is enhanced to

ungodly levels while some version of Lucifer walks the Earth, but even without him you shall possess all the power Jesse displayed in canon once you've grown into it.

Grace of Heaven (200) Whether or not you serve him, you're one of Michael's enhanced monsters, with greater strength and fewer weaknesses. This applies to all your monstrous powers.

Aletheia (200) You cannot be lied to, and can tear away the deceptions of others. Unless you allow otherwise, anyone who knowingly tries to speak or write an intentional untruth to or around you simply fails, perhaps choking on their own false tongue. It isn't fatal, but they certainly won't be able to get the words out. They can't so much as say two plus two is five, but they still speak in technicalities, stories, sarcasm, and other typical lawyer or fairy bullshit. With enough power, you can permanently strip people, organizations, and species of their ability to lie.

Semidivine (200) You are of both mortal and godly stock, giving you some divine power and making you more than human in a thousand subtle ways. Not all gods have children, and not all demigods have powers, but you're an exception if need be. Your deific parent may be from any pantheon and any jump, but most are Olympian, and you'll be no stronger or weaker for it.

Soul Power (200) You can sense the presence and condition of souls, which also lets you draw power from them, and share it with others. If you rule an afterlife, you may painlessly and invisibly tap into the power of every shade in residence. If you just work there, you can channel energy from an appropriate number. If neither is true, things get complicated.

Dead Dirt (200) One day, you will be a judge and keeper of the dead. Already, you can grant souls and rescue a person's essence from oblivion. Constructing an afterworld would be a

titanic undertaking, but you can theoretically rewrite the nature of death and consciousness throughout a multiverse entirely. It all works with what it has, so you'd better find some spiritual authority or something if you want to be weighing hearts, sentencing souls, quickening shades, summoning the unhoused, or reincarnating people any time this millennia, but you'll eventually get it one way or another. Just try to remember that a stable afterlife system generally includes both paradise and perdition in some sense.

Grendel (200) You are a descendent of Cain through the original Grendel, and heir to some of their inhuman strength and ferocity. Like a hereditary hunter, you lack certain inhibitions, and have a spiritual gift for killing and violence. You dodge attacks and close in with unnatural skill; your blows strike true and hurt more than they ought to. You can kill with improper weapons and your victims are harder to heal or resurrect. Unlike a true hunter, you are resistant to weapons you don't wield, and can enhance your gifts with cannibalism. For double points, you are truly Grendel reborn, and all of the above traits are enhanced significantly. Your power will dwarf that of most monsters, and you will be wholly immune to most weapons, especially those of modern or mortal make. Whether you've inherited a hideous visage and murderous temper is up to you, but you certainly enjoy killing at either level.

Jefferson's Starship Engineer (200) We're all here for a reason, and you're here to fill the world with monsters, a term used broadly and neutrally herein. If you don't already have ways to create a varied category of monster, you'll find or develop some shortly. You have a talent for it, whether you're using magic, mad science, or your own biology, so your results are generally impressive and the methods seem simpler than they ought to be. Furthermore, you have much greater control over any power or process of yours which creates monsters, to the point that you can not only tweak and redesign, but alloy them together however you like. In turn, this allows you to specify results, hybridize creations, convert humans, and rewrite the laws of nature in

ways hunters probably wish were impossible. Some of those will be harder and more costly than others, but that's what trial and error are for.

The Boy King (200) Your supernatural subjects generally accept your foibles and quirks, human morality included. You find leadership surprisingly intuitive, and if you don't have them already, you quickly develop the qualities and magic your crowns imply, whatever they are. These powers supplement your humanity without replacing it, and lesser positions can have lesser effects, but losing status can mean losing all but embers.

Greater Monster (300) There is no shortage of monsters, but some are stronger than others. Breeds such as phoenixes, dragons, Night Hags, leviathans, Oni, leprechauns, soul eaters, Vanir, early (non-angelic) reapers, and ~~spicy-ghosts~~ black eyed demons at least theoretically tower over their cousin races, the Common Monsters. On top of their superhuman strength and immunity to ordinary weapons, monsters of this level tend to have powers such as flight, pyrokinesis, and unique magic. Despite their superior power and pedigree, they operate under the same rules as their above brethren. This may be purchased multiple times, and spiritual monsters do not need Vessels post-jump.

Mythmaker (300) You are a professional-quality artist. Depicting gods - imagined or real - is particularly potent and intuitive, perhaps because you can bring them to life. Unlike other Mythmakers, you can design personalities as well as powers, or draw upon popular imagery. Your creations also cannot consume you for immorality, though they can earn it with enough worship.

Sorcerer of Abraham (300) The blood of the Covenant surely runs in your veins, and while it probably won't let you kill giants or wrestle with angels, you have the skills of an expert Rabbi,

spy, and saboteur. Additionally, a long study of the Kabbalah has taught you many spells intended for a spiritual and covert protector of the Chosen people, though most are too slow for direct combat. Exorcisms, golemancy, communal healing, divination, protective amulets, and concealment are all within your repertoire, but you also know wards that work against humans and artillery. These defenses require more active spellwork than standard wards and are most effective in deliberately Jewish spaces such as synagogues, but they can be made to distinguish between gentiles and Jews, laymen and Rabbis, the pious and the faithless, the honor-bound and the oathbreaker. For additional security, many of these spells are written in relatively obscure languages like Ladino, Yahudic, and Italkian, which will make them harder for other sorcerers to decipher, though a majority are in Hebrew, Aramic, and Yiddish.

Prophet of the Lord (300) You were called to serve the Lord of Heaven, inspired by divinity and destined to proclaim His will. Not only can you accurately interpret the Word and Will of the Creator and His counterparts, you are one of the few humans who can perceive the true visage of a celestial being without harm. You can instinctively understand angelic tongues, and reflexively comprehend the meaning and underlying language of even the most opaque of holy symbols. You have the necessary affinities to safely and masterfully wield all Heavenly magics, including those forbidden to humans, and already know secrets that are usually beyond humanity. You occasionally receive visions, and can act as a mouthpiece for higher powers, but only voluntarily. You possess an extra sense for divinity and can listen in on angelic communication. Finally, with some effort you can convince even worst holy angels and biblical deities to act with at least some compassion for common mortals and respect for free will. Worship and sacrifices help, especially when done in a ritualized manner.

Thule Necromancer (300) Oh, great, there are more of you. Lovely. Whether or not you participated in the initial atrocities, Nazi sorcerers executed you in a protracted ritual, which then

embalmed and reanimated you. Being dead, you no longer age and are not subject to disease. You can regenerate from injuries and don't need to eat, sleep, or breathe, though you can do all of that and more by choice. If killed but not salted and burned, you will only reanimate half a day later. This terrible ritual also imbued you with the power of necromancy. You can summon spirits, enslave ghosts, and raise the dead as powerful and sentient zombies. You are also capable of other foul spells, primarily those which bolster your undead thralls, but in case protecting your zombies from flame isn't enough, tracking, invisibility, and several curses are also within your grasp.

Beltane (300) You share Samhain's authority over the dark forces of the night, particularly on Halloween. Every terrible thing that goes bump in the night will bow before you, and some will even slip into existence solely to serve your will. Raising zombies and enslaving ghosts is effortless and the longer you are active, the more monsters will fall under your sway. The more fall under your sway, the more you can create, and the more you can bring under your control, with relatively few limitations. On Halloween, when your power reaches its peak, you can temporarily blot out the light of Heaven across an entire region. Without the Presence, dark forces prevail. It's just a law of nature.

Eumenides (300) You are a Greco-Roman spirit of revenge, a sort of semi-demonic demigod once called a Fury. You have demonic power without demonic weaknesses, and while you might fall to Ruby's knife, you can easily circumvent wards and mystic traps. Teleporting helps. Your role as an avenger of wrongs also gives you special senses - and the ability to lay powerful curses or even warp reality in service of another's vengeance. Feel free to twist your client's words, or get viciously ironic. It'll only create more chaos and destruction for you to feed upon. If you don't want to act on another's behalf, there *are* some targets you can curse freely.

Alpha (300) You are a progenitor of your kind, with enhanced powers, reduced weaknesses, and a psychic connection to your posterity. You are eternally youthful, even if your kindred aren't, and while many Alphas are just particularly fecund, you may freely design one special method of expanding your lineage. This applies to all your servant or descendent races and one group you either are or can create. If you were already an Alpha-equivalent, you are now peer to Eve. Once per decade or jump you may redesign your methods of reproduction and change the designated subjects under the same terms.

Godsend (300) You are the natural enemy of deities, legitimate and otherwise. You can recognize them on sight, and sense them nearby. Their powers are an order of magnitude less effective against you, while you damage and thwart them ten times more ably. Even your instincts and luck are more potent against divinities. You are naturally good at fighting at a disadvantage, and can often proportionately injure, though perhaps not kill, gods by damaging their avatars and dominion, worshipers included. Lastly, if you have the magic to do so, you can easily devise spells to banish, ward away, and trap gods. These advantages are shared with any gods you yourself summon, so expect to be well sought after by the various pantheons.

Parcae (300) You enforce the edicts of destiny and similar, thereby preserving the Natural Order. You have an innate understanding of a violation's details, as well as how it must be repaired. You may influence over casualty and infuse yourself with the power of fate, which is a potent force multiplier. Of course, striking true isn't always enough, so that can also enhance your body and weapons. In later worlds, you may offer yourself as assistant to local forces of kismet, but you needn't serve to benefit.

Major Monster (500) Late reapers, minor angels, great demons, and old gods may seem like a bigger deal than mere monsters - and in some ways they are - but that's no reason for you to

hold back on becoming one. Monsters of this level can only be killed with highly specific weapons or powerful magic, and they tend to have very broad abilities, usually including but rarely limited to immortality, telekinesis, and super strength. Many of them can also teleport, do magic, or warp reality in some manner, though there are exceptions. This may be purchased multiple times.

Scribe of God (500) You are an accomplished Enochian magician, but that's almost besides the point. You basked in God's presence, transcribed His Word, and learned many of Creation's very deepest secrets. You know every language and code and symbol that ever has been or will be. You know literally all there is to know about linguistic, scriptural, and sigillic magic, over which you have unique and vast powers, not the least of which is negation. You are also a universe class editor, proofreader, authorial sounding board, and yes, scribe.

The Unseelie King (500) You are mighty among the fey, Oberon's very rival. Only you're a monster from folklore as much as Avalon, and your authority is over Faerie's darker forces; the tricksters, the tormentors, the terrors of children. Naturally, you have the cunning of an immortal, the contracts of an elf, and the terrible wisdom to leverage both. Though you can lie and invade homes when there's no oath involved, it pays to follow the Old Laws - especially since you know them so well, wherever you go. Just remember that even as you wield your terrible magics, ride through nightmares, and create new subjects from stolen children or the unhallowed dead, you are not invincible; merely hard to kill.

Season 4 Angel (800) You are an angel, but you retain your full power in defiance of Chuck and Metatron. You can cross the universe in an instant, travel through time, and twist reality on a whim. You can heal with a touch, smite your enemies, and much, much more. If banished from Heaven or stripped of grace, you'll need to recharge manually, but you can always drain souls or

use angel radio. Additionally, you lack the weaknesses added to let humans kill your kind: holy fire confines but doesn't kill and angel blades are only lethal in angelic hands. Post-jump, you no longer need a connection to Heaven or Vessel to operate.

Archangel (800) Requires Major Monster: Angel, Season 4 Angel, or equivalent from another Supernatural jump. You are the fifth and weakest archangel, which is kind of like being the poorest billionaire. For context, an ordinary angel could and did construct the Grand Canyon. An archangel, meanwhile, could instantly black out the entire eastern seaboard. Furthermore, they are wholly independent of Heaven. How much you live up to the hype depends on which perk you upgraded.

Colossally Powerful Witch (800) You are one of Rowena's few peers, and perhaps her only equal. Unlike most witches, your power is innate and natural, but that's only the beginning. You are the Nikola Tesla, Beethoven, *and* Leonardo da Vinci of magic, a once-in-all-of-history savant of sorcery and genius of gramarye. Even if you hadn't mastered your craft for centuries, you would be immensely powerful. Since that you have, your precision and flexibility nearly match your talent. The incredible mana reserves you were born with are almost an afterthought, but all in all you might be the strongest witch to ever live. There's almost no limit to what you're capable of, and you could conquer Hell itself as a damned soul. For a discount, you are "merely" a talented natural witch of several centuries, like Maggie Stark or Patrick. Certainly skilled and quite hard to kill, but not nearly as proficient or powerful. If you take that option *and* use both discounts to purchase this perk, you take any one 50 CP purchase at half price, because forcing you to waste 25 CP would be dumb.

Pale Horse (1000) You are *the* Reaper, with all the power that entails. You can warp reality as a whole, twist perceptions, reap souls industrially, and command any psychopomp. You're not

omniscient, but you have vast cosmic awareness. You may deny death or resurrection to others, and you are the foremost servant and guardian of the Natural Order. Its power is your power, and strengthening it strengthens the world, while damaging it creates dangerous anomalies. If you cannot kill something, it likely cannot be killed, but you can reap abstractions like ideologies, eras, and magic. If it ends, you have ended it, as you are present in essence and perhaps body wherever death or decay occurs. It's easy for you to multilocate, and time is an extension of entropy, so you have particular authority over it. There is no afterworld you can't access, however tightly sealed, and your legitimacy as a soul guide is beyond question. Defeating you in open combat is flatly impossible for many, and your spiritual authority covers many spheres - from fate to hauntings. You might share your role with forces such as an Endless goth, the Lone Power, and a certain wolf if you don't like Julian Richings or want sole responsibility for mortality.

Infant Demiurge (4000) You are an Uncaused Cause, which has always been. You were neither born nor made; you simply were. *Always*. The smug satisfaction of literally infinite age also comes with something reasonably similar to omniscience, nearly perfect immortality, and a hilarious amount of magical power. While experience is a factor, training isn't, and even as a novice you could treat a coven of archwitches, the forces of Hell, and a reduced Host of Heaven as a warm up, then go off to your actual fight knowing it probably didn't affect the outcome. Unlike similar entities, you aren't the font of a particular concept, and neither have nor need a counterpart to exist in balance with. Cannot be discounted.

Powers and Abilities (Part 2)

This second section is for abilities that are less familiar to the Supernaturalverse. The rules are the same, but you don't get any discounts. You can, however, trade one or both of your Part 1 discounts in for discounts here.

Dii Familiares (50) You can always perceive the manifestation of faith, and your own belief or offerings mean more, allowing you to create minor entities with a single sacrifice. Household spirits and tutelary deities are particularly easy to fashion, and great gods will not mind them much. Some have special tricks, but all hearth spirits can help with chores and ward away evil, while less domestic types keep the land healthy and punish the wicked. Offerings will keep them healthy, but it takes time and tradition to make them strong, though true belief and tempers are helpful in their own way.

Thesan Warder (50) You know dozens of symbols which provide shelter from magic and monsters. They are specific and often fragile, but you can paint or carve them as necessary, and there's such a thing as close enough. Unlike most warders, you can intuit new defenses when necessary and know the basic offensive wards, which have other benefits. They're unpredictable on living skin, but fiat will keep the mind ward safe.

The Righteous Path (50) When relevant, your religious faith can now fuel and enhance your holy magic. Sacred articles and consecrated ground can also focus or improve or stabilize them, but proper conduct and ecclesial rank are even better. Directly combining powers and religion can also have potent but unpredictable effects.

You Have My Word (50) Oaths and vows were once mystically assured, and you can make it so again, in your own name or in another's. Such *geasa* grant power when allowed to, but you can also hex the forsworn and bind people into all sorts of mystic promises; even those they're ineligible for. Additionally, you can place such curses by force under the circumstances recorded in Celtic myth.

Ex-voto (50) You can attract the attention and sympathy of saints and angels with vocative offerings. This can justify or lead to intercession, but it isn't sorcery.

A Jumper's Faith (50) The stronger you are, the more your worship means to those it empowers. Giving it freely and honestly is even better. If you'd rather accept worship than give it, this applies to your followers, and if you're in the god-making business, this may be shared with your progeny.

Second Sight (50) You can see what others cannot. Invisible monsters are obvious to you, even if they're normally only visible to children, and you are immune to most perception filters, illusions, and glamours. Attempts to manipulate your memory face stiff resistance and usually prove temporary.

Can You See What I See? (50) Perception filters, illusions, and invisibility are huge pains. You can't necessarily ignore them, but so long as one member of your current group has the senses to see the entities and phenomenon they hide, all members now can, with the assurance won't filter them out again. Your seeing-eye psychic has to be in immediate proximity, but it's quite situationally useful. You can now share hallucinations and psychic visions by the same token, but that's less helpful.

Superstition (50) Doctors give *people* placebos. You can give placebos to *Reality itself*. With the right ambiance, you can warp luck with bogus occultism and nonsensical narratives. It's also possible to summon spirits and such with the right tropes or trappings. Just remember who writes the books of black magic, and not to trust what they say about bindings...

Sin-eater (50) By consuming a ritual meal, you may take some of a departed soul's sins or sinful nature into yourself, thus easing their passage and potentially saving them from perdition. The greater the sins, the fouler the taste, with the worst making the food toxic, corrupting, or worse. Fortunately, as these sins are not your own, they cannot damn your soul. Unfortunately, the meal cannot be shared with others, and the foreign sins instead manifest as an aura of negativity and ill fortune. Thankfully, it fades over time and generally doesn't affect you directly.

Language of the Birds (50) You can communicate with and understand the speech of a narrow specification of animals, such as hounds, horses, birds, or cats. They are generally friendly towards you, and you may make them temporarily more powerful, more clever, and more coordinated by sharing some of your energy. This may be taken multiple times.

Getting Medieval (50) You have mastered an archaic weapon, and are proficient with two or three others. This comes with ancillary skills like maintenance, and makes you a threat to most monsters.

Walk-in (50) When you lose a mentor or companion to death, some of their spirit may cling to you; like a scent on a favored cloak. In this way, some of their strength and wisdom lives on in you; meditation or near-death experiences can dredge up much and more. When your own reasonably-Final Death arrives, you too can leave some of yourself behind to haunt the world of Men.

Divine Sense (50) With a moment's concentration, you can open your mind to sacred and profane auras, discern their presence and intensity. It isn't fully reliable, but with practice comes perfection, as well as greater detail.

Stay Down (100) When you kill a person, guide a spirit, or officially judge a soul, you can be reasonably certain they'll stay dead. All resurrections thereof are an order of magnitude harder, and tend to go wrong, be temporary, or both. Workarounds like time travel, reality warping, and brain uploads aren't exceptions, while knockoffs like twig clones automatically fail. Of course, you can make exceptions...

Idolatry (100) Assuming they answer your call, you know how to summon magical power, skill, and stability from the gods, the demons, and the spirits of nature. Saints and angels are equally valid, though perhaps less bribeable. Literal idols are unnecessary, but recommended, as are connections and compatibility. If there isn't anyone listening, the widespread idea of a deity also has some power to lend.

Jumpchain: the Animation (100) You have what Mystery Incorporated did not; the ability to live as though a cartoon. You can select a particular cartoon if you like, but it generally means that you can cheat the limits of biology, ignore inertia, and survive anything but direct violence. For double points, you can strengthen your toon force enough to leave relatively grounded cartoons behind and instead embrace full blown Loony Toon, Animaniacal madness.

Winged Beast (100) You have a pair of wings on your back, which can be magically retracted at any time. The magic in these wings are strong enough to allow you to swiftly soar through the heavens as though you weren't one of the least aerodynamic things in existence.

Victori Spoila (100) Assuming you have the artisanal skill, you can now fashion corpses into magical armaments and tools. Monster corpses work best, but require additional steps you learned from Sango or Blitz. You have a talent for this sort of work, and if you slay something that disintegrated upon death, one of their items or body parts may survive and acknowledge you as its new master, usually providing some benefit. Of course, if you want them to disintegrate, they usually will.

Lesser Arts (100) With the right knowledge or ingredients or feng shui, you can work wonders. It may not be “real” wizardry, but if you’ve visited Roshar or the Boiling Isles, you’ll know alchemists and spiritual craftsmen should not be underestimated, nor should ritualists or sigils. Helpfully, most of these arts can be taught to anyone, and many supplement normal magic. You have ten years of experience with one such skill, plus whatever scraps of talent you absolutely need. This can be purchased multiple times.

Grimm (100) You are a member of an ancient bloodline, and that comes with certain advantages. You possess an innate talent for fighting, a good head for observation, and uncanny instincts for people. Beyond that, you are superhumanly enhanced in a variety of relatively minor but adaptable ways, and can always recognize when someone isn’t *quite* human.

Mortal Souls (100) You retain full benefits, but souls you and your weapons consume or sacrifice will now pass onto the afterlife as usual. Those you absorb or otherwise exploit can now be regurgitated, and will escape intact at an appropriate time, such as your death. You can save other souls similarly by slaying their predators.

Invoke, Conjure, and Command (100) Many denigrate the summoning arts of calling, constricting, binding, and banishing, but they do have their uses. Whether you are a true necromancer or Tucker's other brother, you are adept in a variant of such activities, and can even reach your summons across jumps - and send them right back when you're done. This may be purchased multiple times.

Dēcapitāre (100) Latin for "one who decapitates." Which describes most successful Hunters, and of evidently you. When you're the one swinging the sword, decapitation will kill anything that could be slain with a combination of mundane metals, seasonings, religious blessings, blood, flame, and animal parts in wieldable amounts. Particularly if the sharp implement is holy or unholy.

Sherlock Holmes (100) You are a lucky and almost superhumanly skilled investigator, with a maybe supernatural ability to disguise yourself, plus some mental tricks like deleting your own memories.

Million Year Old Moves (100) In battle, you can become a whirlwind of wild, acrobatic, and brutally efficient violence, guided by a terrifying combination of instinct, ferocity, and resourcefulness. It is more of a controlled frenzy than a fighting style, but all agree it is somehow primitive or primal. Even a human with this skill could slay deadly monsters, competent sorcerers, or whole groups of gunmen with bare fists or ancient weapons. Fascinatingly, this intuition seamlessly incorporates primeval forces and primitive weapons, making both far more deadly. Though such savagery cannot be taught, experience *can* refine it, and formal training will give you more to work with.

Papal Exorcist (100) Even without the usual prerequisites, you have the schooling and spiritual power of a priest in a horror movie. While you can consecrate ground and place minor blessings, it's more important that you've memorized the Roman Rite, and may use it to cast out possessing entities, be they demons or aliens. You also have the authority to perform the sacraments, vanquish dark magic, and ward off monsters. These gifts are contagious among Catholics, but only manifest in pious and observant priests.

Magic Talent (100) There's a particular aspect or area of magic unusually capable with. You may also use this to acquire an unusual but niche ability, such as parseltongue or true faith. This can be purchased multiple times, stacks with itself, applies to all systems, and provides some generic magic if you haven't got a relevant kind at the moment.

Daily Prayer (100) Can you imagine living in a world where angels aren't dicks? Now you can. The trick is simple; pray to them. Every day you can manage. Collectively, individually, it doesn't matter. The more you pray to them and the more respect you show them, the more affection they will feel for you, and the more they will feel pushed to be their best selves. Unfortunately, this only applies to holy angels; the fallen are officially off the leash.

See, Witch (100) You know how to harness the magical energy infused in certain objects to strengthen or fuel your spells, even in place of your own will or resources. While not every type is compatible with every spell, you can use any source for any magic system, and are especially

good at scavenging resources from remnants like monster corpses. If you become involved in faerie bargains, you can also convert any personal item and quality you purchase into power.

Almighty Johnson (100) A family hazing ritual gave you the mantle or identity or spirit of whichever ancient god you pick. You can lean towards whichever interpretation you like.

Metaphysics aside, this gives you a spark of that god's power and insight, but only a spark. Mike wins games and Olaf ages slowly, but those are parlor tricks without Odin around. Naturally, this comes without the usual drawbacks, needs, and impulses, so feel free to give up your divinity or outlive your godhead.

Unseelie Sorcery (100) You are tied to the powers of Winter, and they are tied to you. While you can treat this as a source of physical or magical strength, only beings of icy malice can truly counter the eldritch and insidious forces that threaten all Creation. Winter is their natural bane in your hands, and it insulates you from their power and corruption. Let the frost within grow if you must, but never trust it; it knows its purpose, and will twist you if left unchecked. Its brutality will make you the greatest enemy of aberrations, but at a great cost.

Heroism (150) Some people's heroic qualities are recognized by the world, and whether you're one of them or not, you are a hero, at least in the classical sense. You pair great courage with a strong will and an iron stomach. You have certain resistances and an unusual relationship with destiny. The Inverse Ninja Law rarely applies to you, and you tend to find your way into and out of danger alive, even against odds.

There are additional benefits, but they depend on what kind of hero you are; spandexed super, chivalric chevalier, and Bruce Wannabe are just a few. People can generally tell, and your role will subtly or dramatically twist circumstances and physics, but while you know how to see the world in the proper terms, you'll have to get most of the appropriate skills and abilities on your own time. Naturally, your mantle will make sure it is possible, and you can carve your motifs into the universe as you carve your name into fabled legend.

Beware hybris; many like you have come and gone through the Ages, and many more shall before the final days of the world. This may be purchased multiple times for different archetypes or forms of heroic status. Post-jump, you may toggle this, as many heroes wish they could.

Dead Faith (200) While you don't gain any new abilities to draw power from worship or survive off of fame, you can now use such abilities to draw power from the dead believers in your pantheon's afterworlds. Unfortunately, it's only percentages of what you could get from living adherents, and the exact distribution of souls and veneration determines who gets dibs on what power, but every bit helps. As a bonus, whenever you use powers dependent on widespread, prevailing attitudes and participation in anything from a specific institution to a particular story, you make due with the basic framework and additional mana. Oh, and if you have multiple distinct ways to draw upon worship or recognition, these wells can now be considered separate, and you may drink as deeply from each as allowed.

Guns and Glambours (200) You're not one of those idiots who casts aside their weapons the moment they develop supernatural powers. In fact, you intuitively know how to fluidly and efficiently fight with any combination of your abilities, and to do so without compromising the nature of either power or skill. Such intuition is no match for specifically designed martial arts,

but it can be used to instantly incorporate new abilities into such skills, both as supplements and replacements. Equally, you may bypass any restrictions against using magic in armor if you've trained to fight in it. Your intuition isn't as sharp outside of combat, but it can similarly guide you in activities that are more peaceful - or at least less violent. Others may find these combos wasteful or inefficient, but they won't be - not for you or your students.

Alternate Magic (200) Most worlds have magic, but not all worlds have the same magic. You are an educated but ordinary full user of any one magic style or system you can name, without any baggage or restrictions it might usually entail. It costs double to be a one-man army, and triple to be an Avengers level threat, but you can "half-caster" or otherwise subpar mage for half off. Softer and more classical magics are also discounted for the inconvenience. This perk may be purchased multiple times, and comes with the absolute necessities, whether wand or familiar.

Clarke's Third Law (200) You possess the supernatural power to intuitively construct, operate, and modify the technology of any one major SciFi faction of your choosing. If need be, you can even synthesize their otherworldly resources. Specializations are optional, but helpful. Unfortunately, their supernatural origins prevent lower tech cultures from reverse engineering or gaining universal insights from your creations. Furthermore, the scale and the fantasticism of your powers are directly proportional to the difficulty of mass production, maintenance, and keeping a grip on normal reality. Feel free to balance that equation however you wish. This perk can be purchased multiple times.

Slayer (200) Whether or not you should have been, you were once the latest in a line of protectors stretching back to the Demon Age. The mantle has since passed through you during a temporary death, but the gifts remain. Destiny called you to face the forces of darkness, and while that arrangement makes you far deadlier than your powers would imply, the tangible

benefits don't hurt, especially since you have honed them to a fine point. You are superhumanly strong, can regenerate from injury, and periodically get prophetic dreams. You can differentiate natural events from foul omens, and detect certain types of monsters. You are a frighteningly talented, ferocious, tenacious, and resourceful warrior, aided by inhuman endurance, incredible reflexes, and supernatural senses. There also seems to be a paranormal come-hither for using yourself as monster bait, and an immunity to trauma under some circumstances. On top of all that, you are a natural leader with a keen, tactical mind. Finally, you do not have the psychological safeguards the Shadow Men designed into the Slayer, and can kill humans without issue.

More Than Mortal Eyes (200) True omniscience is rare, but many beings have a little extra awareness. It is less a power and more of a point of view, but you have it, and with it a wealth of innate knowledge. Your existing powers of observation are deepened and widened from this perspective, but for those who can truly take advantage of it, gathering information eventually becomes effortless and then redundant. While things can be hidden from you intentionally, the greater your attunement to, mastery of, connection with, or authority over a given sphere or function, the more you can sense and simply *know* about it, in every sense of the word. Representing or embodying ancient, timeless forces also helps, as does experience. Additionally, this vantage point provides some defense against memetic hazards. Even an ordinary human with this perspective could sense energies, see into the Veil, and detect disruptions in reality, but among the higher powers, it reveals its true worth. Climb high enough, and all ignorance will fall away.

True Namer (200) You are well versed in the magical properties of names, particularly the True or Secret Names most beings have. In full, they grant terrible power, even past magic immunity, but even slivers have uses. You can learn a willing being's Names just by asking, but know how

to uncover them when necessary. You can grant Summoning Names, and it won't be hard for you to copy other nominal effects or use your own Names subtly. Additionally, you will be a shockingly intuitive and versatile onomancer of any sort, who can treat most varieties of Name synonymously.

The Spirit is Willing (200) You can exert at least a third of your mystic power without a physical body. Additionally, you may transform into a dispersed, inhabiting spirit of whatever supernal domains you may have. This state both limits and expands agency or awareness, but little can harm you while your demesne is intact.

Dancing on the Head of a Pin (200) You are no longer bound by the confines of three dimensional space, and can now reach a layer of Creation beyond even the Veil, a plane that few can even perceive. It can serve as a refuge from many worldly concerns, but it has other uses as well. You can observe existence's lower layers from here, but only divine and demonic powers can cross the chasm between them with any reliability. Objects can occupy the same space on this level, but only the greatest of powers can perceive the individuals on this plane, even if they reside there themselves. There are two exceptions to this; those who allow themselves to be seen, and those who interfere with the lower worlds. The more conspicuous the interference, the more obvious the meddler becomes, though this is temporary and can be mitigated with greater power.

Bunrei (200) Like certain gods, you can divide your soul into multiple pieces. This usually creates the unknowing avatars of myth, but there are other types of proxies, especially for spiritual beings, including actual bunrei. When this fragment of your being dies, they reunite with your broader self, bringing new experiences and perhaps new powers, though that can be

dangerous. If you should die with an active incarnation, your spirit may find succor within it, and begin the long journey back to full health. Be wary of spreading your soul too thin.

Undead Champion (200) The Powers That Be have made you a sort of Revenant, with deathless strength and visions of the future. Unless slain by fire, you may reincarnate yourself into nearby corpses, though it takes time and you don't get to pick. Post-jump, you live again, but retain the benefits.

Templar (200) You are a Church-sanctioned hunter, trained to create and use holy weapons. You can also construct protective talismans and perform crude exorcisms and such, but you're more adept in physical confrontation. Your education had a greater emphasis on theology and teamwork than a normal hunter's, but that is to your benefit, and there were other fields. Your kind have slain scores of demons, vampires, and heretical magi; more will join them if you're given reason enough. Some inquisitors pay a terrible price for their powers, but you will not be one of them.

Time to Duel (200) I can't believe there are enough crossovers to justify this, but there are enough crossovers to justify this. You may now substitute all forms of violence with games of classic Yugioh. The game serves as a channel for paranormal forces, so most powers can be ported as unique cards, but all players will be given personalized decks, duel disks, and rudimentary knowledge of the game. I'm sure you can figure out the rest. Just remember that the stakes remain roughly the same and the magic poker equation is real. If you get involved with Pokemon battles, you can also substitute normal combat with that on the same basis, and any tabletop game based powers you acquire can be applied outside their original context, most easily to magical combat.

Unworthy Hands (200) When used against you, any weapon's paranormal lethality is treated as an appropriate number of "grades" lower or weaker in improper hands. The more improper the wielder, the less they can take advantage of their weapon, magical or no. This doesn't actually bestow invulnerability or immortality, but it will provide a serious edge if someone manages to rob you.

This Fire, Hellfire (200) Mere edge was not enough for you, so you plundered the depths of dark magic, and now draw power from Hell itself! Or something like that, anyway. I'm sure there's some nasty side effects you're dodging, but the general points are that you can channel some of the power and skill of any demon or fallen angel willing to share. You also have the ability to tap into the Inferno's ambient heat in a similar manner. Hellish flames are a potent energy source that gives your magic a spiritual depth and makes it harder to commandeer, counter, or heal from, but they're unstable by nature, destructive by inclination, and generally exhausting to use. Still, they have their uses - not the least of which is that you can introduce nosy psychics to the fires of the Pit. You can also purchase the reverse instead, but that's more complicated, though both affect opponents that are immune to conventional magic and attack.

Protection From Bullets (200) The proper way to fight is always face to face. Bullets, arrows, poison gas, and missiles of all sorts are for those without the strength of character to engage in proper battle. While it is not absolute, those possessed by such weakness will find you resistant to explosives and projectiles. This supernatural defense may manifest as unusual luck, an early warning, altered physics, or a touch of invulnerability depending on the moment, but none can deny that gunfire and arrows bother you little. This protection grows with honorable conduct or sorcerous skills, but degrades when you resort to ranged weapons or explosives, though magic spells don't count for either purpose unless they hurl objects, and you can make or remove

exceptions between engagements, though not individual combats, if the weapon is sufficiently common, respectable, or weird.

Quileute Shape-shifter (200) You are a superhumanly strong mutant who can turn into a giant wolf that is even stronger, with an extra chromosome and some psychic abilities thrown in for good measure. Usually this has to be triggered by an encounter with the Sparkly Cold Ones, but you also possess a unique, hereditary ability that allows you to awaken the abilities of other Quileute without it, specifically by biting them hard enough to draw blood in wolf form. You also don't need to worry about any of that "imprinting" nonsense unless you actively want to.

Shadowhunter (200) You aren't one of the Nephilim of old, nor a modern resurgence thereof, but after fierce training you become like them by ingesting the blood of angels. In doing so, you gained the ability to see what others cannot - including ghosts, and that which is hidden by magic. This power is paired with the ability to work magic of your own by drawing certain angelic symbols, many of which you have memorized. Usually, these Marks have to be drawn with heavenly metal to be effective, but as a jumper you can make due with electrum. Still, this comes with a seraph blade and a stele, which recharge themselves daily. For double points, your uniqueness goes even further; you also get encyclopedic knowledge of Nephilim magic, your affinity for the Marks enters the realm of sorcery, and you can forge electrum into celestial *adamas*, then work that *adamas* like an Iron Sister, even without being one.

Technicolored Pony People (200) I honestly don't know how you got here, but it *has* been getting around. Or was, at any rate. Whether or not you are actually technicolored (which you can be if you want - no one will find it weird), you have either supernatural physicality and a connection to nature, *or* a novel and potent form of magic (training included), *or* a pair of retractable wings that allow you to fly, influence the weather, and interact with the clouds in ways

that don't so much defy physics as ignore them. That last one also comes with some fringe benefits, like cold resistance and altitudes adaptation. This can be purchased multiple times and purchases after the first are discounted.

Ma'at (200) You are one of Creation's handymen, responsible for maintaining or repairing its structures, boundaries, and balances. Etc. You probably spend a lot of time cleaning up messes and creating symbolic support structures like laws and artifacts, rituals and trials. You have the tools for the job, though they reflect you; a mortal might know some perfunctory spells, but they'd never be able to play a god's part. It's best to align with order at its most harsh and uncompromising, but any sphere or function helps, especially therein. Try to find a place in the divine economy, and remember that there is damage beyond repair.

The Essex Gene (200) In your teenage years, your body began to produce a hormone that caused a radical and fundamental change in your biological makeup. This was eventually traced to a single gene, but by then it was besides the point. You may freely determine what strange abilities this transformation left you with, but they cannot surpass those of Xavier-10005. Post-jump, these abilities and unusual appearances can be toggled.

I'm Batman (200) Yeah, crazy story, you're actually Batman. Money, plot armor, and fursuit not included. But you're a master investigator, an incredible martial artist, and the sneakiest son of a bitch alive. You leave no forensic evidence and can expertly drive any vehicle known to man. You're also a really good acrobat, for when vehicles fail you. You can construct and utilize gadgets like lockpicks, listening bugs, and unreasonably small grapples. You have cinematic hacking skills and can be very intimidating, but don't worry. As long as you restrain yourself to fists and batarangs, you'll never kill or permanently cripple without meaning to. You're not

necessarily a paranoid tactician, but you know how to patrol an area and strike fear in the hearts of criminals, so it's a start.

Super Spy (200) Through intense training, you have become a master of the sort of espionage only seen in action movies. Lying and sneaking your way around is second nature, as is counterintelligence, assassination, sabotage, and theft. You don't necessarily need a team, but it helps, and you're cleared for other sorts of missions as well. You probably work for some government, but freelancing is also an option, and you'll rarely have trouble finding a client or experience a sudden yet inevitable betrayal. Better, these skills update to circumstances every jump or decade, so you could keep turning tricks in a space opera or cyberpunk dystopia if need be.

Supersoldier (200) Like a certain man out of time, you were injected with a serum invented during World War Two, which enhanced your physical abilities to blatantly superhuman levels. You couldn't lift a building, but you could hold back a helicopter. Additionally, you've been through bootcamp, are a skilled tactician, and know how to fight with a frisbee-shield, in addition to or in place of more conventional weapons. You also have a rare talent for speechifying, but that's unrelated.

Costume Party (200) You know a spell that can bring any Halloween party to life, by transforming the guests into their costumes in a number of ways. The greater the transformation, the more energy it requires. This can be done on any scale, so long as you provide the energy, but it's most efficient en masse and on Halloween specifically. Unfortunately, this magic is brittle, and rarely lasts more than a single night. The experience is always transformative, but the greater the gap between mask and wearer, the less tends to stick.

Spellthief (200) You have a peculiar type of psychometry, which is limited to grimoires and magical artifacts. A short examination will teach you how to recreate them - and how to cast their spells freehand. There's just one caveat; it only works on what you've stolen, looted, or truly won. If it's any consolation, you also gain some nifty tracking spells, plus incantations to confound the same and slip past wards.

Exalted One (200) You know a short and simple ritual that allows greater forces such as gods and kaiju to invest some of their might into you, even if their hands are usually tied. It helps to be a potential host, but doing so also creates a telepathic bond and gives you access to a set of appropriate powers, usually some form of sorcery. You may only serve one master at a time, but either party may break this compact at any time, and you may learn to bend the rules in time.

Trader Bargain (200) Like Jill Kismet, a contract with the hellbreed has left a sort of mark or gateway in your very flesh. This conduit can be harnessed for sorcery, but it also makes you stronger and faster than ordinary hunters. You also heal faster. Unlike her, you were able to wholly dodge the price tag.

Halve the Blood (200) Perhaps blood will tell, but it gets its gossip from you. While unwilling subjects can resist and some are less tractable than others, you have the power to awaken, temporarily suppress, and sometimes even remove a person's magical bloodlines, hereditary karma and the "taint" of humanity included. With greater practice, you will eventually be able to magnify, rebalance, and otherwise adjust innate powers and magical "genetics," though there are fail safes built in.

Cheating (300) You are or will one day be a true magician, rather than a mere hedge wizard. No matter the system, you can always alter and crudely improvise spells on the fly. Additionally,

finding cheat codes and exploits is easy; arcane fraud and mystical hacking are second nature with the right reagents. And, when you need to, you can use occult knowledge to easily make or even invent the adjustments necessary to roam as you will, abridge spells, channel weird energies, and fight water with fire, to name a few. You already know how to cheat off your own notes and apply your skills to similar or parallel magic systems, as well as imitations.

Hollow Demon (300) You are a demon, but not one of the local variety. You wandered in from another universe as well - one where demons are just another supernatural species. Or, as their parlance goes, Inderlanders. You are an immortal with access to powerful magic, and unlike most of your kind, you are not affected by sunlight or holy ground.

Tregarde Guardian (300) You began as a magician and psychic of notable power and significant learning. One day, you struck a deal with a luminous force that may or may not be a less sycophantic Archangel Michael. The terms were simple; when innocents are in occult danger they didn't cause, you would act as their protector. In exchange your mysterious patron will Call you, armor you, strengthen you, and guide you. You can take vacations if you want them, but abusing your power will result in being cut off by your patron for the rest of the jump or decade, whichever is shorter.

Beyond the Lake He Called Home (300) Lay a deeper, darker ocean green, where waves are both wilder and more serene. In certain times, at certain places, reality and fiction can flow together and be rewritten. After a brief but harrowing visit to such a location, you found yourself forever changed. While any artist can bring their works to life there, you have a special connection to a Dark Place, and can do so anywhere. Still, this power is not easily tamed - and reckless or improper usage attracts danger and dark forces. Fortunately, you *can* shut it off, if

you must. These strange forces also drive the creator to artistic heights they could never reach otherwise and act as a source of infinite, if macabre, inspiration.

Hex Maniac (300) You are a skilled Pokemon trainer, specialized in Ghost and Psychic types. You combine an instructor's patience with the skill to train any monster in the pokedex, and most outside it. You have some mental gifts of your own, have Pokemon-like toughness, and may learn Psychic-type moves, though you'll never surpass an overleveled Ralts. Perhaps you can learn other moves as well, with great effort and other abilities. In any case, you also know a short ritual which will cause pokemon to appear in other worlds if need be. Once performed in a graveyard or ancient ruin, elemental forces will begin incarnating and thoughts will begin coalescing, while ghosts occasionally take new forms and normal animals sometimes reach higher states. Other types take more time, even as old things awaken and strange doors open. People will adapt faster than they should, and pokeballs will turn up somehow.

Highest of the Old Religion (300) The secrets of the Earth's binding essence have been revealed to you. You are an exceptional sorcerer, equal to Nimue, Alator, and others who terrorized Camelot in days of old. You know spells, customs, and sacred mysteries forgotten or forbidden to all others. You command respect from all the creatures of Avalon, the Earth, and the Spirit World, even the ancient gods themselves. No mortal blade can kill you, and you wield power over life and death, when the price be paid.

Faerie Knight (300) You have come into possession of the mantle of a Sidhe Knight. It's most easily described as an office that confers a magical identity and the power thereof, though you could also think of it as a moveable container of such. It survived the destruction of its universe, and certain forces thought it was too much trouble to keep around, so they gave it to you with the hope you'd take it off the board when you leave. Your mantle is not necessarily from the

Seelie or Unseelie Court, but all Knights are at roughly the same level and lean towards one or the other. While it comes with certain faerie weaknesses, this mantle confers a vast array of powers, starting with access to and enhanced affinities for either Seelie or Unseelie magic. These energies also grant appropriate resistances, greater stamina, after-battle regeneration, and inhuman speed, strength, agility, and reflexes. There's a terrifyingly potent set of combat instincts too, and Unseelie Knights have certain advantages against eldritch entities, while Seelie Knights gain similar advantages against the forces of ice and cold. With greater exploration of your power, you can deepen the above and raise a psychic banner to strengthen your followers, weaken your foes, and maneuver your armies like the fingers of a fist. Just be warned, it comes at a price.

Treasure Guardian (300) You are a witch or warlock of moderate power and enjoy all the magic and unnaturally long life that comes with that. While you have an acceptable grasp of the fundamentals, you are more accomplished with traps, concealment, and the sealing of cursed objects. You also have a few unique gifts; firstly, you can identify the existence and nature of any cursed or magic item at a glance. Secondly, such items will not bond to or curse you unless you actually use them. Finally, when you put dangerous objects in boxes, they tend to become dormant and stay there without causing issues.

The 99 Pound Store (300) You are the owner of a creepy shop that wasn't there yesterday. This shop, perhaps a demiplane, is easy to move, and is quite difficult to find or invade without your permission. It also gives you some eerie clairvoyance, protects you from your wares, and stocks itself with unusual merchandise. These items can be sold or rented out at your discretion, though fate corrects grievous credit imbalances, and misuse of company property is prohibited. Your own paycheck is in store credit - based on commission and the impact thereof. This also comes with the skills to run a small business. Mind the find print and subtext.

Neverborn Legions (300) You have the ability to create servants out of your own essence. You may communicate with or absorb these spirits at will, though they have nature and character befitting your sacrifice. If they are slain, your investment will gradually return, though more slowly for final deaths, which might fray the memories. This can also be used to empower champions, and ensures similar minions or blessings may be revoked or recovered in the same ways.

Season's Greetings (300) You have a special connection to a season of your choosing. You are unhampered by its conditions and very talented with its activities. You can conjure and control appropriate elements, and are highly resistant to the same. With greater effort, you can inflict or steal your season and all that comes with it upon or from whole regions. With greater practice, you can use other powers like enchantment and constructs, but this is hard if you cannot justify them within your season. These magics grow in power and breadth with your experience, with your other supernatural powers, and with the alignment of circumstances, but they're always a force to be reckoned with - especially because they can enhance other powers or tools.

Rites of Ascension (300) While you still need to learn the actual magic, you have learned certain secrets which let you cast spells upon positions almost as though they were bloodlines. Furthermore, you can now intuit rituals to create titles with supernatural meaning. These mantles of power act as transferable containers of power, identity, and perhaps authority, but forging or improving them usually takes permanent sacrifice. Fortunately, they pass from person to person as appropriate, and the bearer can be counted as a descendant of their predecessors, or even a continuation of the same being.

The Wild Hunt (300) You have centuries of experience hunting and tracking, but more importantly you hold authority over spirits and predation; fertility and fortune. You may create an assemblage of ghosts and faeries to form a personification of storms and thunder; the Wild Hunt itself. In doing so, you call upon powers as old as the world, untamable forces of nature and immense spiritual might. Doing so summons a touch of Purgatory's purity, or at least something similarly potent. Souls can be shepherded, immortals may be slain, and all are greater under this banner, to name a few effects. Aye, the Natural Order and world are healed and reinforced by the blood of your kills, but even as you dispatch those who thought themselves invincible, remember that the divide between Man and beast is thin indeed.

Elemental Shinobi (300) Like Iruka Umino and other respectable but ordinary chunin, you know the shinobi arts of the Hidden Villages, as presented in early Naruto, before the power creep went crazy and the yokai were consolidated. This is a robust form of magic, though there's a great deal of variation among ninja. You were also trained to fill roles such as courier, bodyguard, spy, thief, analyst, interrogator, and assassin. On top of that, you have the tactical prowess, leadership skills, and mystic might befitting your rank. For an extra 200 points, you are instead an elite and appropriately powerful "jonin," though only on par with Hayate Gekko. For half off, you are instead a lowly "genin," suited only for grunt work and unlikely to ever advance. You may, at any level, choose to have one of the rare, inborn abilities called kekkai genkai, but you'll have to pay for it in other areas, and if you pick the Sharingan it will be the early series Sharingan.

Platonic Idealist (300) You are what occultists call a cosmic archetype or living symbol. A sort of literal metaphor that exists simultaneously on multiple layers of reality, and perhaps in multiple

universes. You may not consciously know it, but you have subtle advantages over ordinary beings, and your actions shape the world, especially if others partake of your nature. Even if you don't have the power or spiritual authority to make that happen, you are difficult to truly slay, and may return from death in new forms, though not always as a person.

Morgan Freeman's Blessing (300) Before Chuck became a homeless bum, you spoke with one of his coworkers in the Unified Divine Realm, and they gave you the ability to gain experience points by doing violence and accomplishing goals. This EXP can then be used to improve yourself in various ways, such as leveling up. There are several setups to choose from, but the Belzerg variant is default, and Gamer's Body effects cost 200 CP extra. Comes with a mental interface when necessary, though you may need to medicate to use it.

Traveler (300) You are a magician with a special and rare gift. Not only are you telepathic, you possess the natural ability to teleport and transverse the multiverse, even without ambient magic. The source of your education is at your discretion, but you're a functional magician and traveler. For double points, you are one of the rare travelers that can transverse time as easily as space. While such time travel usually relies on finite resources in your bloodstream, you gradually replenish yours over the course of a decade, and get a free refill at the start of each jump.

Nazarite (400) You are invested with a level of celestial power and favor beyond that of a simple priest or theurge. By default, this gives you superhero strength, some spiritual authority, and a sense for supernatural evil. If you don't want to be the second coming of Samson, sans binding

vows, you may take this in the opposite direction and become the true Antichrist; worker of black miracles. If neither option appeals, you can also be generically sainted or branch out further and take a vaguely similar office, like the Dragon Reborn, Storybrooke's Savior, or the elemental bridge between worlds. You could even become a living occult idol or assume a forgotten mantle of power, now unbound to blood. Depending on what type of champion you are, your mere existence helps the world rise towards enlightenment or descend towards damnation; an effect destiny will help you exacerbate. On top of that, you have an appropriate suite of miraculous powers, which also enhance any other Messianic abilities. This may be purchased multiple times, but if it puts you on a list with Little Boy and Fat Man, pay double or scale yourself down to DCAU level at most. In any case, you are not bound to your new identity's tragic destiny, if applicable.

Achilles's Heel (400) Most monsters can shrug off bullets, but they do it by regenerating, not enduring. Some of them can force their bodies to operate in spite of their actual condition, but you're different. You have achieved a measure of actual invincibility. You simply cannot be harmed. Bullets bounce off your skin, blows find no purchase. Poison does not harm you, and heat is no issue. Etc. You can't even be knocked over - usually. Unfortunately, it's a law of nature that nothing can be *completely* invincible. The most puissant of powers - those of genuinely divine stature - can pierce your armor by degrees, but there is also the matter of a single weak point. You may select it, and it needn't be larger than a small leaf, but somewhere on your body is a point where you are not only unprotected, but unusually vulnerable. It only counts if attacked specifically, but fate tends to act against it in strange and often subtle ways. If this is too classical for you, you may also choose your own will as your weak point. This will not open you up to psychic assaults, but it does mean that your protection will fail entirely if you lose the will to go on and keep fighting. This is not an option if your willpower is literally infinite.

Dovahkiin (400) You have the blood and soul of a dovah, a dragon, and have partially mantled Shor. In other words, you are a powerful demigod of a time, and have a mighty form of vocal magic called the Thu'um. Like all members of your spiritual lineage, you can devour the souls of other draconic and temporal entities for knowledge and power, but Akatosh has given you other gifts as well. You have a champion's destiny and your potential is in all fields literally legendary. You learn at breakneck speeds, and you are already one of the greatest warriors Skyrim has ever seen. On top of this, you are also a mighty Tongue, a capable mage, a master archer, a proficient thief, and a reasonable alchemist. Overall, you are an outstanding and experienced adventurer, who will never forget their many skills. Your will is harder than ebony, which is coupled with the natural power to withstand eldritch truths or memetic hazards. Esoteric assaults only find purchase upon you if launched by your peers or superiors, and like many great heroes, you also have a sort of folkloric magic that allows you to slay giant monsters that are outside your usual weight class. Unfortunately, it's not materialistic enough to help against bandits, but they're little threat to begin with.

Chaos Mage (400) Like Fred Jones, the Scarlet Witch, and Robert Davenport, you can create zones of dramatically warped reality around you. You can customize and alter these cocoons of madness as much as you like, though it requires an effort of will to change or banish them. Additionally, you have a strong affinity for chaotic forces, and the dynamic energies within and about insulate you against reality's response to such twisting. Try not to go mad like the others.

Dark Star (400) Despite all the death, despair, and dark magic, this world doesn't really see much destruction, beyond the occasional supernatural house fire and an incident involving the Ark of the Covenant. A few angelic types talk a big game, but generally don't have much to show for it. You are here to fix that. You are a foreign demon, a middle ranking *mazuko*, which is

sort of like being a small artillery barrage. You exist primarily on the astral plane, but can project yourself onto the physical side in almost any form, and command magic by will alone. You can also feed off negativity, sponsor magicians, and tear off bits of yourself to create more mazuko. Unlike normal mazuko, positive emotions and self-doubt have no effect upon you, and you can slowly heal from this mutilation.

Spirit of Vengeance (400) You are not possessed, but you have the benefits of an infernal passenger. You can shrug off wounds, break steel, and imbue objects with soul-burning hellfire. You can sense sin, inflict penance, and have an alternate form as a flaming skeleton, which magnifies all these powers. Objects suffused with hellfire are enhanced, can be controlled remotely, and affect intangible or esoteric foes. Vehicles in particular can be fueled by infernal flames, and can defy the laws of physics or logic depending on who you're chasing and why. God help anyone who thinks sociopathy, masochism, or myopia will defend them from your punishment.

Trigger Warning (500) The fragment of an interdimensional space whale has attached itself to your brain, making you a superpowered "parahuman." This has no effect on your mental state. You invent your own abilities or base yourself off an existing figure. Parahumans with Triumvirate-tier abilities pay the full price; everyone else gets it at a discount. Post-jump, your passenger will migrate to a fortified pocket dimension where it can infinitely recharge its batteries, so connectivity will not be an issue.

Invested Shard (600) Long ago, a diverse group murdered a deity, and became divine themselves. Perhaps you were one of them, for you bear that power now. The Intent - the nature - of your godhood may give you certain specialties or extras, but you possess the powers common to Shards, like bilocation, precognition, dimensional travel, an intuitive understanding

of physics, and other manipulations of Investiture. This perk can be purchased multiple times, and is discounted if you want to be an Avatar or Splinter thereof, like Patji or the Stormfather.

Ray of Sunshine (600) What you are is a holy spirit from another universe, albeit a very, very, very minor one by their standards. It's the price of your free will. You are probably subordinate to a much cooler version of Uriel, and while your power dwarfs that of most mortals, you are a cosmic small fry, only equal to a Faerie Lady, or the greatest of human wizards. Still, you are a being of pure soul, with perfect memory and some divine awareness of Creation in general and Choice in particular. You carry Soulfire within you and can wield magic unknowable to Mankind. Misusing this magic will not cause it to turn upon you like a mortal's might, but you can Fall if you Choose poorly. Your Creator is just more reasonable about that sort of thing.

Time Lord (600) You're not the Oncoming Storm, but you *are* a member of the oldest and mightiest species in many universes. You've got an incredibly strange genome, which provides you with a bevy of psychic abilities, a crazy long lifespan, two hearts, a fair amount of cunning, extreme resilience, and the ability to escape death by reformatting your biology and personality, though unfortunately you can only do that last one a dozen times per jump. Beyond the basic abilities of your species, you also attended an academy on Gallifrey, that lost world of burnt orange skies, the shining planet of the seven systems. There, you gazed into the Untempered Schism, and saw Eternity. As a benefit, you gain a free, enhanced version of Clarke's Third Law, focused on Time Lord technology and can perceive time in ways that most species can only barely begin to imagine. You always know the outline of history, you can sense temporal phenomena, and you know exactly how mutable time is and isn't. You invariably remember the changes wrought by time travel and reality alteration. Even better, you can shift probability around on the quantum level. It can get dodgy, doesn't always work, and overdoing it is really,

really terrible for the health of reality as a whole, but don't let that stop you from using Time itself as a weapon or making Rube Goldberg look like a monkey with a sharp rock and a pointy stick.

Items

Everything here respawns and replenishes after a day unless otherwise specified. Self Inserts do not get item discounts; rather they get floating discounts for each tier; 100, 200, 400, and 600.

Rabbit Food (50) You have a supply of natural and uncontaminated food. It's particularly unappetising by the standards of fruits and veggies, but it will never be poisoned by teeth with faces.

Lord of the Dead, by Walter Dixon (50) The script for a Hollywood B-movie. Not a great one, but one that would definitely do well in the box office if actually produced. It also reads like a textbook for Necromancy 101, and your copy comes with annotations that fill in the gaps.

Angel Blade (50) A knife forged masterfully in Heaven, capable of killing angels, demons, archfey, sparky vampires, and most other things by treating them as normal humans. For an extra 50 CP, it's a Grigori's angel *sword*, with a better guard and longer reach. If you don't want to get Abrahamic, you may freely swap it out for a Celestial bronze dagger or whatever. Not all can wield such weapons, but you can always use yours. The first tier is restricted to knives, but the second can be a battle ax, spear, or such. Even a bow, in which case it has two dozen arrows. This may be purchased multiple times.

Young Colt (50) A colt revolver, forged in 1835 for an unknown hunter, with six special bullets. The bullets only respawn every jump or decade, but when fired from this specific gun, they can

kill anything with less power *or* cosmic stature than a local archangel, even if they ought to be too tough or well defended for a bullet. Beware of consequences.

The Body and the Blood (100) A steady supply of the eucharist and communion wine. Eating this bread and drinking this cup will satisfy any cravings for human lives. Perhaps religious magic can replicate the effect?

Beast/Slayers (100) A board game enchanted to whisk players into the game for harmless, first-person fun. There's also a spirit acting as narrator, which can be disabled. In any case, the instruction manual included holds all the necessary incantations - including a few to change settings for awareness, realism, and such. If the Mafia/Werewolf panache isn't your style, turning the board upside down will let you enter other games placed upon it. Trauma free, guaranteed.

Magical Focus (100) A high quality wand or such, which enhances and facilitates every kind of magic. For 200 extra points, it's a one of a kind artifact, like Ohnyalei, the Eye of Agamotto, or Rinaldi's wand.

Wizengamot Seat (100) With or without the prerequisites, you hold a position of significant prestige and authority in one of the world's supernatural nations. It might not be its own literal country, but it should be close. Actual work is optional, but appreciated, and the only way to actually get paid. It will take a lot for you to lose your position in this secret state, hidden fraternity, or classified department, but you regain it after a jump if necessary. In later jumps, you may sign on with a similar cabal, or write some version of your original group into the setting. Feel free to make adjustments.

Hunting License (200) A badge that identifies you as a member of the law enforcement apparatus's secret supernatural division, with all the scary levels of secret authority that comes with it. When feasible, hedge witches are to be turned over to the normal cops, and possessing spirits are to be exorcized rather than slain. Beyond that, you have police resources and a blank check. This mandate carries over to later jumps in one nation of your choosing each time, but don't let that stop you from taking leaves of indefinite absence at your discretion. Oh, and while you can be fired for various reasons, you'll get the job back after a jump or decade, whichever is shorter.

Prophecy Tablets (200, Free with Prophet of the Lord) A series of tablets, detailing threats to mankind, future events, and the secrets of the universe. There are rituals and holy trials and solutions to many issues as well, written in the Creator's own words. They also have some magical significance, and can be used as a power source. Unfortunately, they can only be decoded by a prophet, but perhaps you can find a workaround? You get a new set every jump or decade, whichever is shorter.

Temp V (200) Three doses of a drug that grants randomized but consistent superpowers for several hours. There's also a spell on it, which negates the many side effects. Maybe don't give it to anyone with brain issues. Or Bobby.

Hunting Lodge (200) A warded hunting lodge, with caches of lore and banes. You can expect a tidy profit from this place, but the real benefit is that supernatural hunters know it's a good place to meet and lay low. Owning this will ensure that you have friends in that community; if some later world has monsters but no hunters or hedge magic, this lodge can ensure there suddenly

always has been. Naturally, the latter allows the former to prepare certain weapons so they can crowbar a Thesulac or salt and burn Deadman away, among other things.

Book of the Damned (200) A comprehensive and decrypted manual for inflicting and undoing every type of curse or damnation in history. You might not be able to find everything inside without the proper frames of reference, but any magician can use the secrets they do find, and a muggle can make due with sacrifices or reagents. Or mad science, I suppose; it grants power, the reader chooses the form. If you don't want Sister Agnes's magnum opus, you may claim or invent another book of similar significance like the Necronimcon or Darkhold, though it'll work about the same way. This may be purchased multiple times.

Cosmic Wheels (200) An automobile of Heavenly manufacturing. It is a cosmic fortress of a car, and fuels itself with the light of Heaven, allowing it to safely and effortlessly travel the whole of Creation. This may be applied to any car you already possess if preferred.

The Second Blade (300) A perfect copy of the biblical Cain's original weapon, empowered by your Benefactor rather than the Primordial Darkness. This primitive dagger can kill very nearly anything, and those it kills are *much* harder to resurrect. It is powerscaled to you, and has acknowledged you as its true wielder, making you quite strong, broadly resistant, and very borderline immortal. You are only vulnerable if the Mark of Cain you now bear is dispelled, which is always temporary and never easy. Also, you can telekinetically manipulate the blade itself. Unlike the original, it won't corrupt your mind or make you a Knight of Hell, but if it's still too macabre, you may instead xerox a similarly significant weapon, such as an Excalibur, Mjolnir, or

Master Bolt under similar terms. If you pick a weapon with its own agenda, you may take it for free, but the cost is paid in other ways. Specifically, the weapon now judges you honestly, and can never be truly subjugated. Furthermore, it has ways of getting around and hiding from you, perhaps by fate, made worse by the fact that it can act as a drawback when you conflict with its goals. Oh, and if it can corrupt or influence you, that power now bypasses your immunities, though not your will.

Bottles of Blood (300) Three eight ounce glass vials, currently empty. Once per year, each may be instructed to fill itself with any kind of blood you like, no matter how rare or specific.

Phoenix Ash (300) A case full of supernatural ashes. Once a decade, you may designate who or what they are toxic to. Everyone else will find them perfectly harmless. To the target? Instant death, even if they happen to be an archangel.

Classic Wheels With a Trunkful of Weapons (100, Free OC Winchester) You have an iconic and reliable vehicle of your choosing. Even better, its trunk has a hidden section that holds the various weapons and tools of a hunter. These weapons, while mundane, retain their monster-hunting properties in other worlds. There's also an EMF that only detects ghosts - not power lines.

Spooky Journal (200, Discount OC Winchester) A hunter's most prized possession is their journal. Yours contains a masterful bestiary, numerous rituals, and other information as well. In particular, it has the contact information for several other hunters, one of whom is a surly but caring drunk who can be reached over the phone in other dimensions for certain purposes, like

research, emotional support, and fake identities. He can also get you bounty payments on various supernatural pests. They may not be large, but they'll be there.

Uncommon Cutlery (400, Discount OC Winchester) Normal hunters make do with silver and shotguns, but you need something special to make it in the big leagues. You have a collection of such weapons, including a knife like Ruby's, two angel swords, a dragon blade, some holy oil, and a fully loaded copy of the Colt, with instructions to make more bullets. They all kill things that shouldn't die, but while they pierce defenses, they're not supernaturally lethal; you still need to actually stab the heart or remove the head. Beware stabbing something strong enough to walk it off.

Men of Letters Bunker (600, Discount OC Winchester) A hidden bunker, and one of the most heavily warded locations on the planet. Short of the Death Star, nothing's getting in here without the key, which is of course in your possession. While you need to acquire food yourself, water, air, electricity, gas, wifi, and phone services come magically included. Perception filters make it very hard to find or track you to, and the whole place is filled with every book, scroll, and artifact assembled over the course of a thousand years. There are many rare reagents and powerful items within these vaunted vaults, but the real treasure is knowledge. Here are hidden histories, the lost literature, the ancient maps, the plunger of witches, the journals of forgotten heroes, the locations of hidden enclaves, the weakness of great evils, the manuals of mad science, thousands of priceless historical documents, and a million other secrets, not all of them magical.

Post-jump, the bunker (with TARDIS-like efficiency) fills itself with a similar assemblage, and can be kept as a warehouse attachment or imported wherever you like. When imported, you may choose to set it to active or standby mode every jump or decade. When active, objects may be permanently added to the hoard, but they can also be permanently lost, damaged, or expended.

In standby mode, the collection maintains and restores itself by fiat, but cannot grow, except between jumps. In either case, the bunker has ways of dealing with troublesome or slippery collectibles - and nothing decays here.

For an extra 200 points, discounted to OC Winchester, this bunker comes with an NPC wood nymph maid. She is a deeply loyal and terrifyingly potent guardian, but also an able housekeeper, who enhances the building's magic and powers its monster-detecting radar. No band of thugs is getting in here.

Legal Identity (100, Free Crossover Character) You have a legitimate identity within this world, and all later worlds as well.

Acme Account (200, Discount Crossover Character) Acme is a mostly morally neutral, interdimensional corporation that provides support to heroes and villains alike. With a one time payment, you have a cost-free membership with them, and may call them for advice and information on your various doings. They don't know everything, and can't tell you all they know, but they know a lot and will share a lot. You can also get insurance. On top of that, your particular contract allows them to provide you with all sorts of other multiversal services and resources, but those rates are pretty steep, and they consider some events and assets off limits. Their contact information is automatically added to every cellular device, email account, and rolodex (or equivalent) you create or own now and in the future, so they'll be happy to stay in touch wherever you happen to roam, even if they have to do it by carrier pigeon.

Portal (400, Discount Crossover Character) A handheld object or piece of attire that somehow grants you and a small number of passengers the ability to travel between worlds, both planetary and dimensional. Furthermore, it is capable of accessing most demiplanes, alternate

timelines, invisible lands, other toggles, drawback worlds, and adjacent realms, but usually not afterlives. Overall, it is a very flexible portal, and can be used to enter any world that is metaphysically nearby, recently observed, or indexed upon it, which many already are or will be shortly. Unfortunately, it is limited to your current jump until the end of your chain, but it will ensure that you do not accidentally drop into walls, off cliffs, or into lethal environments.

Space Ship (600, Discount Crossover Character) A space age ride with space age weapons and space age fuel. While it's more of a freighter than a warship, it still has a force field FTL capabilities, and room for a few dozen people when necessary. It can't be totally ridiculous, but feel free to grab the Millennium Falcon or something in its weight class.

Evil Suit (100, Discount Villain) A stylist suit that magically protects you from the elements, never gets dirty, and does not impede your movements. You'll never need an umbrella, sun screen, or a winter coat again, though you might still need armor at some point.

Underlings (200, Discount Villain) A hundred demons, a dozen angels, or a similarly potent group of NPCs, all of whom are competent and utterly loyal to you.

Home Turf (400, Discount Villain) A minor plane of existence, or a small chunk of a large one. In either case, it is a self-contained dimension with room for a thousand long term inhabitants, which also serves as a massive mana source for the planar ruler - that's you - to tap into, even from outside it, though you are stronger within. As said ruler, you have a vague awareness of its going on and you may control it in a number of subtle ways. Furthermore, it is difficult to enter without your permission, but you may easily create portals to and from it, or attempt to expel unwanted visitors.

You may freely design the form, function, and ambient effects of this dimension (which don't affect you unless you want it to), but by nature planes such as these may produce some form of loyal minion when you provide them with energy.

For double points, this is instead a full afterlife, capable of not only overturning materialism and undoing eternal oblivion, but also creating the appropriate conditions for an afterlife of its type within itself, whether that is eternal suffering or perfect bliss. Residents are never desensitized or bored of their rewards, while the grudges, misunderstandings, and prejudices that held sway in life can be left behind or inflamed. In either case, its walls are ever harder to breach, its servants are far more powerful, and it may grow infinitely as it is filled with souls. Naturally, psychopomps are among its minions, and you may harmlessly draw additional power from the souls in your keeping. In either case, this may, at purchase, be merged with your other properties to combine the benefits of both, and you may choose to leave gateways to your domain scattered throughout each jump you visit. This may be purchased multiple times.

Lance of Longinus (600, Discount Villain) This indestructible weapon is an authentic Roman hasta spear; roughly two millennia old, deadly enough to kill an archangel, and known to bypass all defense to leave wounds that never heal. The holy lance also confers pataphysical powers surpassing those of Kegan Frith, the Libris Fabula, and Queen Tsaritsa put together. With this spear in hand, it would be child's play to translate virtual reality into actual reality, kickstart the next Heroic Age, or manipulate narrativium on universal or structural levels. With greater practice, the holy lance allows its master to manipulate the border between fantasy and reality, conjure from myth and legends, or to banish your enemies into the diegetic, secondary worlds. Truths can be made tales and stories can be made facts. People can become archetypes, motifs, or characters, and vice versa. Try not to cause another Golden Perfect incident, and make sure to be clear what you want; it's a little unpredictable otherwise.

Companions

Import (Free!) All of your existing companions can be imported into this jump for free. Each one gains an origin and 1000 CP. They also get points from any global drawbacks you take, and may take personal drawbacks for more points.

You Coming or What? (200) Select one character you want to bring along. If you can convince them to join you, they become a companion at the end of the jump, even if they're dead by then. This may be taken multiple times.

Brother's Winchester (100) The canon MCs themselves, Sam and Dean. Most versions of them have the full OC Winchester line, though other perks and items vary.

Surly Old Guy (50) An older fella with an abrasive personality who cares deeply about you. Aside from that, a competent hunter and researcher with some serious parenting and linguistic creds. Not necessarily Bobby, but probably Bobby.

Angel in a Trench Coat (200) An angel of the Lord, sent down from Heaven to assist you as you travel the multiverse. They're often perplexed by humanity, but are quite dedicated to their God-given task.

John Constantine (100) A chain-smoking, bisexual warlock with a serious attitude problem. He specializes in demonology and may or may not look like Keanu Reeves.

Hunting Buddy (50) A skilled hunter and a dear friend with whom you have shared countless adventures. This may be taken multiple times.

Detective (50) A cop or FBI agent with LEO and Hunting License, who has recently discovered the existence of the supernatural and the multiverse. For an extra 100 CP, they also have Trader Bargain.

Friend Upstairs (100) A celestial being such as a middle-ranked pagan god, a Power That Is, or a more abstract sort of angel with your best interest at heart. They may or may not be a relative of yours, and retain a place in whatever divine apparatus appears in later jumps. They'll build their own if need be.

Sauna Contact (100) A demonic middle manager, who somehow mostly aligns with your moral code and is happy to share information about the underworld with you. In later jumps, they somehow stay abreast on Hell's latest news. Comes with Go, Go Gadget, Faustian Bargain.

Familiar (100) A magical animal like a wizard's owl, Exceed, or terrible terror which is deeply loyal to you, and arrives in later jumps without needing to be imported. Skinchangers are classic around here, though it may feel weird. You may also choose to bond with a minor spirit like a fylgja, turtle god, or pixie. None of them are particularly dangerous or powerful, but all have their uses - and all make great friends. This may be purchased multiple times.

Helpful Hallucination (100) You share your brain with a misplaced ghost, a mutilated angel, or something even weirder. Whether it's a spiritual imprint, a higher self, or a superpowered tumor, it's a friend. They can't control your body, but they can appear to you, see through your bullshit, and fight off invaders, among other things. Does not need to be imported so long as they're willing to stay in your head.

Street Prophet (100) A wandering holy man, burdened with boundless compassion. This fellow always knows just what to say and just where to be. When he arrives, he is usually there to perform some miraculous healing, provide a blessing, or dispense some much needed wisdom, but he has been known to cast out evil spirits and lay curses on those who deserve or need them. He has taken a vow of poverty, but always has just enough to survive and get around. It helps that his righteousness is somewhat self-evident, so he is welcome in most places, and very few will harm him unprovoked.

Lee-Lee (100) A werewolf-turned-hunter who used to be involved with some pretty stupid people. She's happy to join you just for the chance to never see another of one particular vampire species again.

Slayer (100) One of the many vampire slayers activated by Willow's spell, this young woman has nothing left to keep her in this world, but you knew her before she woke up with superstrength, and she's happy to follow you anywhere she can start anew.

Original Character, Do Not Steal (300) A person entirely of your design, who you get 600 CP, an origin, and two Powers and Abilities discounts to build them with. You may spend extra CP to add twice the extra to their build.

Team Free Will (600) Mostly canon versions of Sam, Dean, Bobby Singer, Castiel, and up to four other characters in their weight class consider you a trusted friend and are happy to join you in other worlds as a single group companion.

Drawbacks

Take these for extra points. Maximum 1000 extra CP.

Bad Comedian (+100) You think you're hilarious. You aren't. You aren't even funny, but Chuck himself couldn't convince you as much.

Hobbist (+100) You have a hobby that you're heavily invested in - emotionally and financially. You don't have an all consuming obsession with it, but you'll spend \$50 or more on it every week you reasonably can.

Clown Phobia (+100) Like Sam, you find clowns weirdly terrifying. Also, they're immune to gunfire now. No one will find this odd.

Came Back Wrong (+100) You returned from the other side of the Veil, and now vegetation dies in your presence.

Truth Warrior (+100) More like Pompous schmuck. You are a self-assured asshole who has a hard time realizing they're wrong - and hates finding out. Also, your empathy takes a bit of a dive.

Canonist (+100) You forget that this is a fan fic jump, and now believe you are within the canon Supernaturalverse.

Cast (+100) One of your hands is broken, and will take several months to improve.

Jumper, by Chuck (+100) A heavily edited version of your history has been published as fiction by a particular hack. This will always bring you immense shame, and not just at the privacy invasion.

Hollywood Beauty (+100) The people of this world are way better looking than the people from most worlds. There are exceptions, but most people look like they could be on TV. This is nice in some ways, but your appearance is set to average for your original world, making you one of the ugliest people around.

Living Biblically (+100) You had an encounter with an angel or demon and never got the right context, so you became obsessed with embodying the Good Book's teachings. Further information will not change your convictions, though you can reinterpret things a bit.

Hit the Books (+100) While you aren't necessarily stupid, you have difficulty sitting down and researching for an extended period. Hope you don't need to do any of that while you're here.

My Ex (+100) You had a romantic relationship explode in a particularly terrible way, and while there are no physical scars, there are plenty of emotional ones.

Supernatural Omens (+100) You're essentially a comedy character wandering into a more solemn and dramatic setting, which has left you with difficulties taking anything seriously or treating the world with appropriate gravitas. Perhaps there will be normal moment, or extremely personal exceptions, but overall you're going to be getting on a lot of people's nerves.

Back From Hell (+200) You died and were resurrected, but not before you spent multiple subjective years in Hell. You're handling it surprisingly well, but that just means you can get out of bed and mostly function. The PTSD is going to *suck*.

Wayward Monsters (+200) Monsters from other jumps will occasionally turn up in this world. They won't outscale the locals, but hunters won't know how to handle them properly, which will cause a lot more death and destruction, globally.

Been There, Done That (+200) Your blood now acts as a conduit to your previous jumps, allowing witches to open portals to them using it. At least some witches and hunters are aware of this, and time unpauses there whenever an active portal exists.

Honors Ethics (+200) Your moral surety has been shattered. You haven't ceased to believe what you once believed, but suddenly you're no longer certain. For jumpers who were unconcerned with ethics or thought themselves above such concerns, this just means that suddenly you're not so high and mighty, or you've realized that it does matter, greatly. In any case, you've lost any ability to ignore or suppress your own guilt and sense of morality, mandated or otherwise. If you're willing to permanently sacrifice such a fiat-backed ability, this drawback is worth double

points. If you're willing to sacrifice all such artificial capacities, it's worth triple, though you can get more later. You do not have to sacrifice whatever perk it comes from entirely to benefit from this, just that specific faculty.

Fallen to Earth (+200) You are unused to many of mortal life's little inconveniences, like eating, sleeping, excreting, and feeling conflicted. Unfortunately, while you may or may not be mortal, you have to deal with them now.

Internet Trolls (+200) They smell just as bad as their boggy and mountainous cousins, but they're smarter and feed on negativity. There's a whole population of them in the world now, and you'll be their target at least occasionally if you use the web at all. They won't necessarily attack you physically, but they can travel through the net, so they might if you're good enough prey. They also work very hard to exacerbate political divides and make life harder for everyone.

Castle Doctrine (+200) You cannot enter human homes uninvited, but you may return at your own convenience once allowed in. This protection can be reset with specific rituals or when ownership transfers. This also will not prevent you from threatening or attacking the residents from outside the house.

Superwholock (+200) A sociopathic Sherlock Holmes exists, and he's coming for you. Apparently he just kind of *knows* about your powers too. For an additional 100 CP, his brother is working with him, though only in a personal capacity.

Unbeliever, Be Doomed! (+200) You do not know that the supernatural is real in this universe, and won't until you have some unpleasant encounter with it. You will definitely have such an

encounter, and on the upside, you don't forget your own abilities; you just forget that they're from here and not somewhere else.

I Didn't Know I Was Summonable (+200) There's a relatively simple and inexpensive ritual out there that can conjure you from wherever you currently happen to be. It can't be used for ambushes, but it keeps turning up and people keep summoning you at inconvenient times, like we're you're sitting down to eat or trying to watch the game. Expect at least one call a month, possibly much more. Fortunately, you can briefly delay your appearance, but only for a few minutes.

What You Call the Apocalypse, I Used to Call Sunday Dinner (+200) Your family situation is the stuff of case files and psychological studies. Abusive parents, sycophantic children, toxic relationships, abandonment; the works. And annoyingly, you just can't seem to fully extradite yourself from it.

Civilians (+200) They'd rather believe you're crazy than that they're wrong. It's not too surprising, but they're also generally biased against you and have the most annoying habit of taking whatever you do and way in the worst way, even if you're literally saving them from monsters.

Codependence (+200) There is a person from this world whom you are emotionally reliant on to function. This person - who has a compatible personality and similar values - has similar issues towards you. If the two of you can get to a healthier place by jump's end, they become a companion for free. You won't become suicidal if you lose them, but you will fall into a deep depression.

Pick Your Poison (+200) You are addicted to a mind altering substance with serious repercussions. You can pick which one, but softer drugs come with worse cravings. For double points, your addiction of choice is infernal, making it more costly and dangerous to acquire or use, such as demon blood, or Constantine's Scarlet Ladies. In either case, you can theoretically kick the craving, but it'll be a long road to sober.

Most Wanted (+200) The US government has become convinced that you are responsible for some terrible crime or series thereof, and will begin sending people to capture or kill you. If you can hold them off for five years, it will jumpstart America's paranormal division, so you'll have to deal with CIA psychics, Seal Team 666, congressional witches, and of course creature commandos.

Old Fashioned (+200) You cannot use any weapon more advanced than a flintlock. It can be of modern make or metallurgy, but Glocks and grenades are officially off the table.

One and Done (+200) You cannot benefit from any form of resurrection or 1UP during this jump. If you die, even once, you fail the jump.

Voided Insurance (+200) While expended items are still replenished as normal, anything stolen or destroyed is gone until the end of the jump.

Guardian Angel (+300) You have a protectorate, a naive and mostly helpless young person you must defend. Depending on your moral alignment, they might be one of the world's few legitimate faith healers, the eventual parent of a great hero, your own kin, a cursed innocent, or a world dictator in the making. You can determine the details for yourself, but you are deeply devoted to defending them from whatever dangers they will face, which will be many and

sundry. This would be much easier if you could just lock them away somewhere safe, but you're either unwilling or unable to do so, though they have little power of their own as yet. Also, they cannot be resurrected during the jump. If desired, you may take them as a companion if they survive. For double points, you fail your chain if they are slain.

Family Curse (+300) You've gone from one side of the Veil to the other enough that you've no longer... *quite* human. Death's mark is upon you, and you are a living violation of the Natural Order. This makes you tougher in some ways, but it also means that those around you tend to meet terrible deaths, and you can't stop it. Further resurrections will only make the problem worse, whether you are the subject or necromancer, and they get harder each time.

Like Moths to a Flame (+300) Thanks to an ancient Greek curse that you cannot break, hostile monsters can track you by scent - and sense when you use long distance, nonmagical communication. They may not be able to find you moment to moment, but if you stay in one place for long, they will. And there will be a lot of them, as your scent is *extremely* enticing.

Telegonus, Connla, and Emma (+300) Somewhere in this universe, you have at least one child, lost or never known. By inclination, upbringing, or fate, you two will come to blows, likely without recognizing one another. While they may have some hereditary gifts - and something from their other parent's side - they're little threat to you, at least currently. If you cannot discover their identity, you will likely discern it too late, and be overcome with an unnatural and animal grief, accompanied by a terrible retribution, such as a dark fate, spiritual enmity, or the tiniest degree of Chuck's attention. If being their Vader doesn't completely sour them on you, they may become a companion post-jump. You may choose to have multiple children this way, but only one will be your enemy.

The British Invasion (+300) The British Men of Letters are aware of your otherworldly origins, and have devoted significant resources to destroying you.

Hellhounds on My Trail (+300) Demons are convinced they own your soul, and their kennelmasters will send at least one of their monstrous dog canines to collect every year. The beasts are invisible to the naked eye and difficult to kill or ward, so they might not be able to actually claim your soul, they are deadly.

Apocalypse World (+300) Whether the Cold War went hot, Michael fought Lucifer at the gates of Heaven, or the Father of Colors made a change to reality's hypostasis, some disaster has effectively ruined the world. You can pick what happened precisely, and people can still eke out a living, but only a fraction of them remain, and most of the infrastructure was ruined beyond repair. The source of the calamity is gone, but life just got a lot harder.

Truly Divine (+400) Narnian stars, Equestrian princesses, and Botan the Ferrywoman certainly proved that you don't need to use the name, but you are a god in the classical sense, which precludes infallibly and a lot of words that start with "omni." Indeed, you are as immanent and vulnerable as before, albeit with some very limited clairvoyance. What you are, however, is important and appreciative of worship. At least one facet of mortal existence simply doesn't work properly without the consistent and personal effort of you or your fellows, whether it is agriculture, sunlight, travel, death, cunning, or the internet. At the very least, it doesn't work for mundane creatures such as mortals. There may also be some wacky and dangerous anomalies involved. Unfortunately, it is something you deeply desire to continue going, regardless of your prior feelings. You are going to be working, subjectively, a 40 hour work week, without vacations or pay. You also might occasionally be attacked by magicians, monsters, and mortal heroes with a chip on their shoulder due to your role. You are given the necessary powers to do this job

while you are here, but they come without their usual utility and combat effectiveness, unless supplemented with previous divinity. In lieu of this drawback's points, you may instead take up to five relevant purchases of Common Monster, two copies of Greater Monster, or a single Major Monster, to be provided at the end of the jump. If you do so, you may alter your divinity's form and scope at that time, but if it's more than standard, the final result cannot exceed a tenth of your preexisting might. No true immortality. Furthermore, you may decide if you want to continue some of your duties at the start of each jump or decade. Consider that choice part of the perk in question.

This is Gonna End Bloody. No More Easy Answers. (+300) This isn't a tv show. The ending doesn't get wrapped up in a bow. Your biggest problems - and the world's problems - are never simple or easy to solve, and you tend to have a lot of them. Every victory is harder won, and often comes with a price. Plot device spells are fewer and further between, with more downsides and higher costs, not to mention complications. Resurrection doesn't break crossroads bargains, and killing a greater power always has negative after effects. Enemies can find new leaders, or leave remnants that keep causing issues. Killing a demon leaves you on the hook for murdering the meatsuit, though normal monster hunting isn't impeded by that one. Angel blades don't work on the Rapture's damned souls. These are just a few of the issues you'll have to deal with now.

Revengeance On High (+400) You have earned the hatred of a major deity, such as Apollo, Horus, or the Morrigan. I should also mention that these aren't minor incarnations, like those of canon Supernatural. More like PJO. You will not have their complete attention, but they will not forgive you easily. Alternatively, a group of minor deities can be your enemies, or a less invested divine monarch. Feel free to determine why they hate you so much.

Emphasis on the Who (+500) The Doctor exists, he has a TARDIS, and he's got a bone to pick with you. He doesn't see you as a Dalek unless you deserve it, but he's going to try and foil whatever grand plans you harbor, even if it's unjustified. He just can't trust you, or something.

Picking Fights (+1000) Like most powerful beings in this setting, you only play smart against rivals and equals. Against anyone substantially weaker than you, you'll resort to head on confrontations long before they're actually necessary. Once they start, you'll usually try to brawl, even if you could easily pull some strings, send some minions, or snap your fingers and explode them from the other side of the multiverse. Worse, you notice traps far less often than you should, and your reflexes are not significantly better than peak human, so you're open to all kinds of attacks. Even worse than that, the world has generated a means of hiding from you, a means of confining you, and a means of harming you under at least some circumstances, all of which may be accessed by mortals. The confining method can be used as a fence, and lasts at least ten minutes when properly executed and not disrupted. The means of harming you may not be fatal, but it will hurt and potentially injure you. Fortunately, the camouflage doesn't work when you're face to face. Taking this removes the drawback limit.

Scenarios

No Gods or Kings. Only Man.

Your mission is to kill the principle rulers of Heaven, Hell, Faerie, and at least three pantheons before your jump ends. If you succeed, you receive the following perk:

Humanist (Special) Once per jump or decade, you may alter reality so that one apocalypse of choice simply doesn't happen. Attempts to restart it later will prove fruitless. Also, supernatural forces accept you as a neutral guardian of mortals, whom you can ever so slightly nudge towards your idea of technological and social progress.

His Name is Metatron, Not Phil

You have an enemy, probably a greater or major monster. You are heavily invested in their destruction, and they might reciprocate. They're reasonably powerful, probably no match for you, but within a year of taking them down, they'll be replaced by someone else, who is probably stronger. And the same thing will happen all over again. And again. And again. Yeah, it's that kind of setting. Worse, the quicker and easier it was for you to claim victory, the smaller the margin between you and your next opponent. You could try to hold yourself back, but your will shall surely falter to your hate in less than two years. What's the reward for this? Simple. Every drawback you labor under is worth double points in this jump.

Ending

After spending a decade in this jump, you may choose to Stay Here, Go Home, or Move On to another jump. Home does not need to be your original world, and all drawbacks are removed at this point.

Notes

Raise a Little Hell doesn't need to mean the same individuals or status quo (though it can when you want it to, if the context is right, just as settings can be merged together as you add them if you desire), but it has a bias towards secrecy, especially in modern settings. Somehow reversing it will *not* allow you to rewrite reality to be mundane. You can consider the whole process summoning or creation, but not in any way that gives you actual control. Oh, and the definition of "the right places or...stuff" can be very broad when it comes to folk stories - which includes far more than you may expect. Even a mundane world can be a source of wonders and terrors if you're into sightseeing or antiques. Just try to remember that demarcation, with some exception, is a recent invention.

Oaths and geas are also not subject to counterspells, negation, or magic immunity, nor the sorts of treacherous nonsense that may protect scoundrels elsewhere. If you break a promise, then one way or another it will break you. See here for details:

<https://acoup.blog/2019/06/28/collections-oaths-how-do-they-work/>

Between Jefferson's Starship Engineer and Halve the Blood, it would be trivial to transform humans or design monsters for specific purposes, even to the point of adding x factors. That's how we got the Slayer, the Night Haunts, and the Winter Court, after all. Adding Ma'at and/or You Have My Word will let you build restrictions, protections, and purposes into them.

Even if you eliminate protagonists in general, Heroism's inspirations still include Mat Cauthon, Percy Jackson, William of Greenbury, Mayor Mary Margret, Hamazura Shiaga, Thalmia of Atlantis, Julian of Kohlstania, Liam Angelus, Richard Roberts' Mary Stuart, Feng Shui, both views of Link, New World of Darkness: Mirrors, Gray the Sibyl, Toba Riona, and Duncan McGuire (not that one). Some of those will twist your mind, but that aspect is removed post-jump.

With Rites of Ascension, you may treat the mantles you create as your own sapient offspring. The mantle itself generally has a will but no mind until it connects to someone, but nevermind that, and go whole hog with Lord El-Melloi II Practical Eugenics or similar. Whether the bearer gets the perk directly or it applies to the mantle itself depends on the situation and the perk. I would also like to note, as the writer of the Pale jump, that a mantle-bearer or creator could easily do Defining Rituals in their mantle's name, thus allowing possessions to pass with the mantle. Subsequent bearers could have their own basics in addition to the mantle's, without the usual downsides. Giving the mantle multiple might have issues though. On the subject of Pale,

there are several perks here which might display pattern and karma-like effects. Natural hunters, oathkeepers, and Unseelie sorcerers should definitely expect the universe to be on their side in certain matters, to name a few examples. This does not extend far enough to get you stuck, however, and breaking the pattern isn't an issue.

Living symbols can manifest as people, but they can also be events and ideas, spells and objects, locations and natural forces. They can even be organizations and other abstractions. It may take some interpreting, but if you need inspiration, just look up Mage the Awakening, Unknown Armies, Marvel's God, Demon the Fallen, the Elric Saga, the Kane Chronicles, Unsong, Narnia, and the Secret World, plus some others, including Yugioh. The last because diegetically, the invention of Duel Monsters not only caused the spirits summoned during the ritual combat that inspired it to take on card form, but other, unrelated and yet older forces to do the exact same thing. We all know why in real life, but in universe the swerve is *insane*.

Post-jump, any power that is only supposed to work in specific planes, like the Cognitive World, Cyberspace, Narnia, or Earth-616 are presumed to function everywhere by default. Don't ask why you can make fabrials in a world without spren; you just *can*. If you want to, you may also reset running counters you acquired here every decade or jump (whichever is shorter).

It's fanfiction. The pricing and power tiers are *meant* to be all over the place. When in doubt, fanwank it.

This document is dedicated to SJ-Chan, whose blog helped get me into jumpchain. May she be remembered, and may she find peace, wherever she is now.

For those of you who reached the end of this document, I'm sorry. And if you've found any errors, I'm especially sorry, because I don't think I can look at this mess again.