**Charmed Jumpchain**

**By BrotherAnon or Bean_counter**

**Table of Contents**


| | |
|---|---|
| **Intro** | **[INT]** |
| **Location, Gender and Age** | **[LAG]** |
| **Alignments** | **[ALN]** |
| **Races** | **[RAC]** |
| **Perks – General** | **[PGN]** |
| **Perks – Neutral** | **[PNU]** |
| **Perks – Good** | **[PGO]** |
| **Perks – Evil** | **[PEV]** |
| **Items – Neutral** | **[INU]** |
| **Items – Good** | **[IGO]** |
| **Items- Evil** | **[IEV]** |
| **Pets and Companions** | **[COM]** |
| **Powers** | **[POW]** |
| **Powers - Passive** | **[POP]** |
| **Powers – Teleportation and Active Powers** | **[POA]** |
| **Powers – General and Sub-Power** | **[PGS]** |
| **Powers – Special** | **[POS]** |
| **Powers – Power Manipulation** | **[PPM]** |
| **Powers – Powersets** | **[PST]** |
| **Drawbacks** | **[DWB]** |
| **Scenarios** | **[SCN]** |
| **End Choice** | **[END]** |
| **Notes** | **[NTS]** |

**Intro**

**[INT]**

*You stand, disoriented from your transition, in a large dark open space, nearly featureless, besides from the gleaming, mirror-like ground.*

*Above and in front of you a small storm of golden yellow particles appear from nowhere and swirl together. They part and form a circle that descends to the ground in front of you. In the wake of the hula-hoop like ring, a matronly black woman, wearing an elegant robe appears. She smiles with gentle fondness at you and says, "Welcome Jumper. To this world, that your benefactor tells us, you call 'Charmed'."*

*She pauses and two identical rings to what appeared moments ago appear just behind here, leaving two people in their wake. One is woman, tall and severe-looking with brown hair, while the other is a man of below average height, slightly portly with a pure white beard and moustache.*

*"I, as are my friends here, am an Angel of Destiny," she continues smoothly. "It is our duty and privilege to look after the Grand Design. And ordinarily, you would be seen as a dreadful threat to the Grand Design..." She pauses and suddenly you can tell past the matronly appearance and dropped smile is something while powerful leaves you unmoved, you have seen too much to this easily intimidated. Before you can react, her smile returns. "Ordinarily, that is. However, for reasons I shan't go in to, your arrival is a fortuitous event that enables the Grand Design, in ways, that again I shall not get into. As such your presence shall be tolerated in this world. However..." Here again she pauses for a moment. "This world is under our protection and subject to the Grand Design, can and will only give you so much freedom to act Jumper." Well, we'll see about that.*

*She purses her lips and seems momentarily contemplative. She closes her eyes, visibly gathers herself then looks you in the eye. "This world would seem, on the surface, much as the world you originated from. Mortals, humans, teem upon the Earth. Building cities and civilisations, most of which, I imagine will be recognisable to you. However, where there is similarity, there are also differences. The primary difference, Jumper is that this world has Magic.*

*"Magical Beings exist here, such as Leprechauns, Nymphs and Satyrs, out of Mortal sight and are often protected to one degree or other by the Forces of Good, themselves lesser Angels, such as Whitelighters and Cupids, led by exemplars of their kind called Elders, or Witches, men and women, human and mostly mortal, if not for the extraordinary Powers they possess and the physiological capacity to possess such Power without detriment.*

*"They are protected from the Forces of Evil, comprised primarily of Warlocks, effectively evil mirrors of Witches, soulless and rapacious Demons that come in many varied forms and specialisations, and Darklighters, perverse mirrors of Whitelighters, created in mockery of their selfless acts and responsibility in protecting and guiding innocents and those with the potential to become Whitelighters themselves after death. They are loosely led by a powerful malignant creature who calls itself by the grandiose title of Source of All Evil, or simply 'the Source'."*

*She pauses again and looks at you with an examining gaze. "On that subject, Good and Evil in this world, are more, much more than in your homeworld, Jumper. There they are merely a matter of perception, and can be culturally or even personally relative. You see..."*

*Here she seems at a momentary loss, before a flash of inspiration crosses her face. "Here Good and Evil are themselves independent forces, almost elements in their own right, albeit ones that can only act through those affiliated with them. Each Force has its agents, an internal hierarchy and an overarching agenda. The agenda of these forces it not hard to deduce. They wish to destroy one another.*

*"Those who are Good or Evil are so by either birth, or choice, however there are ways for a being born to Good to become Evil and ways for those who are Evil to become Good. The nature of Evil however makes it easier for beings to fall and become Evil, and also makes leaving Evil behind very difficult for those born to it. There are ways by means of magic, such as the ritual of Dark Binding, to shift a person's moral polarity, but such means are always, at least theoretically reversible. Only a sincere change of heart is lacks this trait and cannot be changed, shy of another sincere change of heart or magical manipulation."*

*She paused, her hands coming and clasping in front of her chest. "All Magical Beings possess Magic, but different beings and races have different Powers, ways of using or expressing one's Magical Nature. It is worth mentioning that Powers themselves are neither Good nor Evil, although some powers are common to Good or Evil, or are especially useful to them. Certain powers also generally only arise from those who are one or the other. For example, powers like Healing are many times more likely to be possessed by a Good being, while Powers of pain and torment, such as Touch of Death, are almost always found in Evil hands. Powers however are not exclusively in the hands of those born with them, as they can be stolen and even traded.*

*"Some beings, or rather types of being, or even species, can have powers in common with one another. Whitelighters for example are people who lived virtuous Mortal lives and after death were extended an offer to become a Whitelighter. Upon acceptance they are uniformly gifted a suite of powers and abilities that are determine to be useful for the role Whitelighters are supposed to perform. Powers like Orbing, a form of teleportation, and Omnilingualism, the ability to fluently communicate in any language.*

*"These powers, whether granted by a higher power, as with Whitelighters, or by dint of a transformation, such as a Witch becoming a Warlock and possibly gaining the Blink Power, another form of teleportation Power, are fundamentally the same as other Powers, including that they can be stolen."*

*She gives you a piercing stare, and says with a clear underlying warning. "That includes your Powers, Jumper." She takes a thoughtful posture. "Although considering that Powers can only be stolen through Murder or through being voluntarily relinquished, I suppose for you that isn't that much of issue, outside for providing motive for others to come after you. And to be clear only your absolute and final death would be sufficient to steal any of your Powers through the means available here in this world. I cannot speak for the worlds you may travel to after this one."*

*At some unseen signal, the tall brunette Angel steps forward, as the older woman retreats to beside her male companion.*

*With a loud, yet feminine sniff, the pretty brunette looks to you with mild condescension. "I would advise you... Jumper," she seems ill-at ease and vaguely offended with you. "Intruders like your-self are, as my companion said, not welcome here. You are an exception for reasons best kept between us and your benefactor. However what you do need to understand as that we can and will only tolerate you so far. So, there are some rules and constraints that you will be expected to abide by, or else, there will be consequences.*

*"In the interests of full disclosure, I will admit that as someone outside of the Grand Design we cannot easily influence or control you, in order to visit such 'consequences' upon you. I would recommend that you do not give us grounds to question how to get around that limitation or to find a proxy powerful enough to..." she narrows her eyes. "...Chastise you."*

*Seemingly satisfied that you have taken the point on board, despite not having actually responded to her, she continues. "The constraints are simple and no more onerous than we ask of any Magical being in this World. Keep the masquerade; which is to say, do not reveal magic's existence to the Mortal masses. Should you have an accident, you will be expected to clean up after yourself. Should the scale of the revelation be too large for you to be reasonably expected to manage it yourself, functionaries called the Cleaners will be sent to deal with it. They are very good at their job, but you best avoid letting things get that far. The Cleaners have the permission and authority necessary to go after not just the symptom, but the root cause of the leak."*

*She gives you a baleful gimlet look. It takes you but a moment to realise that said 'root cause' could be referring to you, should you be found responsible for provoking these 'Cleaners'.*

*"So I advise you to be discrete with your Powers and that includes those things and powers you have brought with you from other Worlds." With that said, she seems to relax slightly. "Other than that, we ask that you not perform large-scale changes in this World. The destinies of every person in this world are the building blocks of the Grand Design and while some interference is tolerable, even desirable, a large enough change will be harmful to the Grand Design. Should you do something sufficient, we shall intervene and prevent it. Should you repeat the error." Her eyes harden. "Don't!"*

*The portly man, silent up 'til now, speaks up towards the tall Angel. "Perhaps, Jumper would benefit from some examples." He looks to you with cheerful eyes. "Some guidance would no doubt prove useful to our friend here." He finishes cheekily.*

*The brunette either didn't notice or didn't care, instead nodding to the male Angel, agreed. "Yes, that is a good idea." Turning to you, "Jumper, if you are considering a change that will materially affect the lives of everyone on Earth, then that is going too far." She gives you a serious look, like a disappointed Teacher hoping that a particularly dim student will take on the lesson she is trying to teach. "Genocide is not okay." Did... did she really need to say that? Do you look like someone who'd...? "Uplifting the Human species or any other species on Earth is also not okay." Reasonable, you supposed. "Don't Blow up the Moon. We need it." What... what, of course... why would I...*

*Looking at your face and reading you like an open book, she leans back relaxed and approving. "Well, I think that's all the majorly important things covered."*

*The matronly Angel coughs politely, and the tall Angel clearly remembers something she had forgotten. "Oh, and also," she looks at you with deadly seriousness. "No matter what you choose later on, the Halliwell Sisters, the Charmed Ones, must be left alive. Okay. It doesn't matter if someone else kills them, if so then that's just Destiny. But, not you or because of you. Understand?" She turns and returns to her fellow, haughtily assuming you do indeed understand.*

*The only male Angel of Destiny comes forward and extends his hand to you. In it is a cloth bag. "Here Jumper, your benefactor gave us these to give to you."*

**You receive 1000 Charmed Points.**

**Location, Age and Gender**

**[LAG]**

*"Now Jumper," the man begins. "You have some choices ahead of you. Those tokens are the currency that you can use to select those options that have a cost. Please note that you are not obliged to make a decision right away." He gives you a cheerful smile. "You can and perhaps ought to wait until you are aware of all of your options. No refunds, after all." He laughs.*

*"You first decision is your age and gender. You may keep it as it is now from your previous jump, or pay 100 CP for the privilege of changing it. Your age is determined by the race you select, but if you are unsatisfied, you can also pay 100 CP to change it."*

*He waves his hand to the ground by your side, and a set of shimmering golden maps appears. It is quite complex with one large map that is clearly of the Earth's surface, with multiple highlighted points, and another few maps that look... stranger.*

*"Now, location, location, location, such an important thing. Humph." He chortles. "Here you can choose where to go after we have finished setting things up here. As is customary, apparently, here is a dice for you to use, and a list of possible locations."*

**You hold the 8-sided die and read the list.**

1. ***San Francisco***
2. ***Alcatraz Island***
3. ***Egypt***
4. ***Los Angeles***
5. ***Underworld***
6. ***Demonic Wasteland***
7. ***The Heavens***
8. ***You may freely choose any location in the Charmed Universe***

**Backgrounds**

*Turning from the map, the Angel leads you to one side of the dark, yet well-lit room. A set of four large holographic faces appear on the wall of the domed room in front of you. All four of them are middle aged to older white males. All four look like stern men trying to look more casual and approachable than what they naturally are.*

*"These gentlemen are the Tribunal," confided the portly man beside you, some amusement buried in his tone. "They comprise of two representatives of both Good and Evil and are something of an authority when it comes to any breaches in the secret of magic."*

*He points to each in turn, "Representing Good, the Elders, Adair and Aramis and representing Evil, the demons Thrask and Crill." He turns to you. "These gentlemen will outline two out of three options for your largest choice here: Whether to be Good or Evil, where I shall first outline the third option of..." He looks at a notepad that appears in a small shower of golden sparks, before putting it away in the same manner in a moment. "Yes, this shall be your 'Drop-in' equivalent option here, Jumper: Neutrality and likely being a magicless Mortal. Of course, with enough of those tokens..." He gives you a knowing grin before becoming serious.*

*"The benefits of Neutrality are quite simple. You will not readily be caught up in the conflict between Good and Evil. If you were looking for a relaxing jump, this is the option for you. Please note that, by default, you as a Mortal can still use magic indirectly through items and artefacts and even potions. You may even learn a how to Dabble and master some basic magic despite not having any innately of your own and your constraint against using Magic only applies to the Magic of this world, rather than what you may carry with you from other worlds.*

*"Your place in the Mortal world may even result in you becoming a valued ally of those who are invested in the conflict between Good and Evil, allowing you to aid or hinder one side or the other without constituting a commitment to either Good or Evil. As a non-magical human you are also rarely affected by any magic that changes your morality by mystic force, but are also more susceptible to large-scale blanket affects that influence all of humanity. Thankfully such things are very unusual and rare, so that should not be an issue for you." He gives you a very grave look. "Please note, that humans, Mortals, rather, simply do not have the physiology to possess and use Powers safely. Should you try to acquire Powers as a Mortal, then there will be consequences. You have been warned.*

*"In addition, the only Race that a Mortal or Drop-in can purchase is Human, unless you choose to become a Hybrid of a Mortal and a Supernatural Race. Should you do so, you retain your Neutral status but possess Magic appropriate to that Race, retaining your Mortal Background but supplanting your Humanity for another Race."*

*He gives a small smile to you then turns to the patiently waiting floating faces. "Adair, Aramis. Your turn, old chaps." He gives you a supportive glance, and then walks back to his compatriots. You notice that both women are talking quietly to one another, with the man joining in the conversation. What little you hear is indecipherable gibberish.*

*You turn to address the two faces. Their lined and craggy visages, noticeably older than their Evil companions, stretch into unseemly attempts at smiles. You get the feeling these men haven't smiled sincerely for a long time. Their eyes are too cold and analytic to be entirely sincere in their attempts at warmth.*

*The first face, Adair, a dark-skinned shaven man with little hair left, speaks. "Welcome traveller. I am Adair of the Elders. We Elders guide and direct a number of powerful groups of beings that act towards the Common Good for everyone in the magical community. With obvious exceptions," he gives a telling glance to the side at the other set of faces. One flushes red but keeps quiet.*

*"Should you joining us, not only do you gain the satisfaction of being on the side of Good, helping us make the world a better place, saving innocents and foiling sinister plots to harm humanity or the Good Magical Beings that comprise the Magical Community, you also gain an expansive support network to aid you and protect you in times of need." Giving you an obviously uncharacteristic conspiratorial wink, he entices, "Should you do great Good in this World, then you may also be promoted to Elder. As a peer to us you will be even more capable of bringing Good to this World with considerable influence over the Good Magical Community. Unfortunately, due to your special nature the position would have to be honorary until you finish travelling, and so will not come with the normal... hmm, upgrades Elders can expect."*

*The other face pipes in. "I am Aramis," His aged face is pale and bearded with a little hair above his ears. "In the interests of fairness and transparency, we do have to mention some downsides to choosing our side in comparison to our... fellows." He gives the other two faces, which had cheered up as he spoke, a gimlet eye. "As Good beings, we encourage and enforce, albeit to varying degrees certain rules, restrictions and consequences to magic where it is used by a Good being, most often a Witch due to their more flexible nature versus other Good Magical Beings, in a manner we consider to be inappropriate. This Rule is referred to as the Rule of Personal Gain.*

*"Should you use magic to enrich yourself, to obtain revenge on mortals, to murder mortals, and so on, we and others mechanisms will punish the transgression in a suitably ironic manner. Witches new to the craft are hit hardest by this, older witches are assumed to have learned their lesson from their youthful experiences. Due to your special nature, the restriction on Personal Gain will be permanent during your stay here, should you choose the side of Good." He states this with a certain mournfulness. Both Elders are clearly interested in having you sign on to their side, yet, compelled to honesty, they seem certain that you will find the restriction too onerous.*

*"We support the separation of Magic from Mundane, as do our counterparts, and would require of you should you joining us to take pains to maintain that separation." The Old man finished, the smile on his and his companion's face now gone, and a subtle tone of resignation in his voice.*

*"As a Being of Good, you are entitled to become a Witch, or a lesser Angel, such as a Whitelighter, who protects, guides and supports Witches and Future Whitelighters, or a Cupid, agents who nurture and protect Love in this World.*

*"We hope that you will make the correct choice."*

*Both faces give you searching looks, while you remain deadpan. They turn and nod to their counterparts, clearly passing things on to them.*

*The first Face of the Evil duo smiles in a greasy way at you, and makes his proposal. "I am Thrask, representative of Evil in this Tribunal appointed by the grace of the Source. And I believe that you, my friend, a traveller of many worlds, will choose to join us. As powerful and as capable as you are, the Source would readily give you a place by his side; an honour of a lifetime!" His eyes glow with the sort of fanaticism that you guess isn't the rule for demons given the stifled discomfiture on the other face.*

*"And I am Crill, the other representative of Evil," You couldn't help how the bland and forgettable middle-aged man's face emphasised the word 'other' and glanced at his still gleaming-eyed companion. He looks at you with a smirk somewhat less offensive than his companion's.*

*"I too, believe that you will flourish more on our side than that of our competitors." He gives a small insincere smile to the two silent faces of the Elders then addresses you directly. "We, who are called Evil, respect strength and see the truth of any world of that the Mighty rule and the Weak are ruled. I am sure that in your travels you have seen the same truth." He doesn't give you the opportunity to disagree, steamrolling right ahead. "Your power, your might is yours and as such we do not restrict how you use it. Whether for Personal Gain or not, your power is yours to use as you deem fit. We ask only two things: that you do not aid Good or threaten the secret of magic, revealing it to Mortals en mass. Avoid these two things and no Evil being will criticise how you use your powers."*

*"Power," interjects Thrask. "Is everything. Gaining more, protecting what you have. Exulting in the Power you have." He smiles nastily. "We may not have the touchy-feely support networks of Good, but we Evil beings strive to be strong enough to never need help, and any who fall so low as to have to rely on others, deserve to be killed." The other demon could not quite suppress his look of alarm at how blatant his companion was being, looking towards you in worry. "Strong beings, can compel the weak, as it should be. Where on the other side, you are dependent on their being free, not being tied-up with others things and willing to aid you, should you prove your might to a being of Evil, they will drop everything to serve you."*

*Thrask continues to speak along those lines, but your attention is elsewhere. A soft sibilant voice that you recognise as Crell's whispers into your ear as his face looks meaningfully at you. "I dare not suggest this in front of Thrask for both your good and mine. Thrask is very loyal, more than demons usual are, to the Source. He would never suggest or forgive a suggestion like what I am about to make. Are you ambitious Jumper? On the Good side you can only rise as high as an honorary Elder, a position with some influence and no real power. With us, you can become so much more. You can rise through the ranks and with your background, even defeat and supplant the Source himself." Crell's face bares his same smirk from before. You are not sure how much you trust that smirk, or the demon himself, for all that he seems more stable than the other demon. "Think about it."*

*Thrask has wound down from his tirade of Might and Right, and Crell, audibly to everyone interjects and smoothly outlines the Race options for Evil.*

*"Jumper, of the Races you may select with us, you may choose to be a Warlock, effectively an Evil Witch, a Darklighter, beings who oppose Whitelighters in the fulfilment of their duties or a Demon, the most common, yet noble of the Evil races."*

*Thrask finishes, "We Hope that you will make the right choice." His words are the same as the Elder before him but for the hint of a threat and a promise hidden in his tone.*

## ***Alignments***

**[ALN]**

**You may begin as one of the following Alignments**

**Neutral**

**As a neutral being, you are effectively a Drop-in without any commitment or obligation to either Good or Evil. You are given a generic human (or human-looking depending on your Race choice) body for the appropriate age and gender. No one knows of you in setting and you are largely free to act as you please. Although that is not to say that those actions are devoid of consequences.**

**Your only Racial option is Human, however, you may purchase the perk - Black Sheep for free to become a Neutral equivalent of any other Magical Race. Such as a Neutral Witch or a Neutral Darklighter.**

**Good**

**You have chosen the side of Good and with that come both the pleasure on being the side of goodness and right, but also the obligations of being a moral person in a world such as this. It is not enough to claim to be Good, you must act to protect innocents and vanquish Evil. Not doing so will result in escalating criticism and 'pokes' from Higher Powers to encourage you to act.**

**You are expected to maintain the masquerade, or lack of a better term, between Magic and Mortals, and will be punished if you act against it perhaps with your life in egregious cases, including being wiped from the memories of anyone the Cleaners can affect, or with your Powers being selectively sealed in less severe cases.**

**You are not permitted to use your Powers for anything that would constitute 'Personal Gain', while there are ways and means around that, loopholes and tricks, you cannot use or benefit from them, thankfully this only applies to your Powers from this setting. This restriction goes away completely after this jump.**

**Your Racial options are Witches, Whitelighters and Cupids.**

**Evil**

**You have chosen the side of Evil and with that comes a certain coldness, a selfishness, that is intrinsic to all Evil beings. You find that your creativity drops and your aggression and capacity to hold grudges spikes. This is part-and-package of being Evil and only time and the end of the jump will rid you completely of these personality and behavioural changes.**

**You have little real obligations being on the side of Evil, yet you will be criticised and even hunted down should you tread on the wrong toes or protect Good, even inadvertently. Evil is also much harsher on its people who violate the pact on keeping knowledge of Magic from Mortals, with any slip being punished with death if discovered.**

**Your racial options are Warlocks, Darklighters and Demons.**

## ***Races***

**[RAC]**

*All four faces nod simultaneous to someone behind you and fade away, you turn to see the matronly Angel again. She smiles radiantly at you, hooks her arms around your and gently leads you to a bench that you are sure hadn't been there before.*

*"As those gentlemen said, there are Races that you can choose here. All of the Races are cheaper if acquired while on their associated side. For example becoming a Whitelighter is easier if you choose Good. But of course you don't know anything about these Races yet. We can't expect you to make such important decisions in ignorance." She huffs slightly as she sits down, drawing you down to sit next to her. She draws a book from thin air like her male counterpart did earlier. The sparks had just faded away when she handed the book to you.*

*You open and read the book, each page seems dedicated to a single Race.*

*The 1st page is labelled simply, Mortals.*

**Free**

Humans are the most populous Race on the planet. Almost all magical Races are in some way related to Humanity. Similarly almost all magical Races have at least some passing resemblance to Humanity.

Humanity itself does not possess Powers, but may learn to Dabble and possess small abilities in the fields of Potion-making, Spell-casting (Strongest when drawing power from another source) and may even perform modest scrying.

Humans are not considered either Good or Evil, but are in possession of their own Morality divorced from Supernatural politics. Magical Beings treat them as Neutral where relevant, unless a given human's life choices and behaviours tend obviously towards Good or Evil.

Humans are often the victims of Evil beings for one reason or another, and are often the Innocents that Good beings aim to protect and aid.

It is considered extremely important by all Supernatural factions that Humanity as a whole remain ignorant as to the existence of Magic. They have been given the moniker of "The Sleeping Dragon" in consideration for how badly things are expected to be for the Supernatural Community if they were to discover the secret of Magic.

**Roll 20 + 1d8 for your age.**

**Mortals gain an extra 600CP for the Item Section**

*2nd page – Witch*

**200CP**

Witches are visually and anatomically identical to normal Mortals. What physiological distinction exists, and there are some, are extremely discreet. Witches may have their powers bound at a young age for their own protection, as possessing powers seems to attract more Supernatural forces, many malevolent, than if their powers were bound.

Witches are generally Good, but have the greatest freedom of all Good Races to become Evil. From the 48 hour window of opportunity after realising that that they are a witch or having matured into their powers, where if their conduct is sufficiently unbecoming, they automatically become Evil, possibly turning into Warlocks; also there are means like Unholy matrimony with Evil beings forcibly changing their morality to match the Evil Groom/Bride. Thankfully, things like the latter case can often be reversed, if dealt with promptly.

Witches possess Powers and have considerable variety in what Powers they possess with no commonality between them beyond coincidence and continuity in family lines, where the same powers can crop-up repeatedly.

Witches are not just able to use their built-in Power, they can also Spellcast, a highly flexible form of magic reliant on a rhyming incantations and can in theory do just about anything the witch is powerful enough to fuel. They may also create potions, such as banishing potions that can be lethally effective against Supernatural beings and also can cry with a map and a crystal pendant in order to find people and things not actively protected against detection such as with the Cloaking Power or in areas inherently difficult to Scry in like the Underworld.

**Roll 20 + 1d8 for your age.**

**Witches gain 1000 PP**

*3rd page – Whitelighter*

**200CP**

Whitelighters are men and women that in life performed considerable good and were selected after death be given an offer. This offer would give them power and eternal life in return for service, but despite the Faustian appearance of this deal, those they made the deal with were Angels not Demons.

Those who accept the terms become Whitelighters, lesser angels, and are given a suite of standardised Powers prominent amongst them are a unique Teleportation Power called Orbing, uniquely able to allow transport to and from the Heavens and Healing, the Power to heal others of even life-threatening wounds quickly and painlessly.

Whitelighters protect and guide both Witches and potential Future Whitelighters, sometimes openly and sometimes secretly but always with an eye to help their Charges as best they can under the restrictions the Elders place on them, such as not being allowed to heal wounds not caused in some way by Magic or Evil. Also, be warned that Whtelighters can have their 'wings clipped' if they break an important rule, disobey the Elders or act in an manner unbecoming a Whitelighter.

**Roll 20 + 1d8 for your apparent age. Roll 1d2 for how many centuries old you are.**

**Whitelighters gain the Whitelighter Powerset**

**Whitelighters may be obliged to be pacifists but no one is going to criticise you for kicking a little ass anyway.**

*4th page – Cupid*

**200CP**

Cupids, like Whitelighters are empowered by the Elders, also with a standardised suite of Powers. Lesser Cupids are wholly dependent on a Ring, standard equipment for Cupids, for all of their Active and even some of the Passive Powers; Stronger, more capable Cupids do not need to be concerned about their Ring to the same degree, heaving internalised those powers or otherwise not needing the Ring to be a crutch for them.

The Role of cupids differs from that of the Whitelighters, as instead of having a particular group of people to look out for; Cupids are concerned with the maintenance and protection of a concept, an emotion, called Love.

Cupids roam around making and reinforcing Love where they find it; they also come to the aid of witches who are having particular bad romantic troubles. Like Whitelighters they often work to help others in secret rather than openly.

**Roll 20 + 1d8 for your apparent age. Roll 1d4 for how many centuries old you are.**

**Cupids gain the Cupid Powerset**

**Cupids are not dependant on their Ring unless they choose a Drawback**

*5th page – Warlock*

**200CP**

Warlocks are Magical Beings that like their Good counterparts, Witches, are born with Powers and are as varied as Witches in what specific Powers they gain.

Warlocks, while often born such, can also originally be Witches who have turned to Evil and in stranger cases can even have originated as other Magical Beings entirely such as Familiars, small animals like cats that invite themselves in Witches homes and serve some sort of protective function for them.

Many Warlocks hunt and slay Witches with special ritual knives called Athame in order to steal their victims Powers. As Evil beings they see no problem in victimising others in order to increase their repertoire of Powers, however Warlocks are under heavy scrutiny by Demons, and any effort made by Warlocks to steal the Powers of a Demon is met with disproportionate retribution.

Warlocks are just as varied in the potential powers they can have, just from birth as Witches can be, and often possess power stolen from others on top. Also, many, but not all Warlocks also possess the Blink Teleportation Power.

**Roll 20 + 1d8 for your age.**

**Warlocks gain 1000 PP.**

*6th page – Darklighter*

**200CP**

Darklighters, the Evil counterpart to Whitelighters differ from their instinctual enemies in several ways. Firstly, Darklighters are not made, they are born, typically fathered by Darklighters called Incubi, who seduce Mortal women, sometimes even Future Whitelighters, and get them pregnant.

The Women are not told about the nature of their beaus or their children's special nature, the Father's or their compatriots simply spirit the child away some point later after abandoning the woman.

Darklighters are not innately hateful of Whitelighters, or even innately Evil, they are instead simply indoctrinated into those beliefs and attitudes through inhumane treatment when very young. These harsh methods are very effective, to the point where Darklighters are no less Evil than Demons or Warlocks.

Darklighters gain similar powers to the suits possessed by Whitelighters, but due to careful breeding have split into multiple subspecies resulting in more variability between Darklighters Powersets. However all Darklighters retain Black Orbing a Teleportation Power identical to Orbing but unable to go to the Heavens.

**Roll 20 + 1d8 for your apparent age. Roll 1d2 for how many centuries old you are.**

**Darklighters gain the Darklighter Powerset**

**Darklighters are under no inherent obligation to hunt down targets such as Whitelighters or Future Whitelighters**

*7th page – Demon*

**200CP**

Demons are the backbone of the Underworld, and their many subspecies are simultaneously its Nobility and its Vermin.

Demons vary in Powers considerably, but Mainstream Demons tend to a consistent framework of one or more offensive Powers, at least one Teleportation Power and Passive Powers to make them difficult to defeat, kill or vanquish/banish.

All Demons regardless of subspecies are naturally without souls, this limits them in terms of their emotional range, their capacity to feel and appreciate sensation and their capacity to find inspiration and innovate. All Demons to one degree or another are used to and inured to violence both Physical and Magical and feel quite at home killing and fighting.

Most Demons have some degree of respect or even reverence for the most Powerful of their kind and the leader of Evil, the Source of All Evil.

**Roll 20 + 1d8 for your apparent age. Roll 1d4 for how many centuries old you are.**

**Demons gain the Demon Powerset**

**Demons are allowed to retain their soul from before this Jump for free.**

*You reach the end o f the last page in the thin book and take a moment to digest what you have learned. Taking a deep breath, you look down again at the book only to see a new page as been added when you weren't looking.*

## Special

### *200CP – Black Sheep*

*Don't wish to be Evil, but want to be a Demon. Want to be a Witch but not be Good or Evil. Well, it is possible, but either difficult or requiring some interesting circumstances to make happen. Thankfully for you, you can get it quite easy.*

***You may purchase a Race of an Alignment other than the one you chose.***

***You still count your chosen Alignment for freebies and discounts, but now also count your Race for freebies and discounts and also associated PP or Powersets.***

***Be a Redeemed Demon, or an Evil Witch or even a Neutral Whitelighter. Have fun.***

***Free for Neutral.***

### *Variable – Twiceblessed*

On occasion two distinct Magical Species will interbreed, and will sometimes result in progeny synergising and gaining the powers and qualities of both of its parents.

**Should you wish to be a hybrid of any combination, you must select the two Races you wish to hybridise. You add together the costs for both Races and add a Hybrid penalty of +300 CP, if one or both Races are not of your chosen alignment, you must also pay for Black Sheep, but only once.**

**Neutrals may ignore the Black Sheep penalty.**

**Any downside or obligation possessed by one Race and not the other may be ignored unless voluntarily accepted. Half-Whitelighters for example need only take Charges if they wish or are compelled or tricked into taking on the responsibility.**

**You gain the total PP and Powersets of both Races and may use both for Freebies and Discounts. Any perk exclusive to a given Race is available to any Twiceblessed of that Race unless explicitly noted.**

**Perks**

*The elder woman, silent as you were reading, waves her hand majestically to the side. In a storm of sparks and hula-hoops of blazing whirling energy the room is filled with two sets of tables, with boxes on one side and tables with various items large and small on the other. In between the sets of tables is a podium with a large hand-bound book.*

*You notice that behind the tables are two figures, a tall man of average appearance dressed in a business suit, and a statuesque woman wearing tan animal leather in a disconcertingly modern style, midriff bearing and all. You notice that the woman is giving a stony stare towards the man, while he shifts nervously not looking directly at her.*

*"Here we are, Jumper," The Angel gets your attention, standing up before you and gesturing towards the assembly. "The tables on the left of you are Items that you may purchase with the tokens your benefactor arranged; while the table of the right is the Powersets of the Race options and a series of Powers that you may purchase with the allotment of Power Points given to you by your Race. While the Book in the centre contains all of that available, what you call 'Perks', listed along with their prices and any relevant discounts."*

*You stand, leaving the Angel behind as you proceed first to the book on the stand. It is large and leather-bound with a symbol you find familiar on the cover. As you approach the book, seemingly on its own, flips open.*

*The book's first page begins with an introduction.*

*Jumper. In this world there is a vague and poorly defined scaling system to denote power in supernatural beings. The highest on this scale are referred to as Upper-level. As we are kind and generous you may assume, where relevant that you are Upper-level. Of course, if you are a mortal, that only goes so far as to say that you have an incrementally better faculty with magic than next-to-nothing.*

*Regarding Perks, you have Perks that are General Perks, then Alignment Perks and within each alignment is the related Racial Perks. 100CP Perks in the Alignment and Racial Sections are free to the appropriate Alignment or Race. Perks are discounted for those of the correct Alignment or Race, to 50% of cost. Discounts do not stack unless otherwise noted.*

*Some perks may be exclusive to certain Races or Alignments while others require other perks to be purchased before they may.*

## General Perks

**[PGN]**

### Free / 200 CP - Dabbler

You can perform the three basic forms of Magic: Spell-casting, Potion-Making and may Scry. Being able to do these is one thing, but all three are skills that need practice and effort to develop, and in Scrying's case a certain intuition or innate capability.

All supernatural beings who possess this, where all Races but Mortal do so by default and for free, can be assumed to have some experience in all three, but only Witches and Warlocks are terribly skilled and make regular use of these skills, outside of aberrations.

Mortals who purchase this can be assumed to have the latent potential to use these skills but have no experience and will need some direction to develop them. Also, while lacking in personal power, what they can actually achieve in terms of Spell-casting is limited, however there are workarounds such as drawing upon other sources of power, including friendly Supernaturals.

### Free/ 100CP - Music

Congrats, you have your own soundtrack. You will find that any music you find playing on machines or live in bars or clubs will be particularly well-suited to your tastes.

This is free for the jump and must be paid for to take along with you.

### 100CP – Charmed Face

You are quite good-looking with a distinctive and recognisable style to you.

As a woman you have the natural attractiveness to wear just about anything, no matter how otherwise absurd, and still look amazing. You may even get complements from your enemies over your fashion sense.

As a man, you'll always look spiffing in a suit, and even in casual clothes you'll have the sort of natural masculine pinash most men just don't have. You'll look as handsomely masculine as you please, with a jaw-line you could cut glass on (metaphorically).

### 200CP - Martial Skill

**Discounted for Witches**

You know Kung-fu, woah! But even more amazing is that by all rights you really shouldn't. You haven't trained anywhere near enough to have this degree of skill, but here you are.

In future you find it very easy to make considerable progress in a short period of time in any mundane martial art with it being even easier and faster the more potent you are magically.

More popularised martial arts are easier, while esoteric and exotic martial arts are only slightly easier for you to learn then another person in your position, all other things being equal. Any magic or supernatural martial arts you will find are possible if not any easier for you to learn unless explicitly prohibited or purchasable with CP in their respective jumps.

**200CP – Hide and Seek**

**Discounted for Whitelighters and Darklighters**

Knowing how to Track down your enemies or Victims and how to Cloak yourself or your Innocents from those who are on the Hunt, are vital skills for both Good and Evil.

Both Tracking and Cloaking can be considered Powers, with all that implies, and you only gain one or the other unless you purchase this Perk twice.

Tracking allows for you to have a supernatural sense for where your given target is located, at least in reference to your location. The more information and physical evidence you have the easier it is to find them no matter where they hide.

Cloaking allows you to frustrate attempts to locate whatever you are hiding, be it yourself or others. Cloaking can be considered to be perfect, but can only protect at most 4 people for a period of time no more than a month. Also when in use for other people or another person, it cannot be used to Cloak you.

**Those who buy Protecting can be considered to have automatically one purchase in the form of Cloaking Innocents, but only in respect of their Charges.**

**Those who buy Hunting can be considered to have automatically one purchase in the form of Tracking down targets, but only in respect of their Victims.**

**Should you after acquiring one of the two above perks make a 'second' purchase of this Perk then you gain an unrestricted version of both forms.**

**If you have both Protecting and Hunting then you have both uses of this perk for free, unrestricted.**

**200CP - Two-faced**

**Discounted for Warlock and Demons**

You can now transform, within limits into an intimidating and horrifically deformed member of your current species. In this form your physical stats are pushed towards peak of your current species, and if you are already there, then you are pushed somewhat further past that.

This form works not just by giving you a physical boost, but also providing you a modest boost in Magical power and potency and can also provide a near flawless disguise.

Tattoos or scars do not transfer between forms, neither does mundane clothing, but magical items or injuries do.

You may take this Second Face with any form or Race you can assume, and it is as horrific as you wish it to be. If you have purchased Charmed Face then you can assume this Second Face is also capable of being attractive, but still intimidating.

**200CP – Ye Olde Wisdom**

**Discounted for Witches and Whitelighters**

You have insight and knowledge of subtler Magic than what is seen in most Powers. Rather than throwing fireballs, this approach tends towards midwifery, herbology, invocations of magic from nature and the creation of talismans and similar, to draw power from Nature. Inherently protective and complementary with conventional Magic, especially Spellcasting and rituals, this magical lore is also uniquely useable by ordinary Mortals, albeit much weaker in their hands than that of a Witch or other Supernatural.

Witches often learn these skills as received wisdom from their ancestors, either verbally or through their Bloodline's Book of Shadows or equivalent, while Whitelighters, due to their close contact with Witches and long-lives often pick up these skills through mitosis.

**200CP – The Power of Love**

**Discounted for Cupids and Darklighters**

Of all magical Races, Cupids and Darklighters have a unique emphasis on Mortal relationships. Cupids, as it is their role to spread love, if sometimes unwisely and short-sightedly, and Darklighters, specifically Incubi, as they need to find mates to reproduce as many of their kin are too focused on their other roles to give much thought to the task outside of the occasional by-blow. As such it should be no surprise that over time both Races have developed some talent in the arena of matchmaking, finding two people, which may include themselves, and giving them the nudge to develop a relationship.

Naturally, this skill may be used inversely to frustrate the formation of a relationship between two people, although both forms are only skill and requires some means to be actually used on one or both people involved, for example a conversation with a person somewhat interested in another can be used to push buttons to get them to lose all interest and even become disgusted at the prospective partner, or can be used to push them to consider the prospective partner far more seriously.

While some Cupids cheat, using magic or suggestion to create a relationship, which often makes for a fragile one that does not endure without further meddling, and some Darklighters use such shortcuts themselves, most Cupids and many Darklighter Incubi find doing so cheap and offensive to their pride and leave actual magic use as a final option. They however, see no problem in using magic to resolve issues or obstacles to a relationship it is just the actual use of magic to force a relationship they avoid.

You too have gained this skill, perhaps at the knee of an elder, wiser and worldly-wise member of your Race, and may use this skill both to aid yourself in finding an ideal spouse or in helping others, or you may instead use this and some skill in acting to make yourself into the ideal spouse, partner or one-night-stand of another person for a time.

**200CP – Generation Hex**

**Discounted for Whitelighters, Darklighters, Cupids and Demons**

Supernatural parents have many worries non-magical parents don't have to be concerned with.

While normal parents worry about their children doing drugs or running off with another youngster from the wrong side of the tracks, supernatural parents have to worry about their children become capital 'E' Evil or 'G' Good.

Now you can be reasonably certain than outside of magical intervention that your children will grow up to have similar morals and ethics as what you have during the time they are developing.

**400CP – Particularly Powerful Progeny**

**Discounted for Witches and Warlocks**

All parents worry about their kids. How they grow-up and how they'll keep themselves safe in a hostile world are just two of a great many worries parents have and are especially true for parents of Supernatural beings.

There are two schools of thought when it comes to raising Magical children: one where it is best to bind a child's powers early in order for them to have a 'normal' life growing-up and then being introduced to magic and the Supernatural world when they are young adults. And a second school of thought where it is better to be open to the truth from the start with the children and help them understand the world of magic from the start.

In either case, it is safer for those children to be as powerful as possible when they do have their magic. All the better to protect them from those who would mean them harm.

Now you can be assured that your children are guaranteed to be at least a bit more powerful than you in terms of this setting's magic. You can expand this awesome potential your progeny possess to encompass any magic you possess at the time of conception that can feasibly be inherited, and they will be born with either greater power or somewhat greater potential in that form of magic than what you have.

No matter how powerful your child, you will always be able to bind their powers until maturity should you choose to do so.

**400cp - Power of Three**

**Exclusive to Witches, Warlocks and Demons**

Similar to Avatar Link, you may establish a bond with another two Magical Beings in order to strengthen both them and yourself.

You do not share specific Powers, however you create a sort of virtual fourth person, derived from the synergy between you, where power can accumulate from the three of you into a pool of power that may be drawn through Spell-casting and can passively stimulate your own potential growth in Magic. This power is sufficient to allow you to punch far above your normal weight, magically

speaking, but is best used with all three members present for effects of short duration, such as banishing.

In rough terms, the Power of Three when invoked allows the three of you to effectively stack your mystical potency and then add a modifier based on the strength of your relationship, as below, in order to invoke a single specific effect through Spellcasting or a similar mechanism. This benefit can be enjoyed through any magical system, or sufficiently similar magical systems, all three of you are initiated in / capable of using.

The other two persons need not share a Race with you, but bear in mind all three other canon examples of a Power of Three or similar included sets of the same Race (Witches for the Charmed Ones, Warlocks for the Rowe Coven and Demons for the Triad) and breaking away from that pattern may garner some unwanted interest and questions in setting. The other two members however, must, in net terms of the relevant magic systems, be in the same league as you, generally as powerful or close to it, assuming you are the most powerful member.

Unlike two of the three canon examples of this you need not be related to the other two members but absolutely must have a strong bond of, if not mutual caring and familial/platonic or romantic love, then at least one of mutual respect and co-operation. The strength of your bond is directly related to the effectiveness of this perk. Any abuse of your fellows will weaken the connection and any attempt to suppress their capacity to take issue with your treatment of them, such as mind control would be a major breach, automatically dissolving the Power of Three.

Should a member of your Power of Three die or should the Power of Three dissolve due to an insufficiently strong relationship or breach, then you are free to designate replacement(s). Replacements must meet the relevant criteria in terms of Power and capability in a common magic system. When a person becomes a member of a Power of Three, they are not automatically bound or obliged to participate and may break the connection from their own side at any time within their first month of uninterrupted self-directed consciousness.

Any interruption to your Power of Three effectively resets the pool of accumulated power that you may collectively dip into to power Spell-casting and passively speed-up the maturation of your powers.

Please note that actually using this and drawing upon that reservoir of raw power is taxing and cannot be used excessively without consequences. While the passive benefit happens unnoticed in the background without cost.

**An individual person can only be part of one Avatar Link or Power of Three at a time.**

### 400cp - Greater Angel

**Exclusive to Whitelighters, Darklighters and Cupids**

By some extraordinary circumstances, Jumper, either through special promotion for a great deed or service or through more exotic circumstances, you have obtained power beyond your station.

The exact form of this improvement differs between species of lesser Angels:

Firstly, Whitelighters become something closer to Elders in terms of Powerset, yet are far from being true Elders especially status, being simply well-regarded senior Whitelighters, gaining Electrokinesis with free [Lightning] Blast and stipend, the Power of Invisibility and Premonitions.

Secondly, Cupids gain an unrestricted Pathokinesis Power where any emotion Power but Emotion Empowerment can be considered to apply to any and all emotions Humans can experience, effectively gaining All The Rainbow. In additional, Cupids gain increased stature and Super Strength impressive even by the standards of their larger forms. Cupids may freely change their stature back and forth between this greater stature and their original stature.

Lastly, Darklighters, a Fallen Angels, and as fitting their opposition to Whitelighters and what they stand for may also gain this degree of Power under the right circumstances. Unlike Whitelighters and Cupids, they have another explanation for their unusual potency, through selective or co-incidentally fortuitous breeding. These Greater Darklighters gain the power to use their Blacks Orbs offensively, mixed with a smoky energy similar to Shadow Manipulation, this Power is in effect a General Elemental Power with great flexibility and comes with the free Sub-powers stipend and all other associated traits. Darklighters are also naturally more resilient than their fellows and can Adjust to adapt to magical sources of harm or impediment; and their natural twisted version of Healing, the Touch of Death improves into a broader Biokinesis with free Life-Draining, while retaining Touch of Death.

Generally as a Great (Fallen) Angel, you are not naturally subject to any additional obligations or trappings, including benefitting from increased authority and influence. However, as in the case of Whitelighters and Cupids, where they may be given greater responsibilities and obligations in order to make best use of their greater power in the field; Darklighters are a special case, as they have little in the way of organised authority, they instead are pushed by their cultural expectations and indoctrination to push forward, using their Powers on riskier and more difficult missions against Whitelighters and their interests.

**Great Angels who have Protecting or Hunting may designate as many as 8 people or small groups as either Charges or Victims.**

**600CP - Avatar Link**

**Discounted for Neutral**

You have learned from the example of the Avatars, powerful Neutral Magical Beings who can recruit those other magical Races to join their magical collective.

This Perk allows you to tie yourself and others into a system like the Power of Three. Like the Power of Three, you can passively benefit from this link and draw power from the other participants to perform Spellcasting. Similarly it is draining to do this, especially if it is done repeatedly or for extraordinary Spells.

This setup also allows you to share magic between yourself and your fellows (max of 8).

The Avatar Link can allow the free sharing of any 'fluid' magic you and another participant both have. Mana, magicka, od, prana. So long as it as form of magical energy that can be contained within a person, and the recipient has the ability to generate any amount of their own and manage the energy then it can be transferred. This flow can be initiated by the receiver or the giver. A receiver cannot receive more power than they can handle and the 'giver' cannot deny the receiver the power they 'request'.

Shareable energy must be magic or some description. Chi, Ki, Psychic energy and so on are rooted on the Body or Mind are either incapable of being transferred at all or are significantly more inefficiently

transferred between persons. Things like Motes, Nen and Chakra can be considered grey areas depending on your interpretation.

Sharing energy is inefficient, with some power being irretrievably lost in transit. This efficiency becomes worse as distances increase between the relevant parties. Moving power around is only costly in terms of lost energy; you or other participants pay no other cost beyond this lost power.

The Avatar Link can also share distinct Powers such as exist in this jump, but only things which strictly meet that criteria.

Please see the Note at the end of this Jumper called Powers Beyond This Setting for details on what does and does not count as a Power and as such would be shareable through the Link. Shared Powers that have any prerequisites must be met by any member of the Avatar Link wishing to use or benefit from them.

Please note that any drawing of power not your own from or through the Link is draining, from minimal for casual use, to exhausting for serious and significant use. However any member of the link can use any applicable Power held by any other members at any time, so long as they both remain in the link. In theory all members of the link can use that power simultaneously, although the original and true owner would be notably more potent and capable with it.

You may link to no more than 8 people who may be companions. There can be no more members than 8 under any circumstances. New members can be added to the Link up to the limit once per week, and no new member can be added after a member is lost until at least 3 days have passed.

Should any one of the eight die, then all involved experience a weakening backlash impacting all shareable Powers and shareable pools. Powers are weakened in all respects by roughly a half and all relevant pools are reduced by the same. They will steadily grow stronger and larger until they reach a new equilibrium, taking anywhere from a few hours for the loss of one member and as long as days for the loss of two members and so on.

All Powers and relevant pools of power provided by, or held by at the time of death, the dead member of the link is naturally lost along with them.

Resurrecting a deceased member of the Link does not affect the period of weakness and they must be manually restored to the link as though they were a new participant.

**An individual person can only be part of one Avatar Link or Power of Three at a time.**

**{ Neutral }**

**[PNU]**

### 100cp – No Such Thing As Magic

Unless targeted or actively seeking them out, or being sought out by such, you will find it easier to avoid Magic, Magical Beings, locations and doings. In future you can avoid places where there is magic and avoid notice from Supernatural beings unless something calls you to their attention. This manifests as an instinct that warns you of the 'danger' of magic.

Be warned this only helps you avoid wandering into Magic and does not prevent Magic from wandering into you!

### 200cp - Witch Hunter

You have the smarts and skill to bridge the gap between Mortals and Magical Beings, when it comes to ensnaring and trapping Magical Beings by playing off their natures.

Even without magic you can pose a serious threat to Magical Beings due to your insights and ability to turn their natures and advantages against them. Be warned however that this works best when your targets are not particularly on their guard towards you or are distracted by other threats.

### 400cp - Magitech

You have the knack for combining magic with technology, even making machinery that when finished, can be 'born' with a Power like a witch, with the Power being related to the machine and synergising with its mechanical function. Create a machine for aiding in Sleep and find that it has the Power to send you into other people's dreams, for example.

Each device must be fairly complex and can only have one Power each.

More advanced technology allows for stronger and/or more specialised Powers to manifest.

Powers that manifest within a machine cannot be extracted for use elsewhere and are lost if the machine is damaged significantly.

### 600cp - Magic Immunity

You will have no truck with the unholy that is Magic. You understand that there is no place in the world for such devious forces. You stand as a bulwark against these malignancies. No magic can exist in your sight or affect your person.

This otherwise absolute protection will not stand hypocrisy however and any use of magic, no matter how little will cause this Immunity to any magic to waver and weaken to nothing for at least a full day of no magic whatsoever, including passive effects.

Also please note that this only protects against magic which can either be seen by conventional human senses or affects the user directly.

**<Human>**

**100cp - Dreamer**

There is something about you, something that can entrance others into seeing a strange common ground between you, and no matter how generic or broadly common with others that is, it will seem like something special and even intimate between the two of you.

This allows you to establish a modest bond one-on-one with another person during prolonged contact, where you are both free to converse. You and your target must not be enemies or inherently adversarial towards one another, some degree of neutrality or willingness to consider the possibility of friendship is essential.

A single day is enough time to get a friendship or the start of a romance going, but more time than that is necessary for something lasting or deeper.

**200cp - The Darryl Effect**

People tend to only look on the surface for answers. Laziness or apathy or simple good-manners preventing people from prying into other people's affairs. A person can work alongside another for years and never know such basic things such as whether they are married or have kids or where they worked before, unless such information is volunteered, and still have what they think is a good working relationship, even friendship.

For you this phenomena is quite a bit more acute than for others. No-one will ask for personal details like this unless presented with a better reason than their own curiosity, such as needing to fill-in an important form; however where ordinarily this lack of openness and knowledge of your personal life may create a sense of distance between you and others, in your case a person could be quite ignorant of your personal life and even have little to do with you professionally and still be able to develop a strong relationship with you regardless.

**400cp – The Brody Paradox**

Good and Evil in this world are very Black and White, but for Mortals and certain Magical Beings, either their behaviour or motivations are too complex to pigeonhole into one or the other, or their nature precludes it.

You are a prime example of such, where you cannot be seen as truly Good nor Evil, so long as your actions are even slightly morally ambiguous, those you interact with will either treat you as genuinely Neutral or treat you as whatever Morality/Alignment would favour you.

A sufficiently decisive and extraordinary action that is unquestionably Good or Evil can cause for you to lose this Ambiguity at least for a time in regards to those who witness it or hear about it from a credible source.

This works in future jumps but also works regarding supernatural abilities for determining Good or Evil where it is relevant in a given setting.

**{ Good }**

**[PGO]**

### 100cp – To See the Light in the Heart of Man

You can perceive on sight the difference between those who can be said to be 'innocent' and those who are corrupt or evil. This ability can be fooled with excessive false positives towards perceiving evil, as it cannot tell the difference readily between minor mortal evils or misdemeanours and murderous demonic evil. As such it is generally more reliable in determining who is 'innocent' rather than who is Evil.

### 200cp – Protecting

It is the place of Good to protect, and in service to that you now have the power to designate up to 4 people at any one time as Charges, which may the same or different as any charges designated to you by the Elders.

You can designate a person as a Charge on sight, should you have a free 'slot', if you do not then you may drop one of your currently filled slots, however you can only drop a person, either to replace them or to empty a 'slot', as a Charge if they are not in any current or immediately foreseeable future danger. You can only protect so many, sadly...

Any Charge you possess, you find any and all protective and defensive Powers or Magic that you possess can be easily projected to benefit them, albeit only in your immediate presence. You also find any Power or Magic you use for this purpose to be slightly more power than normal.

Naturally any Power you use to protect others cannot be used to protect yourself at the same time.

### 400cp – Find Weakness

Even a seemingly invincible foe has a weakness. It is simply a matter of finding and then exploiting it. Unfortunately that takes time. It is in your best interest to find and exploit weaknesses quickly, and now you can. At a glance you can tell the most likely weakness of a supernatural being. You also have a fair bit of luck in any act directly pursuant toward exploiting that weakness such as researching an appropriate banishing potion recipe, gaining the necessary reagents for a potion or spellcasting and avoiding the enemy while making preparations.

### 400cp – Grace of Heaven

Normally your good deeds, what some might call your 'positive karma' from previous jumps is largely left behind as you move on. Who could know in the worlds you travel to the good you have done in the worlds that came before? Now, however, that changes.

The good that you do accumulates and becomes perceivable to Beings of Supernatural Goodness in future jumps, on top of a flat boost in charisma and intuitive etiquette in conversing, dealing and

negotiating with beings that are either of the Heavens, native to Heavens or Heavenly places or are beings such as Angels or other purely Good Supernatural beings.

Good will recognise its own and confer upon you a comparable status as though they are roughly aware and knowledgeable of your Good exploits in past jumps.

**You may toggle the effects of this perk.**

**You gain a optional Halo of Light, that gives you a simple circle of white light that hovers over your head and makes your alignment towards Good and its values more readily apparent.**

**Should you purchase both Friend of Heaven and Fiend of Hell, you may toggle between them or have both of them off. If both are on, then only the side with the greatest Karma is active and is muted and suppressed by your contrary deeds. However you forfeit your Halo of Light if you have both.**

**600cp – From the Heart**

Raw power is not a fixed metric while Demons and their sort focus on acquiring Powers, and trust to time and their adherence to Evil to refine their raw power you understand the virtuous method to increase your magical strength so as to better protect others from Evil.

You, through dutifully and successfully protecting your charges, who may be either charges designated by the Elders, or Charges as per Protection, gain a slow but steady growth in raw magical power. This growth is greater if you have more charges and increases sharply when you are actively protecting them from a real and present danger, even if it is just through providing support.

Long-term Charges will benefit you more over time, but must be in constant need of your protection and/or guidance in order to count and you are given slightly greater benefits as a reward in proportion to the difficulty you experience in protecting your Charges.

The gains you make are permanent, only the rate of growth is affected by your charges except should one die of a cause you should have been able to protect them from. A heart attack or old age would not could, but their murder at the hands of a demon you were protecting them from would. If you lose a charge like this, then half of all gains you make in protecting that specific charge shall be ripped painfully from you, leaving you temporarily incapacitated for a shirt time.

Should a charge no longer need you or you are no longer capable of protecting them and pass the responsibility to a trusted replacement or you move on to another jump, then they cease to be your charge, not affecting your accumulated power at all.

**<Witches>**

**100cp Charmed Success**

Most successful people are not necessarily well-liked, some are even hated and envied for their success; other successful people are either stigmatised for their type of success or only regarded well for it by a narrow range of people.

For you however, things work a bit differently. You gain a degree of regard, respect and status from your success from the public in general. The greater your success in your chosen profession, job or role, the more you gain. It doesn't even need to be a public role, somehow and for some reason, there will be sufficient positive publicity of you in that role that there is a chance of meeting people you will recognise you and regard you with awe, fondness or respect for your success, even if your manner of success is in something they ordinarily would not regard well.

Please note this only works for success in areas that are publically accepted or tolerated and legal. Being a newspaper columnist is fine as is being an auctioneer or chef, but being a mob-boss, thug or criminal of any stripe, no matter how successful in that role, would not.

Also, note that this doesn't give you any success or make it easier to be successful, unless being liked and well-regarded would help your success, so you still need to put in the work to become successful in the first place as well as to maintain that success.

**200cp – Three Hands Work As One**

When working along with those you know well, and sharing some commonality of purpose with towards threats to that common purpose, even if that commonality is 'staying alive', you and your fellows find yourselves more adept, adroit and generally having excellent situational awareness as to one another and any attacks any of you launch.

Friendly fire is a thing of the past, at least where your immediate group is concerned. Better yet, the strength of your bonds with one another reflect in your general good luck in violent encounters, beyond the general coordination, there is a real and vital synergy in how you and your fellows operate, making combos and tactics more effective than they have any real right to be, through either bursts of subtle supernatural timing or capability, or simple luck.

**400cp – Blue Moon**

There will be times, especially in this world, where forces beyond your control will change you into something other than yourself or your own species. You have the good fortune or limited resistance to such things to guarantee two things.

Firstly, any form you are changed into will present you an opportunity for personal growth, to overcome a challenge or emotional issue or to help resolve a long-term trauma. You will also find adapting to such changes fairly easy, even for changes that are fairly radical.

Secondly, you can be sure that there is at least some chance of the transformation being undone. Even otherwise impossible to reverse transformations will have some sort of loophole that will be known either to you, your friends and allies or even an enemy, whomever is most likely to be both willing and able to use it on your transformed self. Be warned that this doesn't protect you from side-effects after reversing the transformation, but any means of reversing the transformation shall be relatively benign, not requiring morally questionable substances or methods, or at least by the measurement of your own morality.

## <Whitelighters>

### 100cp – Supporting Angel

There is a time to stand aside and let others handle problems. You can't always help people personally, and in those times you need to let them rise to the challenge or fall to it; with luck if the latter, you'll be there to help them recover and grow from the experience.

You, while providing support for another allied group or individual of a more active bent, will find it easy to be ignored by enemies, adversaries and threats to that active person or persons until such time as that person or persons are no longer a threat to them and they will likely then turn to regard you. This only works if you take some effort to go unnoticed, or at least not being really obvious about your presence.

Of course should you get involved, in any way beyond providing support, such as launching an attack or shielding the other active party, this effect dissipates and you are fair game to be targeted.

Support would include proving advice, ideas, supplies such as weapons or potions, and even beneficial magical effects so long as they are targeted solely at the individual(s) you are working with.

This effect of being ignored in favour of your more active allied also tends to influence your collective enemies outside of battle, but only if you are consistent in taking only a support role; any enemy who sees/witnesses or hears from a credible source you doing otherwise can ignore this effect entirely, and may even invert it, focusing on you instead of your active allies.

### 200cp - Your Power Comes from your Emotions

Common Whitelighter guidance to their Charges is that their Power comes from their emotions. This advice is oft-repeated and for good reason, because it is true. Powers in this world have a strong tie to the bearer's emotional state and many powers, at least initially, have an emotion-based trigger.

Now you too, can give such good advice to others and even to yourself, giving guidance as how to best tap into the power inside. This advice is often platitudinous but effective nonetheless.

The actual effect of your advice can be to aid a person in gaining control of an unruly power or magical ability, allowing the barely controlled Power or Magical ability to come under complete control and even helping those otherwise in a crisis to regain some measure of control.

You can even give guidance to Mortal who acquired Powers well enough to extend the time that they can handle having a Power before becoming deranged, but even then only by a few more days.

In less hazardous circumstances, you can also aid others and yourself in training by giving apropos advice as to how to best make use of your power and how best to channel and use it. This advice gives significant benefits in any training efforts and is also good general advice to keep in mind where one needs to use their Powers under pressure.

This advice must always be given sincerely, if not it will be automatically disregarded.

**400cp – Gotta' Have a Montage**

Time is a precious resource, and you have to make the best use of it, not just for your sake or for the cause, but for them, your Charges. The better they are the higher their chances of survival.

Within a period of a few days, you can engage yourself and as many as 8 people in a rigorous training program with substantial gains, allowing all participants to gain greater strength, agility, capability in using their Powers in combos or creatively and also aiding in mental flexibility. The improvement is difficult to quantify by is significant and notable even over just a few days.

Participants give no thought or consideration to their limits on stamina or willingness to participate beyond the initial acceptance. The whole experience is a breeze from their point of view.

You have a significant if situational luck boost during this whereby you are very unlikely to be attacked or assaulting when distracted with this training, and if you are, you and the others may seamlessly respond to the attack and may even incorporate it as part of the training, continuing unabated afterwards, assuming the aggressor as successfully dealt with.

You may repeat this training exercise once a month with the same or different participants.

You may or may not participate as you wish, but must be present for at least some of it to maintain the effect, or even as a coach rather than training yourself. Whether or not you personally participate and benefit, only 8 other people can benefit at a time.

Strangely this period is remembered in hindsight by all participants as a training montage.

**<Cupids>**

**100cp - Charming Prick**

You have a way about you, Jumper, a sleazy way. You should not be trustworthy; you should be treated like a used-car salesman. And yet, even if you act just like that, people will find you oddly charming and endearing, so long as you have no legitimate ill-will or intent towards them.

For example, you could find yourself in someone occupied apartment, with no real good reason for why you have the key and only a painfully bad excuse to justify it and yet rather than screaming for the police the resident will instead simply be standoffish until you can work your charismatic magic on them.

Basically, you can behave in a very suspicious and sleazy way without triggering a person's sense of danger or a proportionate sense of mistrust, and your behaviour does not readily get in the way of your charm and charisma in interacting with that person. Again, this only works if you have no genuine ill-will or intent towards them or their loved ones. It also doesn't mean that they are under any obligation to tolerate your presence or even like you.

This charm is best when used one-on-one and is much less effective on groups of people.

**200cp – The Way Forward Is Back There**

People are always moving, walking or running forward in life, with fairly few people genuinely at an impasse in their lives, and as such people sometimes can find themselves taking the wrong path, missing a turn, making a mistake in terms of their personal development.

Perhaps they gave up on an ambition when they were young that has subtly haunted them and restricted their potential their whole life; or maybe they have found it too painful to dare love again and have firmly decided on no more romance.

You have decided that their decision was wrong and they need to re-make it, the right way this time. You can, with simple conversation, induce a person into questioning one major life decision they have made in their life and nudge things so they are slightly more likely to choose one of the alternative options. To make a specific other option be definitely chosen will require some further charisma and coercion from you. People will naturally be more resistant to making changes that affect them on a deeper and more personal level, than a relatively shallow effect; also any subconscious regret or willingness to go with the suggestion makes it easier to affect them.

You may also only revisit decisions that they can reasonably be said to have made at some point in their lives. For example, a person who questioned their sexuality and decided one way could be made to revisit the question and influenced to decide the other way; but a person who always been confident of their sexual orientation, at least to the point of never actually questioning it, cannot be affected and made to revisit the question as no such question was asked.

You may only use this ability on a given person once per month, and anyone you use this on, will develop a resistance to it over time, becoming more difficult to convince until they become immune or nearly-so. Also, even if you change a person's mind regarding such a decision, does not stop them from changing it back if given sufficient reason or stimulus to do so. Also, you can only change a person's mind regarding a decision where they have power to change their mind; an ensorcelled and/or mind-controlled decision to do something cannot be changed so long as the person lacks agency, but a decision influenced by supernatural charisma could be.

**400cp – Unblocking**

Sometimes people become callous, incapable of feeling a certain emotion, whether due to trauma or sad resignation or even through magical means. You will not stand for this, especially in the case of a fundamental emotion like Love being blocked. Why live if you cannot love?

This perk has two effects, one mundane, the other supernatural:

Firstly, the mundane application allow you, though conversation with someone who at least tolerates your presence and is not especially guarded against you, for at least twenty minutes, you can open their minds to the idea of feeling that emotion once more, healing the old wounds, and traumas that denied them the ability to freely feel that emotion. Repressed emotions become available once more, but the sudden restoration can be a touch overwhelming until the person can get used to it.

For example someone who's capacity for fear was blocked and took enormous risks then having it unblocked may find themselves horrified at those risks and what could have happened and may find themselves risk-averse for some time later. Or a person who has blocked themselves from the idea of romantic entanglements and Love, may decide, after the block is removed, to jump into the closest and most convenient romantic relationship in the pursuit of Love regardless as to how wise that is or whether there are good long-term prospects for such a relationship.

Secondly, on a magical level, you can directly challenge any magical effect placed on a person that restricts their normal and natural emotional range, even if it was self-imposed. You need to be powerful enough magically to challenge the one responsible in order to break down this blockage; in the case of self-imposed emotional blocks, when combined with the mundane application of this perk, if and when you succeed in getting the person to become open minded towards opening themselves up to the blocked emotion, then they will not subconsciously resist and may even help weaken the block making it considerably easier to remove.

**{ Evil }**

**[PEV]**

### 100cp - To See the Shadow in the Heart of Man

Much like Good beings, you can see the Good in others, but unlike them you see not just the Good, by the cracks in the facade of 'kindess' and 'generosity'. You know how fragile and weak and fake those do-gooders are, and in seeing those flaws, you can freely prey upon them.

Should you find an impossibly Good person without any flaws, you will have the knowledge of where to begin to chisel away at that unwholesome unblemished 'perfection' and drag them first down to Earth and then into Hell.

### 200cp - Hunting

It is the privilege of Evil to do as they please including Hunting down those who you wish, and in service to that you now have the power to designate up to 4 people at any one time as Victims.

You can designate a person as a Victim on sight, should you have a free 'slot', if you do not then you may drop one of your currently filled slots, however you can only drop a person, either to replace them or to empty a 'slot', as a Victim if they are no practical way for you to pursue them or if your underlying motivation for Hunting them has either changed, been superseded with a more important matter or has been in some way made invalid, for example a Future Whitelighter having successfully lost their qualifications to become a Whitelighter. You can only maintain your intense predatory focus on so many at any one time, sadly...

Also, you may only designate someone as a Victim is they are not an enemy, are not threatening you and are not actively seeking to harm you. They are 'Victims' not 'Enemies'. And they must be Hunted, stalked and pursued for you to gain any benefits. Also your Victims cannot be companions and are reset as you leave a jump to enter another.

Any Victim you Hunt, you find any and all efforts at tracking them down and bypassing or otherwise countering their effort to get away from you bolstered, and you also find any Power or Magic you use for this purpose to be slightly more power than normal. When you actually find your prey you also find yourself marginally more capable, the degree of which is determined proportionate to the amount of time and effort it took you to hunt them down and how terrified they have become of you over the period you Hunted them.

### 400cp - Hierarchy of Evil

Hell is the very definition of cut-throat in just about every way, politics is no exception. Given how important power is to Evil beings, the being with the greatest power shall always be, at least for a time, obeyed. You have internalised this understanding and intuitively know how much to demonstrate your power to cow and force the obedience of others, especially Evil beings while also understanding how best to suck up to those supernatural beings that are more powerful than you. Of course knowing how to and having the willingness to do so are very different things, especially how

demeaning some of those actions may have to be to successfully brown-nose to a powerful Evil being would likely have to be...

**400cp - Fiend of Hell**

Normally your evil deeds, what some might call your 'negative karma' from previous jumps is largely left behind as you move on. Who could know in the worlds you travel to the ill you have done in the worlds that came before? Now, however, that changes.

The wickedness that you do accumulates and becomes perceivable to Beings of Supernatural Evil in future jumps, on top of a flat boost in charisma and intuitive etiquette in conversing, dealing and negotiating with beings that are either of Hell, native to Hell or Hellish places or are beings such as Demons or other purely Evil Supernatural beings.

Evil will recognise its own and confer upon you a comparable status as though they are roughly aware and knowledgeable of your Evil exploits in past jumps.

**You may toggle the effects of this perk.**

**You gain optional Eyes of Darkness, whereby your normal eyes roll backwards, then with a circular flash of fire your eyes, white and all become sheer black, and benefit you by making your alignment towards Evil and it's values more readily apparent.**

**Should you purchase both Friend of Heaven and Fiend of Hell, you may toggle between them or have both of them off. If both are on, then only the side with the greatest Karma is active and is muted and suppressed by your contrary deeds. However you forfeit your Eyes of Darkness if you have both.**

**600cp – Heartless**

Through the sacred act of Murder, you can derive such sweet power the fools that follow the unenlightened Elders cannot dream. Through the act of killing a being in possession of Supernatural power, you may siphon from ending their existence a measure of power you may take as your own. Specifically approximately one tenth of their power in one field or type of magic, which when taken is added to a similar power you already possess and is made fully your own after a short period of 'digestion'.

Heartless is especially effective when used on designated Victims, and gives slightly greater benefits as a reward in proportion to the difficulty you experience in hunting down and ending your Victim.

**Note that Heartless drains and provides to you power, not specific Powers, that requires other things such as Power Absorption.**

**You also can only benefit from one target once, even if they are somehow resurrected. No taking two bites of the cherry.**

**Should someone you kill be restored to life, killing them again gains you nothing beyond the pleasure of the act itself. You can't get two bites of the cherry, Jumper.**

## <Warlocks>

### 100cp - Trapmaster

You have quite the skill, with a dash of luck, when it comes to traps, friend. When comes to creating or planting/setting traps or surviving traps with a near-certain chance of death, so long as there is a chance of survival, then you will survive, although not necessarily without cost, such as being trapped or incidentally harmed. Your talent with traps does not end at purely mundane traps, as you are equally adept in magic-based traps. But, careful, don't get cocky, you're good but far from the best when it comes to traps.

### 200cp - Identity Houdini

Identity is such a fluid thing in your hands, Jumper. Whether you are stealing the identities of Mortals in order to go undercover or creating convincing decoys of yourself, those you intend to trick will not notice your deception until several months pass or the discrepancy is brought to their attention by your own behaviour or actions, such as revealing your true nature or identity to them or after using a decoy to convince them that you are dead, appearing hale and hearty right before them.

Keep consistent and the illusion can last for quite some time even in cases where like in the before mentioned examples, you look nothing like the Mortal whose identity you stole, or your enemies know full well that you have the perfect Power to create decoys.

### 400cp - Negotiate With Enemies

Ordinarily negotiation between those of massively differing view-points, such as Good and Evil, become more fraught the further from one another's position they are. Those that hold moderate views are better able to come together and talk civilly with one another and come to mutually-approved agreements and compromises relatively easily however those who hold opposing extreme views are often incapable of compromising or even hearing out one another's positions; to the point where any negotiations are almost doomed from the start.

You however, outside of having some good diplomatic acumen to start with, can turn this on its' head, where you can in situations where you are negotiating with another party that differs in some substantial way in terms of world view, for example, morally, where you are Evil and they are Good, or politically, where you are right-wing and they are left-wing, you can play on that gulf of differing opinion to actualise compromise, and even cooperation towards a common end. By playing off of the other side's biases and prejudices towards your side, you can manipulate them towards cooperation, but must be careful to not try and weaponise this and convince themselves to harm themselves, if you do then you will be seen through and lose all credibility.

You will find this a great deal easier when uniting both sides against a common enemy or threat.

## <Darklighters>

**100cp - Seductive**

There is something about Bad Boys that draws young women in like moths to a flame. That odd, insensible, attraction is yours to wield now. Despite being legitimately dangerous, or perhaps because of it, you are somewhat more attractive to the opposite sex, even where you attempt to hide your dangerous nature.

The more dangerous you act, or conversely the more dangerous you actually are but may conceal, whichever is greater, the more attractive you become to others who appreciate your gender.

Please note that this is an inherently shallow and superficial type of attractiveness. Good for one-night-stands but not for lasting relationships, but perhaps good for that one-night-stand that could then become the start of a lasting relationship.

**200cp – Divine Your Targets**

You can see, literally by seeing them with your own eyes, whether a person will make the world a better or worse place if allowed to live and be left to their own devices as a form of vague and specialised precognition. You can also see if their deeds are likely to attract sympathetic Supernatural attention and possible patronage, such as what happens with Whitelighters.

This also comes with the knowledge of some means as to scupper, or radically change those chances, with the most obvious being death.

**400cp – Break It All Down**

The mind is a fragile thing, full of insecurities and past half-healed traumas. It takes only a little push in just the right spot to send it all tumbling down. And you know where that spot is, for anyone you meet, with only a few hours of interaction. You can skilfully demolish a person's sense of self-worth and bring them to a crippling spiral of self-destructive despair with just a few words for the fragile and with considerably greater time and effort for the psychologically stable.

There are few people with such will power or confidence and/or self-assurance to shrug off your efforts, but there are comparatively greater people who may collapse in a sense due to your ministrations but instead of collapsing completely they instead simply come to some sort of realisation about their life and the direction it is going in, allowing them to make a life-changing decision that may otherwise have been suppressed.

You can optionally aim to make such forms of collapse in your target, with some risk of failure and accidentally encouraging suicide.

This ability is naturally much more powerful if your target has no reason to distrust or be on guard around you, and is even more potent if augmented by Powers, like Telepathy or Suggestion.

**<Demons>**

**100cp – Persistant Little Devil**

You have a remarkable gift for being persistent and elusive. You can attack the same place over and over again, being firmly rebutted each time, and so long as you can keep the will to keep at it, you will find your survivability increases each time, making it easier to slip away. Eventually you will succeed. Your will is not easy challenged by mere failure or frustration.

**200cp – Conversion**

You can, with a small ritual including an offering or your flesh and blood, gift another with the power to develop a similar or identical magical power or Power or property that you personally possess. This ritual converts Mortals into something Supernatural and appropriate to both you and what you are giving them.

This ritualised conversion does not give you any means to control the person whom you are empowering and can only be used to give the equivalent of three to four Powers up-front, although the latent potential to develop more can be given without limit, leaving it up to them to train and grow, unlocking and nurturing that potential over a very long period of time.

A person can only undergo this transformation once.

**400cp - Soldier of Fortune**

As a, possibly Demonic, Soldier of Fortune, you have certain basic needs to do your job; Employers who give you all the information that you need about the target; Employers that leave you alone to do what they are paying you to do and not interfere needlessly. And employers you can trust to pay you what you are owed after you've done your job.

With this, you have all three, with your employers not skimping out on important information, that might arbitrarily be deemed 'irrelevant' otherwise and they will either not interfere or will keep you informed as promptly as is within their means to do so.

Unfortunately Demon and other Evil beings are not the most trustworthy of folks, but unlike most Demonic Soldiers of Fortune who have to get by on having fearsome reputations to the point where employers dare not stiff them, you have some insurance that your employers will indeed pay you what was agreed, but only if you performed the task to the letter. They won't make up stupid and irrelevant 'divergences from the plan' or whatnot to try and cheat you out of your due, but if you don't do what was agreed then they remain in their rights to not pay you.

You retain the right to single-sidedly break the arrangement but forfeit the agreed payment and may damage your reputation, among other possible consequences.

Please note that insurance that they will pay you does not prevent them from trying to steal your payment away from you later. Those who are duplicitous and naturally backstab people in a manner this perk is designed to prevent will not notice anything unusual when they pay you or later on, having rationalised away the discrepancy in some way. Perhaps they think that they like you.

**{ Special }**

**200cp - Saint in Sinner's Clothing**

**Exclusive to Black Sheep**

It if looks like a duck, quacks like a duck...

How does an Angel who has turned to Evil still walk the Halls of Heaven? How does a Demon who strives towards redemption get a drink at a Demonic Bar?

Those of your Race's original alignment will find it all too easy to assume that you are personally of that same alignment. A Whitelighter, seeing another in Heaven will naturally assume that Whitelighter is Good, and a Demon seeing another in a bar will naturally assume the other is Evil. You are skilled at playing on this bias even outside of obvious environs, using only the fact of your Race to convince others of your being Good or Evil or Neutral. After all, who ever heard of an Evil Whitelighter, or a Good Demon. Preposterous.

Only if they know you personally or have been given good reason to doubt you, shall they discard their assumption and see through you.

In any future setting, where your chosen or assumable race is always or almost always of a certain type, morally, ethically or culturally in some other way, you will be assumed to have the same values. Think of it as a sort of favourable racism that you can use for your own benefit.

**0cp - Hybrid Vigour**

**Free and exclusive to Twiceblessed**

As a hybrid between two magical Races, you have something more than just the sum of your parent's Races in you. Not only do you have their Powers and beneficial traits, and are free of any downsides one has the other doesn't, you are also much more powerful magically than either of your parents. As such not only are you magically more powerful in terms of raw power, you are also uniquely able to convert CP into PP at a 1:1 ratio.

**You may freely convert CP into PP at a 1:1 ratio.**

**0cp – Pure Power**

**Free and exclusive to non-Mortal, non-Twiceblessed**

**Through careful breeding leading up to you, or through meditation and study, or perhaps through sheer fluke, you possess power greater than your kin.**

**You may freely convert CP into PP at a 2:1 ratio.**

**Items**

**A given item may only be purchased once per person, unless stated otherwise. A person being either the Jumper or one of the Companions of the Jumper.**

*You move towards the long table to the left of the room. The tall blond woman stares at you impassively as you approach.*

*She has a curiously military disposition about her, even standing at something close to parade rest, and yet her clothing is anything but military. Her buckskin outfit is little better than a tube top and a pair of short shorts, decorated with beads and small decorative plates of hammered metal on reinforced patches of leather. Her outfit and her bared midriff contrasted severely with her composure.*

*Still, you've seen too much to underestimate someone just for looking a bit silly and those eyes... those are eyes that have seen death. This was not a woman to be trifled with, no matter how she dressed.*

*"Sir," she nodded professionally as I stopped in front of her table. "My sisters and I, Valkyries all, were charges to collect the items you see presented before you." Valkyries? Choosers of the slain? Wearing that?*

*"We travelled through forgotten vaults and travelled through many lands to provide you with this selection. However, your benefactor has also seen fit to include things of a nature we are not equipped to supply." If she was consternated by that, she didn't make it apparent.*

*"On the following three tables are items deemed most useful and thus discounted for Neutral Beings. Then items appropriate for Good beings, and then," here her eyes narrowed and her voice grew tense with barely reserved distaste. "The final table has items best suited for those of Evil."*

*She relaxed and continued to explain. "Each table has additional space subdivided by the Alignment's Races. Neutral has only Mortals, where Good has Witches, Whitelighters and Cupids. And Evil has Warlocks, Darklighters and Demons."*

*She seemed a little off-balance, her otherwise steady confidence shaken for a moment. She took her clasped hands from behind her back and with visible embarrassment referred to a piece of paper held in her hand. "All items are discounted for their Alignment or Race. No items can be discounted more than once. 100CP Items in the Alignment and Racial Sections are free to the appropriate Alignment or Race. Discounts are 50%." She recited and looked up at your, returning to her original posture with her face flushed red. She coughed lightly and said apologetically, "Alas, I am a warrior not a merchant. Such details escape me and I required an aid for my memory."*

*You heard a snickering coming from behind you. The Valkyrie's eyes turned from softly apologetic to pure steel, giving a look of pure death past you to the source of the mockery. The sniggers stopped abruptly and with a small squawking sound.*

*You turn to examine her wares, beginning with the first table and resolved to examine it, then the Good, then Evil tables.*

**{ Neutral }**

**[INU]**

**100cp – Badge of Jumper**

With this badge, capable of subtle shape-shifting, you may assume the identity of an authority figure that conventionally uses such identification, such as police, or FBI agents. While this would not hold up to scrutiny from the relevant authorities, it can gain you considerable leeway with common people not in a position to question the legitimacy of your authority and influenced by the badge to not do so to begin with. While that is no different from a normal fake badge, this has the power to back up your pretence with compelling force.

**200cp – Protection Ring**

This simple ring, of whatever style you would like or prefer, can shield the bearer from direct or area of effect magical effects. It can only be used by those without any magic of their own and can only resist so much before it fails. It is especially effective at protecting against magical effects which are not explicitly targeting the bearer and friendly fire.

**400cp – The Cure**

This box contains six vials and cryptic notes pertaining to something referred to only as the 'Cure'. It is known that this was felt to be a threat in the future sufficient for a Three-eyed Warlock to time travel to prevent its creation, and somehow despite its success, this box exists. Whether the Cure is for that specific Warlock, his species, Warlocks in General, for Evil or even Magic as a whole, that would require research and insight. Whatever it is, Jumper, please consider carefully the consequences of its use.

**600cp – Transplanted Power**

This unique treasure is a single-use Power Container, which has the special property of adjusting the Powers it has contained to be compatible with normal Mortal physiology. You may take the Powers from the container, ruining the vessel irreparably, giving them directly to yourself or to another. You may also study the container to attempt to reproduce the amazing property.

It's contains 600PP worth of Powers, capable of being used safely by Mortals.

Please note, that as Powers purchased by CP, these Powers growth potential is akin to that of Powers someone is born with, but only for the person who is given them directly from the container.

**<Human>**

**100cp – Ouija Board**

Through this Oujia board, you may commune with the unusually powerful undead of this World. It can also help calm the often-times violent spirits sufficiently to talk them down from their fury. You can then communicate with them normally, including asking them how to help them move on, or how to resolve their affairs from when they were alive.

**200cp – Ask Jumper**

You ghost-wrote for a newspaper once, and they were impressed enough, or lacking in any other options enough, to ask you if you'd like a job. You now write in a weekly newspaper starting out with a fairly junior position, but the better job you do in terms of the actual articles, despite other personal failings like flirting with your boss or bad time-keeping or constant 'family emergencies', all of which you are readily forgiven for, the more likely you are to get more influence and status within the newspaper, even to the point of directing other journalist's investigations.

**400cp – Jewelled Poignard**

You possess a special weapon capable of directly banishing Demons, and other Supernaturals of all stripes, simply by being brandished. This property makes the very sight of the weapon painful to all Supernatural beings especially those who prey upon mankind in any way and may directly kill weaker malicious Supernatural creatures just by being seen by them, while only weakening more potent or less malicious Supernatural creatures. Any actual harm caused by it does disproportionate harm and pain to a Supernatural target.

You may toggle the aura property, as long as you are in physical contact with the weapon, to be 'off' completely, to only effect Supernatural being who prey on mankind, or full blast to effect any and all Supernatural beings. The wounding element can be toggled separately.

By default it takes the form of a jewelled dagger, but you may import a weapon to have this property at no extra cost, and may additionally choose to add jewels encrusted onto the import at no extra cost.

**600cp – Shadow Wisp**

As a wisp of the enigmatic creature known only as the Shadow this fragment of the mysterious existence grants several benefits to its master. Upon being absorbed into the body much like a Power, the shadowy wisp grants free Shadow Manipulation, with freebies, and Teleportation – Shadow.

The wisp makes you charismatic and likeable to beings of a nature akin to the Shadow, an amorphous cloud of 3-dimensional shadow. The less like the Shadow, the less of a benefit this gives you. The Nothing and the Hollow are good examples of something sufficiently alike the Shadow for you to benefit, where they will avoid harming you but remain dangerous.

Additionally, the Shadow Wisp grants you a special Power, where once per day you can gain complete immunity from a single target's magic, no matter what, but only for three discrete strikes/spells.

**{ Good }**

**[IGO]**

### 100cp – Crystal Trap

These three crystals when placed in a circle erect a trap made of electricity that confines a single Supernatural creature, two if their friendly within the enclosed space. Used primarily for interrogation, this form of trap is capable but fragile, requiring only a single crystal to be shifted to break the cage. The cage interferes with Teleportation and allows things to be flung in from the outside, similarly the target may freely be Spellcast against while imprisoned.

Beings sufficiently more powerful than the erector of the cage may break free through sheer power, also a being with sufficient guile or the right Power can break free on their own, especially in unsupervised.

### 200cp – Banishing Potions

This box contains six breakable vials of banishing potion and their recipe. The potions are generic capable of being used equally effectively against any Supernatural being in this setting with equal efficacy, but there are many beings that are resistance to these potions and require stronger potions or specialised potions and/or Spellcastings to deal with. These recipes can give you a useful starting point and are remarkable enough to be of value even to otherwise educated Witches.

Please note that these potions count as if they were made by you as far as the Invincibility Power is concerned.

### 400cp – Amulet of Protection

This amulet containing a Force-field Power protects its bearer from all harm. While strong, it can be overcome with sufficient raw power or the right Power. The amulet also forces the user to remain in a defensive posture while it is in use, preventing counter-attacks or any offensive action, even fleeing isn't possible while using it. The amulet contains a limit reservoir of power to work off of until it falters under pressure, but if given by you to another, you are immediately and perfectly alerted to its activation, allowing you to find and aid the person.

### 600cp – Piece of Heaven

Here you go, a lovely piece of Heaven that only you, or those you allow can Teleport to. Great for relaxing and time here is flexible. If you want for time to be dilated you can set it so that you can spend a month here and only a week passes on Earth, or vice versa. This does not count as an afterlife, merely a nice slice of real estate to spend time in.

It is about as large a small island and is quite beautiful, light and airy with tall marble pillars and gleaming white floors. Clouds make up the ceiling and all in all it makes for a lovely place to rest and gather yourself.

**<Witch>**

**100cp – Family Tree**

This large and elaborate parchment scroll details for family in some detail going back generations. It can and will update itself for you to match your family as it it is in future jumps but can display your previous family tress upon request.

You may allow it to display someone else's family tree by dropping some of their blood on it and commanding it to do so. It can reliably go back several generation but can not display familial relations that are not comparable to human ones, also extremely powerful supernatural beings, such as Gods cannot be shown on the Tree unless somehow compliant, or actively willing for their relationship to the person in question to be known.

**200cp – Mansion**

All Jumpers should have a home and a stately home at that, so here you go Jumper, a lovely manor for you to enjoy. While comparative tall and narrow from the front, this three-story manor was built in the 1890s in the Eastlake Victorian Style and has features such as a conservatory, foyer and expansive garden. It has 3 bedrooms, a Dining Room, living room, sitting room, kitchen, basement and attic, and also two small rooms that can be put to whatever purpose you please.

But this is not just a pretty house, this is a place that has steeped in magic over a long period of time, thanks to a confluence of local leylines and has gained some unusual traits thanks to it. No matter how damaged the building any effort to repair or maintain it goes supernaturally easily, quickly and consuming far less resources in terms of material and money than it should. No-one including those doing the work will notice anything unusual about this. The power of the house also shields, protects and enables your own Magic slightly, giving you a home field advantage against attackers.

This manor can follow you into future jumps, being deployed by a mere gesture wherever you have space and the legal right to have it. Once put in place it cannot be moved by the same means for the duration of that jump.

**400cp – Book of Shadows**

Witches, and some other Supernatural beings, find it valuable to record their knowledge for posterity and pass it on to the next generation. While some beings prefer oral teachings, Witches and Warlocks as well as some Demons see the value in putting pen to paper, recording their experiences, potion recipes, spell incantations and a list of various Supernatural beings they ahve encountered and ways of dealing with the same.

This Book of Shadows is either yours or an orphaned book from a now dead line of either Witches or Warlocks at your discretion. It may even be a lesser Grimoire, a repository of Demonic knowledge, but otherwise identical.

The book has some protective enchantments on it, and only you or those sympathetic to your values may touch it, use it or even read its contents. It is not easily fooled but it is possible to fool it through magical means of identity theft.

**600cp – Imitation Waffediyok**

Inspired by the Waffediyok, a potent magical amplifier devised by gypsy Witches centuries ago, this amulet can greatly increase your magical power, allowing for your Powers to hit with twice as much force, and your Spellcasting to reach dizzying heights.

The talisman also gifts it's bearer with a single Power, the sub-Power of Optic Blast. You may freely choose what type of Beam it is, be it Optical Firebolts, or Optical Frostbolts or Optical Lightningbolts, and so on.

This talisman is worn as an amulet and may take whatever form you like you may also freely import another talisman or amulet into this role and give it the following properties.

**<Whitelighter>**

**100cp – Memory Powder**

There are times when to keep secrets, you just have to use a little magic. Keeping magic secret from the normal Mortals of the world is an important task, and Whitelighters are often given missions or take the responsibility upon themselves to obscure evidence and hints or Magic's existence. Memory Powder is one of their best and most useful tools for doing so.

If blown in the face of someone without magic resistance, such as a Mortal, they enter a suggestible state where you can verbally instruct them to erase or rewrite their own memories in a way so comprehensive they will never question the altered/removed memory unless given hard evidence questioning its authenticity.

You have only a small pouch, enough for several uses. It replenishes at the start of every jump and is theoretically reproducible using Potionmaking, and of course having a sample of it on hand makes that a lot easier.

**200cp – Memories of the Past**

Perhaps it is from before Magic entered your life, as a bound Witch ignorant of Magic, or a future Whitelighter before dying and being given an offer from the Elders, or perhaps it is merely from your time as a Demon undercover, but this trunk and what is in it means something to you and always will.

Opening this trunk and going through it's contents will provide convenient evidence of your past lives and help you recall your true self. In the face of effects that induce amnesia or personality alteration, this trunk's contents can help you remember and reaffirm who you truly are. You may even use this to help you recall traumatic and repressed memories or memories simply forgotten.

**400cp – White Wings**

What sort of guardian angel doesn't have wings. Not you, not anymore.

These magnificent dove-like wings grant you Flight as the power and can also act as remarkably strong limbs for both propulsion and battering opponents in melee. The wings can also be used as shields, and are hardy enough to take some serious punishment without you even flinching. Each feather sheds a soft white light that stings and irritates Evil beings. In the face of two entire wings of such feathers, and Evil opponents will be too busy suffering to be a real threat. Of course, those of sufficient power or endurance can bully through this effect but even then they may be ahir less capable than normally.

**600cp – Holy Sword**

There was a time when Whitelighters were warriors and this sword is a relic of that time. Extraordinary in every respect a sword can be, it is blessed and sanctified to the highest degree a weapon can be and as such is death to any Evil who is cut by its edge. More powerful being may resist its instant death effect upon being wounded, but the sword can also increase the amount of harm each wound causes in proportion to how Evil the target is.

The blade cannot and will not harm an innocent, but has unfortunately high standards as to what would count as sufficiently innocent.

You may import a weapon to become a Holy Weapon.

**<Cupid>**

**100cp – Ring of Power**

Cupids are all about Love, and younger Cupids have barely any emotional capacity for feeling anything but Love. This can be problematic given the relationship between Powers and emotions. Not every Power can use Love as a trigger and those that can, would be active all the time for someone who felt Love constantly and as intensely as a Cupid does. While older Cupids can manage, younger ones need to have their Powers removed and tied to a Ring to act as a buffer between them and their emotions. This allows them to activate their Powers as a matter of will and intent, rather than emotion, and in so doing gives the Cupid significantly greater control over their Power, until they learn enough emotional range to no longer need it.

For you this Ring helps in the same manner as similar rings help young Cupids, allowing emotionally-triggered or fuelled Magic to instead draw upon your Willpower, intent or determination instead. It also allows for greater control over your Magic in general.

**200cp – Cupid Bow**

Much like Whitelighters, there was a time when Cupids had to fight for Love's place in the world, and unlike their fellow lesser angels, they preferred to d so at range. This beautifully crafted bow requires on arrows, merely being treated as though it had an arrow prepared conjures on in place.

However, its arrows are a most peculiar form of weapon. Upon being struck by an arrow from this bow, the target is not harmed physically but is instead inundated with emotion. Intense, fierce and pure distilled emotion. While a Mortal would be made maniac or depressed or otherwise have their emotional state thrown into chaos, certain Supernatural beings like Demons simply cannot handle emotions and are vanquished by this sort of weapon.

Supernatural beings tied to or born from negative emotions are harmed badly by these arrows; and those with an already acknowledged weakness towards positive emotions are affected even more severely.

**400cp – Cupid Wings**

Much like the Holy Wings of Whitelighters, Cupid Wings allow for Flight, but their usefulness in combat is limited. The soft light shed by these Wings influences people into becoming softer people themselves, more emotional and sensual. The presence of a Cupid with these Wings can send an entire group of angry people into a drugged out stupor of contentedness in a few seconds of exposure. Cupids are lovers not fighters after all.

Another remarkable quality the wings have is that they have in a way a mind of their own. If given leave to direct the Cupid's flight, the wings will send the cupid to wherever there is someone in need of Love in their lives, or are otherwise in emotional distress or despondency.

**600cp – Swarm of Cherubs**

Cupids are stillborn children given a chance at life by the Elders in an manner not unalike what they do for Whitelighters. The inability to make informed consent aside, these children are generally content in their existence, beginning as fat flying babies until they mature into proper adult human form.

This group of six young cupids have chosen to follow you. They are effective messengers and couriers of small items and while they will not mature into adults until post-jump, when they do they shall become devoted servants with the full power of a mature Cupid each.

Each Cupid has their own tiny version of Cupid Wings and Cupid Bows. While their wings are smaller and weaker, their smaller bodies compensate enough they are just as fast as their mature Winded seniors, and while their bows are less potent and intense in the emotions they can inflict, there is something to be said for numbers.

**{ Evil }**

**[IEV]**

### 100cp – Wicked Ways

When you're Evil, you still like to go to the local Bar and get a cold one. I mean you're, Evil, not a monster, right? But where can you find a place where the people will know your name, or at least not scream if you teleport in, or fry some guy for bumping into you? This map can help.

All the local Underworld hideouts, seedy bars and underground gambling dens, all advertised on this map for your perusal. The map includes all the measures you need to enter, passwords and secret handshakes as well as teleportation coordinates and generally information about the place.

The map can only include information that is 'common knowledge' amongst the underground but saves you a lot of effort in gathering that information the hard way.

### 200cp – Level 2 Demon Weapon

A small silver tube, easily contained in the palm of one's hand while keeping it concealed this unobtrusive object for all its harmless appearance is in effect the Magic answer to a gun. Given out to less capable minion or Mortal agents by the forces of Evil, these tools of death contain the Energy Beam Power, capable of firing potent beams of penetrating energy.

This device works of its own internal reservoir and cannot be charged normally by the Mortals that are often given them, only their masters can do that, but for you your version can recharge itself over the course of a few hours. One can fire about 40 beams before needing recharged.

### 400cp – Grimoire

This is the Grimoire, or rather a copy of the original. A cross between the Demonic Bible and their most complete comprehensive and respected Book of Shadows. In it is all the darkest knowledge possessed at any time by the elite of the Underworld.

And now it is yours.

Poisons and plagues, curses and maledictions, sage advice for corrupting the innocent and drawing strength from the screams of the innocent, all that and more are within the pages of this Grimoire.

Not only does it contain all the distilled knowledge of Magic that Evil has developed, encounters, possessed or devised, it shall also include all the Dark, Evil and Wicked Magic of all your previous jumps and will update to include future jumps you go to. It will not include unique or well-hidden secret spells known only to a scarce handful, but will nonetheless give you an excellent education in the Dark Arts for those worlds.

The Grimoire explicitly includes ritual that can be used to increase your personal power through methods to horrible to contemplate. Will you resist the siren call of power, jumper?

**600cp – Underworld**

Here you go, a lovely piece of the Underworld that only you, or those you allow can Teleport to. Great for relaxing and time here is flexible. If you want for time to be dilated you can set it so that you can spend a month here and only a week passes on Earth, or vice versa. This does not count as a dreary afterlife, merely a nice slice of underground real estate to spend time in.

The network of underground caves and crypts can be labyrinthine but still finite containing as much volume between as much as a fairly large mansion or four large warehouses. Generally the same in terms of usable and traversable space as the Piece of Heaven item. The surroundings go from dreary to gothic, to as malign as environments can be without being harmful. This is not a place for peace, but to brood and simmer and let old wounds fester. Here you can plan revenge, or unprovoked malice, the very environment motivating you to perform aggression on others.

**<Warlock>**

**100cp – Bloodstained Athame**

**Please see notes for what constitutes a Power**

The primary cause of Witches becoming Warlocks if that simplest of human failings, envy or perhaps it is regret.

"If only I had that Power, then maybe..." "That Power is wasted on him," "Could I have saved her if I had that Power?"

Eventually they see a chance, and care nothing for the consequences and take what they already consider to be rightfully theirs. And if there is any capacity for regret left, it is too late. There is blood on their hands and Power at their fingertips and now they are no longer a Witch but a Warlock and they are beyond regret. But not envy.

It is no surprise given that that the primary tool for Warlocks to slay and steal is a repurposed ritual knife used by Witches.

By killing a target through using this knife, the wielder may steal all their targets Powers and take them for their own.

**200cp – Power Containing Lantern**

**Please see notes for what constitutes a Power**

The trade in Powers is booming, and sometimes a Warlock will choose to contain a Power in a convenient vessel for trade and sale rather than use it for himself. Perhaps he already has a copy of that Power or would like another that is on sale more, either way it is best not to tempt Evil beings to rip the Power from his body when it is sold and instead have it in such a convenient container.

This vessel, looking much like a black old fashioned oil lantern, can have Powers transferred from you to it simply through physical contact. Should you sell the Powers within the Lantern, you may pass on both Powers and vessel and have an empty replacement provided to you within the next day.

**400cp – White Flag**

By waving this white flag where an enemy or adversary can see it, you can clearly communicate your intent to negotiate or surrender. This communication perfectly but plausible finds its way to those in a position to make a decision, if waved in front of an army grunt, the message would quickly find itself going up the tree of command to the appropriate level of seniority, such as a General.

This flag benefits you not just in expedience but also in terms of assured sincerity, so long as it is being waved sincerely by you then it shall not be doubted by those you are trying to parley with. They will even know intuitively broadly why you want to meet, to surrender, negotiate or just to communicate. They are free to choose not to agree to meet, but they will know that your efforts to communicate were sincere and that can be awfully compelling.

**600cp – Ring of Immunity**

This Ring is capable of holding a specific form of enchantment, a powerful protective enchantment.

Similar to Immunity, this Ring provides a specific form of defence against a particular group of people and power of all sorts originating from that group, Magic or otherwise, albeit having no impact on purely mundane efforts. The spell however is not broad enough to effect an entire Race or category, instead by being blessed by a senior representative of a given group, or the ancestor of a particular bloodlines, all those subordinate or junior to that person are subject to the spell and cannot use Magic on the bearer of the Ring.

For example if the mother of a group of powerful witches was compelled to bless the ring, then the Powers of her children would not be able to effect the bearer. Or if the headmaster of a school of magic users was to bless the ring, the staff and students would not be able to affect the bearer, although if the staff were fired or once a student was expelled or graduated they would then be outside the effect.

**<Darklighter>**

**100cp – Darklighter Crossbow**

All Darklighters understand how difficult their Good counterparts are to kill. Whitelighters can direct their Healing towards themselves, giving them Regeneration. They can Orb away from danger quickly and Disguise or Cloak themselves from easy detection or Tracking. And even when you have one of them dead to rights, they have an indecent resistance to being destroyed by conventional banishing methods thanks to their Reconstitution, as most of those methods explode or disintegrate a target, and Whitelighters can simply pull themselves back together.

Having meditated on this problem, Darklighters of yesteryear contrived to create a poison keyed specifically towards killing the irritating resilient Whitelighters. Delivered by a means too quick to reflexively Orb away from, with a poison that could not be Self-Healed or Regenerated away, it's only weakness that it can still be cured by another Whitelighter. This poison, added to their signature crossbows, has felled more Whitelighters than the Heavens are comfortable in admitting.

The research into the poison initially used the more convenience and immediately available resource of test subjects similar enough to Whitelighters to make an initial poison, their own kind. Darklighter youths were bread in tragic numbers only to be sacrificed for this research. The initial poison was then developed into the Whitelighter exclusive version but should you wish your crossbow maybe tipped with either that poison or the original prototype that was developed from Darklighters.

Either poison is dangerously effective on Angels or Fallen Angels, badly weakening them and resulting in a slow uncomfortable death while also suspending their innate capacity to heal or purge themselves of the poison.

This crossbow, armed with quarrels tipped with your chosen poison has only 20 bolts available for use at any given time, but restores the supply once every day. It can also conjure an unlimited amount of ordinary bolts to reload the crossbow at need.

The crossbow itself can be conjured to your hand from its normal resting place through a specific form of Remote Teleportation and may be sent back just as easily.

**200cp – Hellfire Garb**

For Incubi on the prowl, it is important to make a good impression. As they are only really concerned with short-lived relationships, long enough to conceive a child and then moving on, it makes sense to make a strong initial impact with little concern for making a lasting one.

And this wardrobe if full of clothes that are perfect for advertising aggressively your attractiveness, sexuality and desirability to any person of the opposite sex with eyes to appreciate the sight of you.

Naturally this works far better if you are good looking even without the clothes, and if you are and are wearing them, then expect to be the centre of attention, and the subject of both lust and envy from those around you, including your target.

Bear in mind this effect is not magical in nature, it's just really flattering clothing.

**400cp – Hunting Journal**

Darklighters may not have Books of Shadow or Grimoires, and may communicate most of their magic knowledge orally, but that is simply a symptom of their priorities not their capacity to immortalise their knowledge. To them, the Hunt matter more than spells and potions and it's that they record, that wisdom that they take the time and effort to treasure and pass down.

This journal contains a wealth of knowledge acquired over generations of Darklighters on the art of Hunting humans and Supernatural Beings even rogues of their own kind.

How to read people at a glance to determine their likely reactions to high stress situations: whether they would fight or flee or freeze in terror. How to determine the best bait to lure out a wary prey. How to herd the beast into a killing corner. How to start enjoying the screams, the pleas, the begging. And of course, for those prey who inconveniently leave a body after you're done, how to effectively dispose of the remains.

While these methods have not kept up with the times very well, a savvy Hunter could easily use this received wisdom as the basis for Hunting in the modern world with terrifying efficacy and also to adapt the principles to apply to new Races and species of prey.

**600cp – The Masselin Collection**

There once was a demon, allegedly a fallen Angel, called Masselin who absorbed souls and tormented them for power and years ago this dread creature made a pact with a Warlock. In mutual cooperation before they tried to kill one another, they killed and stole and reap horrors upon many Witches and Mortals alike.

From that alliance, two artefacts were born. Of which you may choose one and only one.

**The Masselin Jar**

A Statue in his cloaked likeness, this artefact can absorb the souls of those slain within several arms lengths. The souls thus contained suffer endlessly and unrelentingly, without even the scarce kindness of what little empathy Masselin might have had.

But this torment is not without purpose, as for every soul added to this Hell you are rewarded with a slight increase in both up-front power and your rate of growth.

**The Ring of Imprisonment**

The second artefact inspired by Masselin, this Ring can draw into itself helpless Supernatural beings and imprison them within it. While such is not comfortable for those entrapped, it is not the torture of the Jar. The bearer of the Ring selects one of the Powers of that which is entrapped and may use that Power as though it was their own, but weaker than the original source. The bearer can subsequently entrap others akin to the first and possessing their own version of that power, and increase the strength of the stolen Power.

With this you could claim for yourself the Power of Inspiration possessed exclusively by Muses or the Power of Guardianship exclusively possessed by Guardian Angels.

Beware, for your access to the Power is dependent on your possessing the ring and your captives if freed are returned to their native setting or right beside you if you are in their native setting.

**<Demon>**

**100cp – Faustian Contract**

"The contract is simple; I can give you what you want, all for the measly price of your soul. What, were you using it for something? Hah. Here, take my pen. Ignore the pain in your arm and sign on the dotted line. You won't regret it..."

Some Demons care not for going out hunting Innocents. They instead prefer their victims to come to them. To beg, plead and ask for them to help them. And then they do, 'cause they might be Demons, but they're not heartless, just soulless. And they don't do anything for free.

So they have their desperate victims sign the dotted line with a pen that leeches off their own blood and from then on both parties are obliged to perform as certain service.

Aid in Mortal affairs in return for their soul.

And so long as you deliver on your contractual promises, then you get their souls when they die, even if you hurry things along.

Hope you've got some sort of use for souls, Jumper.

**200cp – Single Deadly Sin**

You gain only one Sin, but may purchase additional Sins at a discount.

You have an orb that can encourage in a single person an extreme emotional behaviour along the lines of that sin. These sins tend to lead to a person's self-destruction, or make them very vulnerable to attacks distracted as they.

Created by the Source from him own sinful nature, these artefacts are used by Evil to corrupt and destroy Good beings. By throwing the ball at a unsuspecting target, the ball melts seamlessly into them and starts to work its magic.

First it drives a person towards an extreme form of behaviour determined by which ball was used and then causes them to self-destruct in an appropriate manner. A selfless act is sufficient to shake a person out of their altered state, with the exception of Pride as detailed below, and a strong enough will can resist and even push the ball out of their body before it can meaningfully effect them.

Envy, being a desire for what other's have will drive it's victim to acts of extreme envy and jealousy causing them to be caustic and unpleasant to others and even seeking to destroy or steal that which they see others having that they don't or cant, that can lead to them becoming violent and trying to steal or even commit murder or mutilation on another person. In the end their envy peaks with the realisation other people have everything they want and need and they can never get all of it, the realisation of which causes stress-induced death.

Gluttony, being the desire to overly indulge without limit will typically result in a person pursuing pleasurable things to unreasonable limits, typically food. Their gluttony will grow to the extent that would do anything for more, discarding dignity and shame. Eventually they will drive themselves to an inordinately quick death from overeating or obesity and related health complications.

Lust, being the craving for the pleasure of the body, will drive a person to distraction with constant sexual thought and desires. With lust being the only priority on their mind, they will readily do selfish and destructive things in order to satisfy this craving, destroying their reputations and relationships. Eventually, their lack of ability to care about anything other than pleasure will drive them to ill maintain their body or contract Sexual Transmitted Diseases or even abuse their body to the point of them dying before their time.

Anger being uncontrollable fury will drive its victim to fight at the first provocation and perhaps before even that. Over time the victim will more and more respond with violence until it becomes so bad that it needs no trigger or cause to unleash violence upon those around it. The sheer fury burns out a victim of this Sin more quickly than any other, only Pride kills faster.

Greed being a craving for material worth or gain will drive its victim to pursue material things to the absence of all reason and logic. They will begin by taking things left unguarded and uncared for and escalate to stealing anything that isn't nailed down. Their lust for things shall manifest a hoarding instinct, where their home or domicile shall rapidly become a trash heap of things both worthless and valuable. Eventually the drive to gain more and more will result in the victim provoking those who should not be provoked by someone not in their right mind and will result in death or alternatively a death similar to Envy where the crushing realisation that their Greed can never be satisfied is enough to cause a stress-induced death.

Sloth being the avoidance of work drives a person to be... well. Undriven. Wants are dismissed, responsibilities are treated irresponsibly. More and more important things fall by the wayside. Problems accumulate that could have been dealt with easily at the time. Loved ones and friends and employers become angry and disappointed at the victims apparent laziness and unwillingness to live up to their responsibilities. Families crumble. And eventually even the work of breathing and feeding oneself is just too much of a hassle.

Pride being an excessive belief in oneself is the only Sin that cannot be freed upon through an act of selflessness as, in the state it puts its victim in, true selflessness is impossible. Instead, a person must be encouraged to remember a past occasion where they demonstrated humility. The memory of such is enough to save them.

But while under Pride's effect, they will be driven to meet any challenge no matter how trivial and at first it seems like a good thing both to the victim and those around them, as it gives the impression of drive and ambition, a certain passion for life. But this drive is self-destructive as the victim pushes more and more, taking more and more risks for less and less reason beyond the justification of their own overweening pride. In the end, those afflicted with Pride die quite quickly, taking impossible and stupid risks and running out of the luck to survive them.

**400cp – The Second Eye of Aghbar**

'Cause most people have two.

This amulet contains a single instance of the Immunity Power and can be either used yourself or gifted to another. What the Power protects from must be set at purchase and cannot be changed, provides the same protection for any wearer.

By default it looks like a large circular amulet on a necklace, made of gold with a single gem imbedded in the exact centre, however should you wish to import another amulet into possessing the Second Eye of Aghbar's qualities, then you do so for no added cost.

**600cp – Hollow Mist**

In it's natural state the ever-hungry Magical creature called the Hollow resembles nothing less than a swarm of black flies or small black orbs, and here in this crystal ball is a small swarm of docile black specks that clearly come from the dread creature.

The Hollow is a rapacious creature that consumes Magic with an insatiable appetite, first taking a host and then stealing magic and Powers from all that host comes into contact with, from casual contact to receiving an attack. Its release from its prison is considered to be one of the most horrible things

that could happen, a potential apocalypse where all magic and life would be consumed by it. Thankfully it is contained securely with precautionary means to return it to its prison if it should somehow escape, but then again who would be fool-hardy enough to release it?

This small sample of the Hollow's essence was left behind during its last rampage and behaves quite differently from its 'parent' mass. Like the Hollow, this Mist looks for a host, and in finding a host, changes the hosts relationship with surrounding Magic.

While unable to truly remove or steal the Magic or Powers of an attacker, the Mist can curse those who attack you with any form of Magic to be weaker for any subsequent attacks, with the effects stacking over multiple attacks until your opponent is less than half as powerful concerning you as they would be for anyone else. Of course, you still need to survive the first hit, and in order to help you with the you are given High Resistance for free.

In addition, the Mist grants you a single Power Manipulating Power of your choice at a discount.

*After you pass the Evil table you notice that there is one final table on this side. Did the Valkyrie miscount? You look around to where she was only to see her now behind the table in question having walked there while you were distracted.*

*She began unbidden. "This final table, sir, is for options of companionship for your time here. Companions follow the standard rules that you are already familiar with and may come with you should you choose to continue your chain."*

*Right, you turn your attention to the table and the small stone tablets thereon. Each table has writing and a clear note of now many CP that options costs.*

**Pets and Companions**

**[COM]**

## Pets

### 50CP – Familiar

"Who's a pretty little fluffy-duffy? You are, you are..."

Are a you a cat person or a dog person, Jumper? Whichever it is you now have a modest sized furry mammal to give you furry companionship. This little fellow is an excellent Cat/Dog, obedient and reliable, hunting down vermin and lifting your spirits.

However as great as that is, this is no mere Mortal Mammal, this is a Familiar. Behind those animalistic eyes lies intelligence far beyond a normal animal, and while still just a pet, it can be confidently given complex orders and instructions to perform. And as a familiar it will also try it's best to help you in the small ways available to it.

Some familiars can take human appearance or even betray their owners and become Warlocks, neither is an issue for your familiar, although nothing stops you from importing them as humans or similar in future jumps if you please.

### 100CP – Powered Monkey

This little fellow was the subject to some experiments from a Mortal doctor who obtained a sample of your blood somehow. This little guy possesses one of the Powers you purchased here. He counts as a pet and his Power cannot be stolen or replicated by any means. Be warned he is a cheeky rascal who loves bananas. And, yes, he can be a she if you'd prefer.

Oh, and no matter how badly he behaves, don't slap him. Just don't slap your monkey, Jumper. That's just animal cruelty.

And unlike what happened to the monkeys in the setting, ones received here have a benefactor guarantee their Powers cannot be removed or Bound without your permission.

### 200CP – Jumper's Monkey

This poor fellow, subject to similar experimentation as the Powered monkey, suffered at the hands of science, injected with a mix of blood samples from various Supernautrals. The little fellow is shy and difficult to initially approach, but has a great deal of love in his little heart for one good owner. Loves bananas and hugs.

And, yes, he can be a she if you'd prefer.

The little fellow has 1000PP to spend on Powers. He may not choose Racially restricted Powers like Orbing nor does he benefit from any Racial freebies or discounts to Powers.

And unlike what happened to the monkeys in the setting, ones received here have a benefactor guarantee their Powers cannot be removed or Bound without your permission.

**400CP – See no Jumper, Hear no Jumper, Speak no Jumper**

This set of three monkeys were subjected to similar experiments as Powered Monkey and Jumper's monkey, but with blood taken from a Power of Three.

These little fellow personalities vary from the rambunctious and rascally one, to the shy and loveable to the one who is surprisingly mellow and enjoys staring at the moon. All three will quickly bond with you and enjoy your presence. They will happily play or cuddle or just sit with you as little furry companionship.

They each have 1000PP to spend on Powers and collectively have the Power of Three, although given their inability to use Spellcasting they gain substantially reduced benefits from it. They can however use their power through crude animal instinct if they feel threatened, or to defend you against an obvious threat. Such uses of power are blunt and inelegant varying between explosions, force-fields and turning an enemy into bananas. Bear in mind these little guys are nowhere near as magically powerful as what you are, so please don't put them in harm's way against something you can't deal with as they will fare no better. Also, they may not choose Racially restricted Powers like Orbing nor do they benefit from any Racial freebies or discounts for Powers.

Always together despite their different personalities, they are stronger and happier together than apart and will be very sad and despondent if separated for more than a short period of time.

And unlike what happened to the monkeys in the setting, ones received here have a benefactor guarantee their Powers cannot be removed or Bound without your permission.

And, yes, they can be female if you'd prefer.

## Companions

**50CP – Coven**

You may import a companion, giving them the same Alignment (Neutral/Good/Evil) as you and 800CP to spend on Race, Perks and Items.

You may repurchase this, or take it for 300CP for 8 companions.

**Variable – Canon Companions**

You may take a person from this world as a companion to come with you on your journeys and to be protected by the same fiat and insurance that covers companions. You must pay an appropriate amount of CP depending on their personal Power.

100CP – Mortal

200CP – Low-level Magical Being such as a Leprachaun, Muse, Dryad, Giant, Fairy or young Cupid

400CP – High-Level Magical Being such as one of the Supernatural Races available in this jump.

**You may not take the Charmed Ones, the Source (any iteration*) an Elder or Angel of Destiny or Death as a Companion.**

***Should you or a companion become the Source and retain your/their free will then you/they may continue to jump as normal, with the Source's will suppressed and all his Powers available for use. The Source cannot however be transferred to another container/host after this jump. Please see Notes for more information.**

**Elders and Angels are unavailable as they will under no circumstances be willing to disregard their responsibilities in this world despite any reassurances you provide.**

**300CP – Dark/Whitelighter Bro**

So it seems like you've got a (metaphorical) guardian angel looking out for you, Jumper. A 'Lighter that's been keeping you safe from the shadows. Frustrating your enemies and giving you little bits of valuable assistance when you needed it. But now, they've stepped into the light and you recognise them for what they are.

Okay, maybe you walked in on them doing something blatantly magical when they were supposed to be a normal Mortal and they had to hurried explain so you wouldn't kick their ass... anyway.

They possess the normal Powers of their Race plus 600CP to spend on Perks and Items.

If you are Evil they will be a Darklighter; Good then they will be a Whitelighter; if you are Neutral then they can be either at your discretion.

**300CP – Kid from the Future**

Turns out Jumper that you get to be a parent in the future. Congrats in advance, or belatedly as here they are, all grown-up. Through Time-travel shenanigans, your child from a potential future has come to the past. Perhaps they are here to warn you of a grave danger on the horizon, or maybe they are just curious, maybe they had a simple accident that somehow displaced them through time (happens more often than you'd think), but in any case they are here now and they aren't willing or able to return to their normal time.

Their gender and personality are up to you, but their age is between 15 and 19. Their Race must either be identical to yours, or they must be a Twiceblessed of your Race and a plausible other. They need not pay for your Race but if Twiceblessed must for their other parent's Race. They would still have to pay to become Twiceblessed out of a stipend of 800CP.

Should they somehow die permanently, despite their companion status, as long as you have a child with what would have been their other parent then that child will be them effectively reincarnated, and they will remember their time-displaced self memories when they mature.

**300CP – Jumper in the Mirror**

Turns out there are other worlds out there. Please, suppress your shock Jumper, I am well aware this isn't news to you, but the world in question is one with a special relationship with this world. This alternate world is flipped morally from the world of Charmed. What is Good is Evil and Evil is Good. Demons of Fear and Hate are here Demons of Hope and Love.

And from this world comes a version of your: Evil where you are Good (although if you are Neutral then so are they) with your mirror-image Race. If you are a Witch, they will be a Warlock, if you are a Whitelighter, they'll be a Darklighter and so on.

Their gender and age are the same. They have 800CP to spend on Perks and Items.

Somehow despite your fundamental differences you get along pretty well with one another, and your Mirror-self is interested in journeying with you to other worlds, especially as they remember your past journeys but know full well that you are the 'real Jumper'.

Your Mirror-self may or may not have a goatee. Yes, even if you are a woman. Why not?

**600CP – Charmed Ones**

Oh, so you're friendly with the Halliwell sisters are you? Alright then, feel free to bring them along with you. If you save a certain sister from dying them she may come with you for no additional cost. The fourth sister only counts if she has been introduced to her family but does not need to have joined the Charmed Ones.

The sisters take up one companion slot and you may choose either to take or not take any combination of the 3 out of the four as you like. If you choose to keep all four sisters then one must be designated as the reserve for the Power of Three while the other three actively benefit from and are part of a Power of Three. The reserve can take the place of a lost sister until companion insurance restores her or she is resurrected, whereby the reserve is put back into reserve.

Each sister has High Resistance and collectively have The Power of Three as above, while each sister has her own distinct Powers.

Prue has Astral Projection and Telekinesis (Advanced, Telematerialization, Deviation, Agility). She may develop Advanced Telekinesis, Psychokinesis and Havokinesis given time and you can safely assume that she will have developed these Powers before the end of your jump.

Pheobe has Floating, Premonitions (Enhanced intuition, Astral Premonition and Retrocognition) and Patheokinesis (Channeling, Psychic Reflection).

Piper has Molecular Manipulation (Molecular Immobilisation, Molecular Acceleration, Molecular Combustion).

Paige is a Whitelighter/Witch Twiceblessed with Whitelighter Powers and Telekinesis (Telematerialization, Calling both through her Whitelighter Orbing Power).

If you wish only to take two or even one sister for (400Cp or 200CP respectively), then you may, but naturally the sister(s) you do take will not have the Power of Three.

**400CP – Divine Container**

This large lidded urn is a prototype of the urn used to contain the mantles of power of the Greek Gods after their overthrow millennia past. Just as that urn could release those mantles of power onto the deserving giving them the power of a specific God, so to can this urn do something similar although without the downside of distorting a person over time to be more like the original God.

This urn may be treated as a companion, while remaining an Item, accumulating the benefits of Racial options, the distilled knowledge inherent to backgrounds, the powers of Perks and so on, holding them all ready to be given to another.

Once you choose to give the mantle contained within the urn, the empty urn is then ready for reuse and the person so empowered is so permanently. In effect this allows you to retroactively make a Companion benefit from Jumps from before they became your companion, although it does require a bit of forward planning.

Bear in mind this doesn't change actual events retroactively and in those previous jumps you still have to spend CP to empower a companion despite that 'companion' being an urn incapable of doing anything to help you in those jumps.

You cannot use the urn on yourself and must only use it on companions.

You gain 8 of these prototype Urns, each only being able to contain one mantle at a time. You may increase the number of containers by 4 for every 100CP you pay over the base cost.

Should you have a companion who wishes to retire from jumpchain and return to their home setting, then they may voluntarily relinquish all that they have gained from jumpchain into the container and into a mantle which may later be given to a new companion. The transfer is all-or-nothing.

The inheriting companion may crop the mantle, losing permanently any traits they wish.

Retied companions lose all that is given to the mantle. But perhaps the Powers That Be are kind and if you successfully achieve your Spark your retired companion(s) may be given a copy of what they shed.

Once a retired companion relinquishes their jumpchain-granted benefits they must return to their setting at first opportunity or reclaim the mantle before then if they have changed their mind. Reclaiming a mantle does not give any capacity to crop as it would for a true inheritor.

Mantles in their passive state within the container may be infused with powers or gifted with advantages as though they were a living companion. Granting the Force to a mantle is possible for example. These advantages may be cropped if desired by the inheritor.

No receiver of a mantle can benefit from the same jump both as a normal companion and through the mantle. If there is a conflict then they retain their original benefits from that setting and the mantle's copy of powers is lost.

**Power Section**

**[POW]**

**Please note: Powers free or discounted for Powersets shall be identified with a single letter after their name. Those with a * are only discounted, not free. Powers which can be chosen from a selection shall have a ~.**

**D=Demon; W=Whitelighter; K=Darklighter; C=Cupid**

**Greater Angel's freebies and discounts shall also be noted separately and prefixed with a small g (gW / gK / gC)**

*Before you, a tall man of distressingly average appearance, stands alert with a small smile sent your way as he sees your approach. With you between him and the Valkyrie he seems much less uncomfortable, although you could help but notice the glance he sends over your shoulder and the increase of tension in his shoulders for a moment before he focuses back on you.*

*"Sir," he bows politely. You can already tell you are going to get along swimmingly. "My name is Andrew, and I represent the species of Demon known throughout the Underworld as Power Brokers." He says proudly.*

*"I have been tasked to find an array of potent and useful Powers for your consideration, sir." He grandly bows and waves his hands towards the tables, themselves covered in boxed with lids, each with little placards and notes. Some of the boxes are as large as crates in width and breadth while some are small enough to contain a tennis ball and not much else, but all are identical in height.*

*"To briefly recap, what you may already know, sir. All Magical Beings are in possession of at least one Power. You could not however go so far as to say that possession of a Power makes a being Magical. Strip all Powers away from say a Witch and that Witch will still not be a Mortal." He pursed his lips, licks them lightly, his eyes once again flickering to where you know the Valkyrie is. "To use Mortal metaphor, Powers are engines or machines, they exist to take in fuel and to cause a given effect. Raw Power in Magical Beings or even in some cases the ambient power in the world is used as the fuel for those engines. The more powerful you are the more Powers you can support, or rather, the more that you can readily provide fuel to." He gives a small smile, finding something amusing about his own explanation. "Practically speaking, sir, you would need many Powers indeed before a lack of 'fuel' became an issue."*

*He bows his head, holding his hand to his chin for a moment in blatant consideration, before lifting his gaze back to you. "As all Powers are Magic and fuelled by Magic, and effects that would impact magic, or good or ill would similarly affect these Powers." He gives a small wave towards the tables.*

*"While you can acquire Powers, uh, in the field, as it were," Here he gave a nervous and slightly conspiratorial grin. "As Powers can be stripped or... acquired from others by various means, I assure you that my wares are better than what you could gain that way. Powers that are the result of theft or forceful acquisition tend not to grow well with the new bearer of the Power; the Powers I provide have no such issue and will be as fitting for you as though you were born with them."*

*He gives you an appraising look. You aren't sure what he thinks he's looking for, but whatever it is he seems satisfied after a moment. "Would you like to see my wares, sir? It would be my pleasure to walk you through my collection."*

*You nod and he takes the affirmation with a gleaming smile, moving to beside the first table. You notice the boxes on this table are all white and ivory.*

*"These, sir," he says gesturing towards the opened boxes, small white globes in each box, with paper notes propped up against them with elegant cursive naming and describing them. You notice that they also include a number. The price no doubt. "Are Passive Powers, which are Powers that rather than giving abilities like most Powers, like throwing a fireball or Teleporting, instead give some sort of property to the possessor. While their nature precludes them from being triggered by the user, they may still react to the environment or to something happening to you."*

*He steps behind the table, and gestures broadly with both arms. "Please, examine my wares. I shall be here if you have any questions."*

*You step up to the table to examine the notes next to the boxes and their glowing orbs.*

**Passive Powers [white boxes]**

**[POP]**

**Passive powers are special properties**

**Passive powers do not need to be consciously triggered but may be triggered by the environment or from an attack**

**100PP – High Resistance (W, K, D)**

You have a natural resistance to hostile magic and energy in general. You could take a Fireball to the chest and have some nasty burns but you would still be alive and unvanquished. This form of Magic resistance can aid you in an instance where magic affects you, whether or not it is directly targeted at you.

**100PP – Enhanced Senses**

You have an amazingly keen sense. Eyesight like an owl, or a sense of smell like a dog. You may purchase this multiple times for different senses; to a limit of 5. You can only enhance the 5 normal human senses.

**100PP – Mediumship**

Ghosts now are visible and real to you, to the point where it is easy to confuse some of the fresher and more normal ones with normal living people. Expect to be of some interest to local ghosts as they look to you to resolve matter left unfinished with their deaths. You may want to do what you can to keep this ability under your hat unless you want to be swamped with inconsolable spirits.

**100PP – Omnilingualism (W)**

Language is no longer a barrier to you. Any language known to any sapient being, in this or future jumps, is automatically know to you. You may speak, as well as read and write these languages fluently and with all the accent of a native born speaker of the language.

**200PP – Adjusting (gK)**

It's not enough to be tough, you've got to be adaptive, developing specialised resistance to specific powers used by specific people that grows through exposure. Assuming that you survive the first hit, of course. Adjusting has an infinite 'memory' and can retain resistance to Powers or other forms of Magical attack that have been used on you from the same person, indefinitely.

**200PP – Immortality (W, K, D, C)**

Age is not longer something that you fear, if you ever did. The sad Mortal fate of slow decay and eventual death is something you do not have to fear for yourself.

**400PP – Reconstitution (W, K special)**

You may only purchase one of the following options and may only purchase this Power once.

**Ash**

Choose an environment, said environment must be one found on a modern earth, must not be inherently hostile or magical. If you are killed in this environment, you auto–resurrect in 12 hours in that same environment. Each use locks away 10% of your power until you are reduced to a normal mortal with no power of Reconstitution left to save you from death. Locked power is restored to you upon beginning your next jump.

**Flame**

You may auto–resurrect and appear no more than 50 meters away from where you were killed. You may use this more flexible form of Reconstitution at the cost that each use locks away 20% of your power until you are reduced to a normal mortal with no power of Reconstitution left to save you from death. Locked power is restored to you upon beginning your next jump.

Whitelighters and Darklighters have a limited form of reconstitution that can be used an unlimited amount of times but only aids them against attacks that disintegrate, shatter them into pieces, blow them up or similar. This also takes a few seconds for their orbs to come back together, either in the same spot or close by, taking longer the further away from their original spot they are. It still hurts to be blown up.

**600PP – Invincibility**

**You have two options, Front-loaded or slow-growth**

**Front-loaded**

You are invincible, or at least durable enough with enough resistance to magic that you seem that way by this setting's standards. Without something specially designed to overcome your defences there is very little in this world capable of harming you.

**Slow-Growth**

In exchange for this Power starting off comparatively weak, it gains the capacity to grow with you, reaching and eventually eclipsing the front-loaded version of this Power. A general rule, the stronger you are magically, the more this Power protects you from harm, but it still has limits in both modes. You are also vulnerable, if only comparatively so, to measures designed specifically to overcome your defences.

**Both**

Also, you are still susceptible to things like being trapped, tricked or sealed away and no so-called 'Invincibility' is absolute; one day you will meet your match if you're not careful.

**600PP – Immunity (D)**

Select on type of harm, either mundane or magical, you are now extremely resistant to that sort of harm, almost completely immune, you could say, to it. Suitable examples would be things like, magical explosions, mundane explosions, cutting damage, bashing, poison, disease, etc.

Or alternatively you can develop immunity to one specific type of Magical Being, such as Witches or Darklighters, making you immune to any magical effect they are responsible for in jump and in future jumps protecting you again magical powers of similar beings, in this case other Witches and witch-like beings or Fallen Angels of various descriptions. Separate purchases would be needed to cover mundane and magical sources of the same damage or multiple Magical Species however you may only purchase this once.

*You step back from the table, considering. You notice the man, demon rather, Andrew, was moving to the back of the next table. You follow.*

*"I hope these too will be to your satisfaction, sir. These Powers here are Active Powers. The most common but almost the most useful and powerful category of Power. Active Powers require conscious effort to trigger, and to aim or direct in any meaningful fashion."*

*He looks at you directly and gestures as he talks, animated. "For ease, for your selection, I separated the Active Powers I have here into four lots, sir. The first," he gestured to one side of the table, clearly divided by a small wooden wall, on of three on the table. "Are Powers of Teleportation. Each are functionally identical and the differences are largely ascetic. Of all the different types of Teleportation Power, only Orbing and its variants are not represented here, being parcelled in with their respective Powersets, however information on them is still available."*

*He moves on to the next section, your eyes following his gesturing hand. "These here are standard Active Powers. Each is a stand-alone Power. Each Power is its own story, and I shall not insult them by generalising. I will leave it to you, sir, to judge them on their merits." Again he moves his hand and your eyes follow. This section is very different. The previous two contained identical boxes each, containing one single spherical Power, but these... Each box was as large as a pizza box, and with their lids off you could see rows of Orbs, but with one Orb in each box at the extreme right corner being clearly emphasised by the packaging.*

*"These here, sir, are not singular Powers, but instead collections of related Powers. Indeed," he puffed up proudly. "You would be hard pressed to find such a comprehensive collection anywhere else."*

*He moved from the back to the table to stand next to you and pointed to box closest to you both. "Allow me to explain. Each box contained a single... let's call it a General Power. And all of the others in the box are Sub-Powers. To be clear, those titles are just for clarity here, they aren't called that anywhere else." He says the last with some anxiety, no doubt not wishing to smear his professional reputation for having given out misinformation.*

*"Each General Power is a broad Power, in this case," he points to the Orb in the top right corner of the box in front of you. "Pyrokinesis. A power allowing for the generation and manipulation of fire. One of several such Powers that allow the conjuration and manipulation of an element." He points to another orb and then another from the same box in quick succession. "And this is Fireball and this is Flamethrower. One allows for the conjuration and manipulation of flame in the specific sense of making a ball to throw at enemies, while another does the same but makes a continuous stream. Both are specialised applications of the same Power, that being Pyrokinesis."*

*He turns to face your directly. "In this case, you have three courses of action. The first is to purchase Pyrokinesis and gain its varied and highly flexible ability to generate and manipulate fire. Over time you could learn to duplicate all the various sub-Powers, I have here, like Fireball and Flamethrower. Or you could purchase one of those Sub-Powers on their own. If you were to do so with, say, Fireball, you would immediately be able to make fireballs. Doing so would be quick, easy, with no learning curve and they would be stronger than what could be developed by a pure Pyrokinetic in a reasonable timeframe of, say, 10 years. However, Fireball, while it may become hotter, or brighter or be thrown better, further and more accurately, will still only ever be a Fireball. Never anything more.*

*"But, in the third case," He seemed positively excited. "If you purchased both Pyrokinesis and Fireball, then you gain the best of both worlds. You have the ability to make fireballs immediately without the effort of reinventing the wheel, with them being reinforced by your stronger control over the element*

*thanks to Pyrokinesis. Also, Pyrokinesis gains the benefit of an existing template to manipulate fire to draw upon to aid in its growth in developing similar Sub-Powers. You gain the future growth potential, and the immediate usefulness and synergise both!"*

*He catches himself, and seems immediate abashed at how unprofessionally enthused he had been. Coughing lightly, he moved back to the rear of the table. "I trust that explains the layout in that section, sir. I shall just explain the last section for you before giving you time to examine my wares more closely." He gestured to the last section, where all the boxes were clearly made of gold, or seemed like it at a glance. "These Powers are... special Powers that require, no, demand special treatment. These are Powers that effect Powers; and a few especially rare and potent Powers that many would kill to have." He gave you a grin. "Please, sir, feel free to examine and call upon me should have any questions."*

## Active Powers

## [POA]

### Teleportation Powers

When you purchase Teleportation you may select for free one canon type of teleportation. Please note that despite the implication Teleportation is not instant and does take time to reach a given destination. Travel within a city takes seconds, across a continent like North America can take tens of minutes, and across the world can take as much as an hour. Range limits and max speed are both unknown, as is to what extent they can improve over time or with effort.

**Teleportation is Free for one purchase to all Races except Mortals, Witches and Warlocks.**
**Cupids, must purchase Teleportation – Beaming first**
**Warlocks, must purchase Teleportation – Blinking first**
**Whitelighters, must purchase Orbing and no other form of Teleportation**
**Darklighters, must purchase Black Orbing and no other form of Teleportation**
**Whitelighters and Darklighters may still purchase Portal Creation**

**100PP – Teleportation (D, C)**
One type of canon teleportation Power, can be matched to other powers that you have purchased. (For example, should you purchase Pyromancy, you may take the Flaming teleportation)

**+100PP – Non–canon Ascetic**
[Requires Teleportation]
Don't like any of the canon teleportation Powers, okay then make your own. Keep the canon styles in mind and make something similar but suited to your tastes. Have fun.

**+200PP – Remote**
[Requires Teleportation]
Now you can, not just teleport yourself, now you can also send unresisting people away from you, by your own means of teleporting and with the same limits.

**+300PP – Diverting**
[Requires Teleportation]
Usually teleporting is quite safe and dependable. You visualise where you want to go and then you go there, all very simple and effortless. Unless, that is, someone decides to divert you in the very moment of your teleportation, sending you to another destination entirely or forcibly returning you, preventing you from leaving. Now you can do this to others and are on your guard against others doing it to you.

**400PP - Portal Creation**

As a snazzy alternative to Teleporting, here is the ability to make Portals. Useful when you want to just peer through to another location, or are wanting to transport a large number of people or goods.

**+200PP –**

[Requires Teleportation or Portal Creation]

You may, should you choose, instead take this as Swallowing, where you have a portal in your everything, allowing anything that is in contact with you to be transported to anywhere you can teleport or open a portal to. This version however can only Swallow one discrete thing or person at a time and requires for you to actively choose to Swallow in advance of contact. You are also incapable of always having Swallow 'on', it takes effort to maintain.

**Orbing is free and exclusive to Whitelighters and Darklighters, Neutral Equivalents or Twiceblessed with at least one parent being of one of those three Races. Applicable Twiceblessed may not purchase another Teleportation Power except if it matches a purchased General Power.**

**100PP –Orbing (W, K)**

Almost entirely functionally identical to other forms of teleportation, but with special privileges to go to Heaven in the case of Whitelighters and being somewhat faster and easier to use in general. Orbing also provides for full-blooded Whitelighters or Darklighters a limited but repeatable use of Reconsitution.

Orbing may be improved by purchases just as Teleportation can, but cannot substantially change the ascetic, by purchasing Non-Canon Ascetic. Colour change is fine for example (Grey Orbing, Red Orbing, etc), but changing it to a shimmer of light, would not be. It must still be describable as 'orbing' and for the same reason. Non-canon ascetic cannot make Darklighters mistakable for Whitelighters and vice versa, no matter how similar in appearance their Orbing may be; anyone familiar with Orbing of one or both canon sorts can tell past the ascetic change what type of Orbing you are actually using. This distinction largely doesn't matter post-jump and can be ignored.

**Standalone Powers [black boxes]**

**Simple**

**100PP – X–Ray Vision**

You possess the much vaunted Power of X-ray Vision. Try to be mature in its use, jumper. Which should be easy enough considering that it works much like true x-rays; where you look at a person and rather than the convenient shedding of layer after layer of clothes then skin and so on, you immediately start seeing past clothes and skin to the underlying flesh and then further. Please note that despite the name and the similarity in how it works, the energies used are not true X-rays and as such you need not worry about those you look at getting medical complications like cancer from over exposure.

**100PP – Mummification**

You may transform a helpless target into a mummified form. They are perfectly preserved in this form and may be kept in the state for as long as the mummy is itself kept in good condition and if so then they may be reversed and restored to normal at any point, exactly as they were when they were mummified; with the same age and any injuries they sustained, which did not get any worse while mummified.

**100PP – Clinging**

'Spider-witch, spider-witch.'

Now you too can cling to surfaces, allowing you to crawl up walls and stand on your ceiling. Not just useful for dusting those hard-to-reach corners, this ability is very useful for ambushes, quick

escapes and generally being quite slippery for anyone trying to catch you. It does take power to keep stuck to surfaces however and overuse can and will tire you out.

**100PP – Elasticity**

With this, your tissues gain an extraordinary and slightly freakish elasticity, capable of being pulled and moulded into all sorts of weird and wonderful shapes while doing no real harm to you. A simple shiver is enough to reset your shape to its natural form. It does take power to keep you safe despite these distortions while you are not in your true shape, so try not to keep it up for too long, or you might get stuck pulling that face.

**200PP – Astral Projection**

You can project a holograph of yourself away from your actual body. You can channel any other power you have through it, as though it was you. You can only control your own body or the hologram, not both, leaving your actual body vulnerable. The hologram can be dispersed with a Magical attack such as a Fireball, leaving you pained and disoriented for several seconds. Over time you may be able to make the Hologram tangible and even use both the projection and your real body at the same time, but this will take years of growth.

**200PP – Hyper Speed**

You can move at such speed the human eye can barely register a blur. You may only super-speed yourself and not other people. You are shielded from acceleration forces and may travel on the ground, in a straight line, at almost Mach 1.

**200PP – Literary Manipulation**

Have you ever hungered for knowledge? Then this is for you. Just by holding your hand over a book you may download its contents into your own mind, taking only a few moments, as though you had carefully read and considered its contents over a much longer period of time. Alternatively you can alter the contents of a book or similar, even the text within a website can be changed by you although noting stops those changes from being reversed. This Power also allows you to interact with Magical Books on a deep level, allowing you to perform some interesting tricks depending on the book and its own powers.

**200PP – Shrinking**

You may transform a helpless target into a much smaller version of them, approximately the size of an action-figure or Barbie doll. This state has little benefit to the target and may be used as a means of augmenting any prison, by limiting the targets ability to interact with the much larger world around them.

**200PP – Gigantism (gC)**

You may transform yourself into a considerably larger version of yourself, with proportionate increases in strength and durability, but with a modest decrease in stamina and speed. This form can be shifted to and from with a thought, but can only apply to you and your immediate clothing.

**400PP – Deflection**

A dedicated power exclusively for deflecting the attacks of Active Powers back to their originator. While an effective defence against magical attack, it is completely useless against any other form of attack. Also the deflection can be broken through with a sufficient disparity in power between the attacker and defender. The specialised nature of this power prohibits much growth, but over time a user may deflect attacks to targets other than the originator or even deflect multiple simultaneous attacks so long as they are coming from roughly the same direction.

**400PP – Conjuration**

You can make small hand-held items out of pure magic power. These items last longer the more powerful you are, but are limited in terms of mechanical complexity. Conjuring a rose or a letter is fine, a crossbow is not which is why Darklighters use Remote Teleportation to arms themselves.

**400PP – Enchantment**

You may imbue some of your power into a physical object to give it a magical property. This property in limited to anything on the lower-end of what Powers can normally do but may also be Blessed or Cursed to use the enchanted quality to help or hinder persons around the object. Over time you can expand the range of enchantment options to include anything you can do magically and increase the complexity of the Blessing and Cursing to the point of giving the item a degree of self-awareness and intelligence along with a monomaniacal focus on Blessing or Cursing as it can.

**600PP – Flight**

Ah, to fly unhindered by the tyranny of gravity. Man's dream since before time began, and for you, a reality. You may, through sheer will defy gravity and float, and then propel yourself with great force, and in essence fly. You are normally limited to gentle speeds due to the limits of your body, but the more you can handle the forces of your speed and acceleration then you can go as much as Mach1 before this Power alone can't make you any faster. Taking Hyper-speed allows you to go as fast as Mach 5, and also shields the body from acceleration forces.

**400PP – Super Strength (gC)**

You possess the ability to reinforce your natural strength with Magic, making yourself considerably stronger proportionate to how Magically potent you are. A weak Magical Being may only have the strength of a fit human, but a potent possessor of this power can have physical power equivalent to fifty times that.

**600PP – Age Shifting**

You possess enormous control over the aging process in mammalian life-forms, such as humans. You may reverse aging to restore an elderly person to the peak of their youth or age a baby into a physical adult form of them, albeit lacking concomitant mental or emotional maturity. You may even use this power offensively, by aging your target to death or elderly incapacitation.

## General and Sub-Powers

**[PGS]**

**600PP – Elemental Power (D~, )**

You have the ability to conjure small amounts of a given element, then shape and manipulate it. Appropriate elements include:

Aerokinesis – The elemental ability to create, control and manipulate the air and wind.
Cryokinesis – The ability to create and/or manipulate ice and cold.
Electrokinesis – The ability to control and generate electricity and throw lightning. **(gW)**
Geokinesis – The ability to control earth and earth–based materials.
Hydrokinesis – The ability to create and manipulate water.
Photokinesis – The ability to produce and manipulate light. **(W* inc. Wall, Constrain Conjuration)**
Pyrokinesis – The ability to generate and control fire.
Silicakinesis – The ability to create and control sand.
Acid Manipulation – the ability to create and control acid
Umbrakinesis – The ability to generate and manipulate shadows.
Smoke/Smog Manipulation – The ability to manipulate smoke and smog **(gK - variation)**
Ferrokinesis – The ability to manipulate Metal
Energy Manipulation – the ability to use a form of generic energy akin to solidified lightning or fire.

You may take three 100PP Sub-powers for free per General Elemental power, each.

Sub–Powers for Elemental

**100PP – Ball (D – any type)**

Manifest a spheroid of your element and lob it as an offensive power. Such as a Fireball or Shockball. One of the most common offensive Power in the world.

**100PP – Spray**

Emit a short–range wide spray of your element. Typically weak but useful as a distraction.

**100PP – Bolt**

Similar to a beam, but sends out multiple darts of your element, this power can be used like Beam, but with the advantage of being useful against multiple targets at the same time and having a faster 'reload' or 'recharge' time between uses.

**100PP – Sparks**

Dissimilar to other offensive applications, this cloud of your element can change course according to your will after being launched to ensure it hits the target. Opponents unfamiliar with this type of power may underestimate its offensive power due to its seemingly harmless appearance.

**100PP – Particle Swarm**

A decidedly more aggressive and obviously lethal form of Sparks, capable of doing much more damage even against opponents usually resistant to your element. Even opponents who have not seen this power before would feel threatened by it, and will not hesitate to take measure to avoid contact.

**100PP – Optic Blast**

Similar to Beam, but somewhat easier to aim, and with the added benefit of extra stopping power, Optical Blasts are a rare and impressive power, visually as well as in terms of destructive power.

**100PP – Utility (W – Thermokinetic and Photokinetic)**

Your power is not just for life–and–death battles, it can also make your life a little easier in some modest ways. For example, a Pyrokenetic can use his or her power to light candles, or setup fireworks.

**200PP – Beam**

Projects a focused beam of your element capable of serious damage even at a distance, but difficult to aim the further the target is.

**200PP – Blast (gW – Lightning Blast)**

Project a forceful burst of your given element, capable of doing serious damage at medium range.

**200PP – Concussive Blast**

Alternatively to doing just damage, you can instead modulate your burst to forcefully push your targets back with an associated concussive force.

**200PP – Stream**

While less capable of penetrating defences than a beam, a steam of your element can still do quite a bit of damage, and even an opponent who can tank it is bound to be pushed back by it. You may optionally choose to manifest this power as a Breathe, by emitting the element from your mouth, as if you were a Dragon of the Element

**200PP – Constrain Conjuration**

Summon your Element to imprison your target. The target may gain some inadvertent shielding from your imprisonment making it difficult to imprison then kill when they are vulnerable, depending on element. You may also use this power on an ally to act as a protective layer, if your element allows.

**200PP – Construct Creation**

You can shape your given element into simple constructs, such as rings or small shields. You flexibility and scale grows with experience and power respectively.

**200PP – Element Shifting (D~)**

Sometimes it is not enough to manipulate an element, you must become the element. This ability allows you to transform into your element freely, but only for about an hour at a time. Be careful as being in your elemental form can come with serious disadvantages.

**400PP – Lethal Conjuration (D~)**

Conjure either your element or some aspect of your element on to a particular person in order to do enormous damage to them. This ability varies enormously depending on Element: a Pyrokinetic for example would Incinerate an opponent or perhaps boil their blood, while a Geokinetic would Petrify them and an Aerokinetic would Suffocate and so on.

**400PP – Wave**

Why hit just one target when you can hit them all. When you absolutely, positively gotta hit all the Mother–hubbards in the room. This power must be used with caution however as it can accidentally be used on allies and innocents in the same space.

**400PP – Emission**

For all that precision has its place, sometimes, brute force is the way to go, and with this, you can brute force like no one else. By conjuring your element right next to your skin and forcefully pushing it away from you, you emit it is a large area around you, much like Wave and with the same potential downside.

**0PP – Teleportation**

If you have bought Teleportation, you may freely apply an appropriate canon ascentic that matches you General Elemental Power. If there is no canon form of teleportation that suits even a little your chosen element, then you may purchase, once and for free, a Non-Canon Ascetic for your teleportation power that does match your element.

**Telekinesis**

**600PP – Telekinesis (D~, C~)**

You have the ability to move things with your mind. You start only being able to move things that an average human of your height and build would be able to move through physical exertion, but can develop this power until you are capable of holding up as much as ten times that much weight.

You may take Agility or Deviation for Free.

Sub–Powers for Telekinesis

**100PP – Calling (C~)**

You can telekinetically summon items light enough for you to carry to your hand. Requires line-of-sight and a direct path between where the item is and your hand.

**100PP – Strangulation (D~)**

Be a cut–price Darth Vader and express your displeasure with a good ole choke. It should go without saying that this is a very Evil use of Telekinesis, and as such is only really possessed as a standalone Power by Evil beings.

**100PP – Pressurization**

The ability to induce a high level of pressure on someone's skull, inducing incredible utter agony on the victim. Like Strangulation, it should go without saying that this is a very Evil use of Telekinesis, and as such is only really possessed as a standalone Power by Evil beings.

**100PP – Force Field**

A Telekinetic force–field is much easier to use in terms of not needing the same precision as standard deviation, but is incredibly draining in comparison.

**100PP – Floating**

With Telekinesis strong enough to support your own weight, gravity no longer has any hold over you. Unfortunately, Floating does not come with its own propulsion, and while Floating your Telekinesis (Assuming you have not just purchased the Sub–Power on its own) it tied up maintaining the effect and cannot be used for other things.

**200PP – Crushing (D~)**

You are good at focusing your full force on one point, incidentally crushing what happened to be there. You can use this in conjunction with your own hands and any strength you possess, or though Telekinesis only.

**200PP – Psychokinesis**

The ability to perceive and affect things within a certain radius of you without needing to directly perceive it normally.

**200PP – Telematerialization**

[Requires Teleportation or Orbing]

You may teleport things that you can affect with Telekinesis and seamlessly telekinetically influence them both before and after.

**300PP – Agility**

By lightening your own weight, you can perform some incredible feats of agility.

**300PP – Deviation**

Deviating the path of attacks away from you or the people you care about is a very useful and valuable ability. Unfortunately it requires quite demanding precision to use effectively in diverting attacks meaningfully away from you, without being either insufficient or sending an attack into someone else's face.

**300PP – Advanced Telekinesis**

Move things over extremely long distances or along complex paths. With this you can perform some truly impressive feats of telekinesis, both in scale, such as being able to carry or launch an object hundreds of miles away, or telekinetically move three people, without harming them through a house to evict them.

**400PP – Havokinesis**

Unleash the beast. You can express your telekinesis as a wave of destructive force, blasting and damaging everything in its path. Be careful as this ability is not easily kept focused and collateral damage is highly likely.

**Mind Manipulation**

**600PP – Telepathy (K*)**

You have the power to hear the thoughts of other people. A heavy burden initially, until you can get used to the sheer noise of the many minds of those around you. But once you have come to get a handle on it, this ability is invaluable for gathering information and giving insight into others doings, motives and concerns.

Please note that any uses of Telepathy with either the General Power or the various Sub-Powers on another mind can and likely will be challenged by the mind you are looking to effect.

Willpower matters, also another telepath or especially potent mind will require even more effort to overcome if they can be at all. Fundamental changes like changing memories will result in more resistance than, for example, inducing sleep.

You may take Audible Inundation or Suggestion for Free.

Sub–Powers for Telepathy

**100PP – Sleep Induction**

The power to put others to sleep, easier if they are already tired. A person who is wide–awake must be engaged in a discrete battle of wills to make them fall asleep.

**100PP – Animal minds**

The simple minds of animals are now yours to understand and manipulate as freely as human minds.

**200PP – Broader Scope**

Your range has grown immensely. After the initial headache of adapting to so many more voices, you can now readily manage your new range of one kilometre. You may purchase this multiple times, each time doubling your range, but also extending the time it takes to master your Power.

**200PP – Domo Arigato, Mr Roboto (K*)**

You can use telepath on machinery, effectively possessing Technopathy. Bear in mind that programmed behaviours are as entrenched in machines as instincts are in humans if not more so, and getting them to act against their programming will be very challenging and draining if it possible at all.

The greater your own technical skill with computers and programming the better you can use this Power, however if you try to use it on a computer considerably more advanced than what you are familiar with then you may not be able to do anything with it.

**200PP – Sense Stealing**

You may hijack someone else's senses and see things from their point of view, literally. Not limited to just one sense, also you can optionally leave the victims own ability to perceive their senses unaffected, or block them.

**200PP – Clairaudience**

Instead of using your telepathy to hear what people are thinking, how about instead you use it to hear what they are saying or hearing? While you are less likely to have to deal with a great deal of garbage information, random thoughts and fleeting impulses, you also have to deal with the fact that people are not always saying what they truly think and that what you hear can be as misleading as eavesdropping on a conversation.

**200PP – Dream Leaping**

The ability to project into people's dreams and manipulate them while you are yourself asleep. Your targets will remember these dreams with as much clarity as you wish, as such it can be used for secure communication or as a tool of terror and harassment. You may draw other minds into the collective dream but be warned that in doing so you leave yourself outnumbered.

Death is possible in such dreams and those who do, die in matching and often improbable ways in real life. Beware that any such attempts on another's life will result in a battle of wills, and even a strong Telepath can be outfought by a mortal with sufficient will to live.

**200PP – Counting Sheep**
**[Requires Dream Leaping]**

You can use all your Telepathy Powers on a person within their dreams within reason. This gives you considerable advantages in the Dream able to manipulate it and also read your opponent's mind directly rather than intuiting it from the dream itself.

**200PP – Memory Manipulation**

You can, with considerable concentration and focus, alter the memories of another person. Performing memory alterations like this is considerably more difficult that simply using Memory Powder but grants more control over the resulting memories. You must also have a stronger will than the target otherwise it can be resisted.

**300PP – Audible Inundation**

By giving others an insight into what you had to get used to, you can disorient and distress a non–Telepath. On its own this is just unpleasant it doesn't actually do any harm but serves as an excellent distraction for a critical moment, causing a guard to be slipped past, or an enemy to be momentarily defenceless.

**300PP – Suggestion (K*, C~)**

As an act of will, you can plant thoughts into the mind of another, allowing you to gradually bend them to your will. People still won't take obviously stupid or suicidal actions however, no matter what the voice in their head says.

**300PP – Luring**

Similiar to Suggestion, but more specialised towards drawing people, or rather a certain type or specific person to you. A form of specialised supernatural seductive aura broadcast around you as a telepathic mating call.

**400PP – Knowledge Absorption**

The ability to psychically absorb knowledge from other people. You do so thorough physical contact with the back of a person's head with one of your hands. Doing this does not necessarily harm the target but is traumatic and not something that is recommended to be performed frivolously on the same person multiple times.

**400PP – Channelling**

Through Telepathy, you can reach into the part of person's mind that control their Powers and wrest control either gently and subtly, or forcefully and obviously. Once you have control over that person's Power you may use them freely as though they were your own so long as they remain within range of your telepathy or you remain in range of their Power, whichever is shorter.

You may also use this to seize control of already released attack and send them back to their originator, similar to Deflection.

**400PP – Advanced Telepathy**

You have complete control over the voices now; a perfected ability to handle and filter the deluge of information while still getting useful information from it, even while doing other things or otherwise distracted.

**Biokinesis**

**600PP – Biokinesis (W, K)**

The Power to shape flesh and either bring life or death to the world cannot be understated for its importance or significance to events in this world. If not for Healing, many heroes, witches and angels alike would have perished early; and if not for Cloning to distract and confuse and the Touch of Death to kill, many innocents would still be alive today.

You may take either Healing or Touch of Death for free.

Sub–Powers for Biokinesis:

**200PP – Shapeshifting**

You can take the principles of Biokinesis, directed upon yourself to change and warp your appearance into that of another life-form. The easiest forms are mammalian or even other humans.

With time and effort no organic form is beyond your reach. Please note this only emulates the appearance and physical strength, speed and so on of the chosen form, any magical or supernatural properties have to come from another source or be inherently possessed by you already.

**400PP – Regeneration (W, K)**

[Discounted for Healing]

Inwardly directed healing, allowing you to regenerate from harm as though another person was in a position to use the Touch of Healing power on you. Requires for you to be conscious.

**400PP - Life Draining (gK)**

[Discounted for Touch of Death]

Life is such a precious resource it would be a shame if it was squandered. You can take Life itself from those less worthy and use it for yourself or even gift it to another.

Through physical contact similar to Healing or Touch of Death, you may drain a person of their life-force and use it to directly Heal yourself, or hold onto that energy and use it to later Heal you automatically if you get injured or to speed up pre-existing Regeneration. You can only have so much life-force within you, but its capacity will only grow with time and sympathetically with your own raw power.

You may also impart some of this energy to another to give them a reservoir of Healing energy, giving them in effect a limited Regeneration factor with a finite power-source that only you can replenish.

You may drain a person completely for their life-force or drain a person in part; you gain the most, the equivalent of twice as much if you don't kill, by actually killing the target. The target must be either helpless or incapable of putting up a fight whilst you drain them. It is considerably easier to resist this Power than Touch of Death.

You may optionally make this Power work through a kiss at no extra cost.

**400PP – Genesis**

You possess the oftentimes Demonic Power of Genesis. Effectively a variant of Cloning in most cases, this Power allow you to make lesser being from yourself.

These beings may take two separate forms, upon purchasing this Power, you must select one or the other you cannot have both unless you buy this Sub-Power twice.

Firstly, you may make a swarm of small magical constructs, such as Imps. These constructs are difficult to target deliberately while being able to sacrifice themselves to block attacks at their creator. These Imps are quite dangerous to unarmed Mortals and in sufficient numbers can even endanger an unprepared Witch. The creator does not suffer if the Imps die or are destroyed. Imps are best for augmenting your own combat capabilities, although it would be wise not to be reliant on them on their own.

Secondly, you may make clones of yourself that are subordinate to you. They are in effect Demons of this worlds sort, but you may chose for them to possess weakened copies of an unimproved Racial Powerset you possess within the following limits: They are limited in intelligence and are limited to one offensive Power and one Teleportation Power as well as one Passive Power, all from your own list of available Powers. Should you have immortality, then they may possess it also for free.

You may choose to make them stronger, allowing their copies Powers to match your own in strength, but open the door to possible feedback should they be injured or killed, causing you to experience some or all of their pain.

You may have at most two dozen of such warriors and should anything happen to you, either severe injury or death, they too shall die; as they are well aware of this they will be stalwart defenders willing to protect you with their lives, in addition they are unquestionably loyal if dim. This form of Genesis gives you the benefits of have a squad of loyal and capable Magical Beings that you can direct tactically to achieve your aims, but does little to directly strengthen your own personal power.

**400PP – Cloning**

You may create either short–lived clones of yourself with all your mental faculties and magical power. These clones last at most 1 hour and have extremely limited magical and physical stamina compared to the user of this Power. You may only create two clones at a time.

**600PP – Healing (W)**

A act of love, you can compassionately heal any being or person who has suffered an injury. Whitelighters have serious restrictions as to who they can heal and when, if you are not a Whitelighter then you are free to use this power whenever and for whoever you please.

**600PP – Touch of Death (K)**

Functionally identical to the Kiss of Death, this ability takes your hatred and despite for others and turns it into pure killing power, directed towards a victim from your hands.
You may optionally make this Power work through a kiss at no extra cost.

**Pathokinesis**

**600PP – Pathokinesis (C - Love)**

The power of emotions in this world is of immense importance to the very nature of magic and the relationships people have with their magic. Strong emotions lead to strong magic, and a confused emotional state can artificially weaken someone massively. Patheokinesis requires a strong character to feel so much or so many people; their visceral urges and whimsical desires, and remain unmoved, without their behaviour and judgement being influenced by these external forces. Basically, you can read the emotional states of anyone you have contact with, despite any mundane attempts to hide it, also with beings possessing magic, through sympathising with their emotions you can perform Power Replication and use their powers while they are in range of you.

Please note that Powers with [Emotion] in the name only work for one emotion you must choose when purchasing Pathokinesis, this restriction is removed if you purchase the All The Rainbow Sub-Power.

You may purchase Discord or Accord for Free.

Sub–Powers for Pathokinesis

**200PP – Emotion Amplification (C)**

Select one given Emotion available to you, now you are able to impose that emotion on a given target. You require direct eye contact in order to do so and the target must be at least theoretically capable of feeling it.

**200PP – Emotion Reading (C)**

Select one given Emotion available to you, now you have a strong tie to that Emotion, having the supernatural ability to Read a given person and deduce a great deal of, sometimes intimate or secret, details about them as regards that emotion.

Select fear and discover every fear they ever had and how they overcame what fears they have since lost. Select Love and understand everything about that person's experiences in Love and how they felt about them, including the feelings they had when that Love came to an end.

**200PP – Emotional Specialisation**

Select one given Emotion available to you, like Fear or Hope; you are especially capable in both perceiving and manipulating that emotion through Pathokinesis.

**300PP – Discord**

You may, though means of this Power influence a group of people into Discord. Those affected will pick fights with one another, old grudges will be unearthed, old wounds reopened; any attempt to make peace will be seen in the worst possible light, innocent remarks will seem sarcastic, biting and hurtful, prompting more hostility in the face of perceived hostility.

This can quickly snowball into a horrible mess where those affected say and do things they normally never would in the name of spite, devastating lives and relationships in the process, which is largely the whole point and end-goal of anyone using this Power in the first place.

Those who realise an unnatural influence is affecting them become able to resist it to a degree but still need to deal with the source, or dispel the effect to be rid of it entirely, in any case the affect on lasts a few hours.

**300PP – Accord**

Discord's mirror, where that Power creates conflict, Accord seeks to bring people together in the spirit of cooperation and unity. By enhancing the charisma and empathy of those affected, and stirring their emotions in the right way, an entire group of people can come together and forget old grudges, forgive old sins and misdemeanours and heal finally and completely from old emotional wounds.

Accord can be resisted as Discord can, although there is significantly less of an imperative to do so for most.

**400PP –Channelling**

Powers are fuelled by emotions, powers and emotions have a strong link, a connection. So, if you can sense and influence emotions, doesn't that let you control Powers? Makes sense? No? Tough, because it just works. By sensing the emotions of other beings who possess Power, you may, through control over you own emotions, control their powers, allowing for either limited Power Replication or even taking control over their own offensive Powers in mid flight and Deflecting them back to the sender.

Powers can only be channelled from the living and those with some degree of mimicable emotion.

**400PP - Psychic Reflection**

Empathy is not a Power given to violence generally, and even the worst of the Powers available to a strong Empath, is like Discord, creating harm indirectly, not so this Power, which turns that on its head. By taking the full force of your own and others feelings and even memories you can overload another person's mind with a powerful mental attack.

You are required to have both hands on either side of the targets head and the attack, while rendering the victim generally helpless, can be resisted and takes three to five seconds to be lethal. It may be used for a shorter time or a lower intensity to simply shock or knock a target unconscious. Sufficiently Powerful beings may resist this attack or even counterattack during it.

**400PP – All The Rainbow (gC)**

You can use any Emotion for the sake of Emotion Reading and Emotion Amplification.

**Premonitions**

**600PP – Premonitions (gW)**

The ability to receive a vision about the future of an object or person with or without touching them or those.

This power, the ability to see the future, even with the downsides of the initially confusing flashes of visions and the involuntary tensing when the Power kicks in unexpectedly, is unspeakably useful for all side of the Magical Community. Advanced warning of an attack, even of just a few seconds can mean lives saved and similar notice about an attempted but failed attack allows for plans to be revised and refined.

Many powerful figures in the Underworld either have a being with Premonitions on hand, such as the Source and his Seer, or have an awareness as to where to go to find an available seer who can be persuaded to use their Power to give them precious insight.

Do not be deceived by this Powers inability to cause or shield against harm on its own, it is incredibly useful and power when matched with others who have the Power to act on its guidance, or where its possessor has tools, such as potions at their disposal.

You may take Enhanced Intuition or Divination for Free.

Sub–Powers for Premonitions

**100PP – Elemental Premonition**

[Requires an Elemental General Power]

You can draw upon the power of your element to aid you in your Precognitive endeavours. Requires some prop associated with the element, such as a pool of water for Hydrokinesis or a small fire for Pyrokinesis.

**200PP – Retrocognition**

Where ordinarily you are restricted to the amazingly useful Power of gaining insight in to what is yet to pass, sometimes, especially in cases where you are investigating past events, being able to actually view the past is of greater value. With this, you may view the past freely with Premonitions or any Sub-Power you have purchased or later develop.

**200PP – Catoptromancy**

You may use mirrored surfaces to see distant places and to attempt to track others. By combining this with Scrying, you may both locate and know the location of whatever it is you find. You may also use mirrors to bolster any other Power or Magic you have that is Divinatory or Pre/Post-cognitive in nature, and ensuring that any backlash that might be experienced will break the mirror rather than harming you directly.

**300PP – Divination**

This draws more upon skill and props and requires more discernment and analysis than the Premonition Power. However, while Premonitions are triggered by external stimuli and are difficult to control being largely reactive, this Power allows you to seek out visions of the future proactively.

**300PP – Enhanced Intuition**

While visions of the future are very useful, sometimes your needs are both more immediate and require you to not be frozen in place seeing a vision. This Power gives you what you need, by feeding you a strong sense of what is about to occur within the next few seconds. While the information is more in terms of impressions and gut-instinct, the ability to not be distracted excessively by the Power and being able to get forewarning about dangers in the immediate vicinity is invaluable.

**400PP – Astral Premonition**

The ability to astral project into your premonition allowing a degree of interactivity with the future, for example you can talk to your future self, ask questions and get answers about that future. How real or reliable this is, is up for debate.

**Illusions**

**600PP – Illusion Casting**

You may bend and twist light or sound and/or perception to craft illusions to mislead and confuse others. Either by hiding yourself or others from sight, or by creating fearsome illusions or disguises, borrowing other's intimidating reputations, or for simple hedonism surrounding yourself with mentally crafted beauty wherever you go, illusion crafting is one of the most versatile and underestimated Powers around, often misjudged for its lack of offensive power. But in the hands of the wise, it can change the course of nations.

You may take Invisibility or Glamouring for Free.

Sub–Powers for Illusion Casting

**200PP – Projective Invisibility**

You may share your Invisibility with others. You lose the ability to be invisible yourself unless you are also in contact with the target.

**200PP – Sensation Induction**

You may induce sensation of any sort that comes under the senses of Touch, Taste or Smell. You may only do so on sight, and with sensations that you personally experienced and can clearly remember.

**200PP – Voice Echo**

You may change the origin of your voice, 'throwing' it in a manner that would make the best puppeteer weep in envy. You may slightly increase or decrease the volume, from a loud outdoor voice to a soft near-whisper, but cannot change the voice in any other way. As a bonus your lips need not move when you use this Power to speak.

**200PP – Voice Manipulation (K)**

You may change the sound of your voice freely, becoming a superlative impressionist, capable of sounding like any person whose voice you are familiar with. You may also change your voice to make virtually any conceivable sound as though your voice box was replaced with a loudspeaker.

**300PP – Glamouring**

You may project an illusion that conceals your appearance with another. Over time and with improved skill you may even change this illusion to convincing match a pre-existing person, allowing you to effectively disguise yourself as another. This does not help change your voice however, nor does it deceive the sense of touch.

**300PP – Holograms**

You may take your ability to craft illusions further and make 3-dimensional illusions, animated according to a mentally crafted program. Far more lifelike than a still image, and capable of being programmed with respond to simple foreseeable visible changes in its environment.

**300PP – Hard-light**

By creating energy that can behave as substance, or the illusion of such, you may grant substance and shape to your illusions, allowing them to be as deceptive to the sense of touch as they are to the sense of sight. You may combine this with Holograms to give them physical substance.

Bear in mind this illusion only has so much robustness to it and is not useful for real combat. Consider Hard-light reinforced Holograms to be as durable as glass statues of the same.

**300PP – Invisibility (gW)**

You may hide your presence from sight, becoming invisible. You are still visible to inhuman senses such as X-Ray or Infra-Red sense. Also this provides no protection from the Tracking Power.

**Molecular Manipulation**

**600PP – Molecular Manipulation**

You possess a versatile power, of manipulating the very molecules that comprise matter. While Telekinetic versatility comes from its freedom of moving things around, this Powers versatility comes in its power to change states of matter.

All molecular Powers share a set of weaknesses, the first being that they can only affect what you can perceive, then next is that they require, especially in the case of Molecular Acceleration to be directed by one's own body movements. Also, beings can develop resistance to this Power somewhat more easily that others and beings of sufficient raw Power, such as the Source, can be inherently resistant to this type of Power especially where it directly affects them.

You may take either Molecular Deceleration or Molecular Acceleration for Free.

Sub–Powers for Molecular Manipulation

**200PP – Molecular Inhibition**

More focused than Immobilization, this power aims its effect entirely against one being, freezing them in a manner more enduring and more literally than Immobilization's 'freezing'. By stilling movement in the molecules that make up a person, this Power can thorough and literally freeze a person in place, leaving them as vulnerable as an ice statue. While ordinarily such a thing should be a lethal experience, this Power explicitly allows it to be safely reversed at the will of the user.

Naturally, a being of sufficient power greater than the user can resist this, or break out from the affect rapidly, and beings of greater power can ignore it entirely.

**200PP – Intangibility**

Molecular Magic can also be turned within, allowing one to use it to affect one's own body, allowing for ones matter to behave strangely, for example, allowing ones matter to exist 'out of phase' with other matter in a safely selective way permitting one to pass through walls or other obstacles akin to a ghost.

**200PP – Transmogrification**

Another method of self-directed Molecular Magic is the ability to transform oneself into inanimate objects. You may become an object as small as a lamp or twice your normal volume. You are no more durable than normal, but appear and feel the same as the object you have impersonated. Simple mechanical objects are still usable while you are in their forms, but electrical items do not work and anything more complex than a grandfather clock is extremely difficult to form and maintain, especially if it is actively performing a task, such as time keeping or is called upon to perform a mechanical function.

**400PP – Molecular Combustion**

[Discounted if you have Molecular Acceleration]

Congratulations, you are now Tim the Enchanter. Point and it explodes, no matter what 'it' is. You may provoke the molecules that make up a portion of your target to violently react against one another quickly enough to create explosive force, allowing you to blow up just about anything, with your only real limit being the relative size of the explosions you can make, being proportionate to your power level, where a powerful Witch could destroy reinforced doors and that some materials are more resistant to close-range explosive force.

**400PP – Molecular Immobilization**

[Discounted if you have Molecular Deceleration]

You may influence the behaviour of the molecules within a region of space, defined by four walls, which you must be within. All within this region slow down considerably, to the point of actually freezing completely in place. You may sustain this affect for several minutes but must remain fairly close to the affected area, roughly no more than 10 to 20 meters away.

**400PP – Molecular Dispersion**

A horrendously potent offensive use of Molecular Magic, this Power allows not just the death of the target but also the complete removal of any and all physical evidence of their existence and death. This Power is also sufficient, when used to kill, to prevent a being from being able to return as a ghost due to the traumatic thoroughness of their destruction.

This Power is similar to the Element Sub-Power, Lethal Conjuration and can be resisted by a being equal to or more powerful than the user. It also has a small charging-up window, making it more useful against already helpless or immobilised targets.

**400PP – Transformation**

The outwardly directed sibling of Transmogrification this Power allow you to forcible shape-shift other people and things around you. This power can convert living and inanimate objects and reverse the transformation without ill effect. This power is limited by the available mass, but is otherwise extremely flexible is what it can accomplish. Transformed items can remain so indefinitely, but you may choose to put a timer on how long a transformation last when you make the initial change, and can reverse a transformation you are responsible for at will at considerable distance.

**400PP – Transmutation**

A Power subtly different from Transformation, this Power focuses on creating fundamental and permanent changes to its subjects. Changing a person's blood type or an item's molecular structure to the point of turning coal into diamonds, or permanently transmuting one substance to another. This is the Power of a true Alchemist.

**600PP – Molecular Deceleration (C~)**

You may influence the behaviour of the molecules within a region of space, defined by four walls, which you must be within. All within this region slow down considerably, to a fraction of their normal speed.

**600PP – Molecular Acceleration**

You may add energy to a given lump of matter. While you can only affect a small amount of matter, the equivalent of a few coins, at least initially while retaining control, you can agitate the atoms and molecules of that matter to bring it rapidly to a high temperature. With a few moments you can cause rope to burn, metal to run like liquid and stone to become magma. Be careful as this Power gives you no inherent protection against high temperatures, or the toxic smoke or gases that may be generated. Great for cooking.

**Special Powers**

**[POS]**

**1000PP – Projection**

**[You must take either Jumper of the Bottle or Cold Hearted Assassins drawbacks]**

You have the swiss-army-knife of Powers, sometimes called Reality Warping or Thought Projection or simply Projection, this Power takes your thoughts and makes reality bend to them.

This can be seen as a form of flexible, incantation-less form of Spell-casting, or a Power with the ability to assume the properties of any other Power for as long as you concentrate. You may also use this Power to augment the Powers and Spellcasting of others, lending them your own strength.

To begin with, an initial user would find it easier to master by beginning to use Projection to imitate other powers they are familiar with.

Imitated Powers are somewhat weaker than the real deal, so for example, it would not be wisest to contend with a Pyrokinetic with emulated Pyrokinesis, but instead to use your versatility to temporally emulate Hydrokinesis and put out those fires, assuming equal skill and raw power between yourself and your hypothetical Pyrokinetic opponent, of course.

Over time as the user becomes more competent with Projection they may use it to perform feats normally reserved for Spellcasting, becoming closer and closer to actual reality warping.

As this is still fundamentally a Magic Power, Magic effects and resistances can interfere with Projection, and Anti-Magic or dispelling can effect it like any other spell or Magic Power.

**1000PP – Conjuring the Elements**

Conjuring the Elements is an extremely rare Power, similar to Projection in terms of flexibility albeit far more restricted, but allows for the manipulation of multiple elements.

Select six elements from the Elemental General Powers list. You are now capable of manipulating these elements with great skilfulness and intuitive talent, even combining elements together seamlessly to greater affect.

You may purchase Sub-Powers for Elemental General Powers and each purchase applies for all of the Elements you have chosen through this perk. You gain a stipend of 400PP which can only be spent on Sub-Powers along with the 3 free 100-PP Sub-Powers.

**Power Manipulation Powers**
**[PPM]**

**These Active Powers deal with interactions with other Powers.**
**Please see notes for what constitutes a Power**

**100 PP – Power Containment and Gifting**

You can externalise a Power you possess and form it into a small white sphere. This sphere is a containment vessel formed from the Power itself and is relatively fragile. If damaged to any extent, the Power is released to go wherever Powers go when their host dies. An Externalised Power may otherwise be placed into dedicated receptacles for long-term or more secure storage with one such receptacle is available in the Items section.

Users may reabsorb an externalised Power through contact with its container. Also, any other person in contact with an externalised Power or container may absorb it easily, whether you wish them to or not. This may have severe consequences if that person is a Mortal or an enemy.

You alternatively skip the middle-man and directly impart Powers you possess to others; please note that you have no special influence or control over gifted Powers once they are given.

**300 PP – Power Extraction**

A Power perhaps better named as Power Sealing, you may through a small portal that appears on your target, reach through with your hand and literally disconnect the Power within, rendering the Power unusable until something corrects it, often requiring another use of this Power to fix.

Please note that this is the equivalent of reaching into a battery-operated device and switching the battery around to stop it from working. You do not actually remove or damage the 'battery' and someone with the right skills, knowledge or other means may be able to fix this form of 'Extraction'/Sealing, perhaps even quite easily.

Beings of sufficient power may be able to resist the initial formation of the portal in the first place, and the Power can only be properly used if physical contact can be made.

**300 PP – Power Stripping**

You may, upon a helpless target, completely strip and remove their Powers. You may choose whether to do so permanently, for a specific time period, until you chose to allow the Power to return or until a specific condition has been met, relative to the target in question.
Stripped Powers are not acquired they are simply lost, or effectively sealed away from anyone being able to use them.

This Power is often replicated through Spell-casting by Witches to bind their child's Powers until they are old enough to use them responsibly and handle the dangers that having Supernatural power tends to attract.

**400 PP – Power Replication**

Similar to Channelling but less dependent on the source of the Power. You may, upon perceiving a given Power, or examining a person with a known Power, copy that Power. You retain that copy until you chose to copy another Power altogether. You may only select one Power and it may be either Active or Passive. Any copied Power can only be as strong at most as it was in the case of the original Power at the time of copying in the hands of its possessor at the time and is incapable of growth, but may be 'updated' through later contact with the same source.

**400 PP – Power Swapping**

You may select two persons of roughly equivalent raw power and switch their Powers and even racial Powersets, temporarily. You may only do this to one couple at a time; and may either perform this act to encourage mutual understanding and empathy by having two people 'walk a mile in the other's shoes', or offensively by shifting a dangerous suite of Powers from an Aggressor to arm their otherwise defenceless target.

Beings more powerful than you may resist this or have means to promptly reverse it.

**600 PP – Power Negation**

Through an act of will you may use this Power to block the manifestation of another Being's Power. You do not need to know what the Power is, but you do need a general sense of what the Power is intended to do. If it is an attack like a Fireball, you can fizzle it out, or if it a shielding action, like a Forcefield you can cause it to dissolve uselessly.

Passive Powers can be Negated, such as Immortality but not Immunity if the attempt is coming from an applicable source. Adjustment also allows a being to become increasingly resistant to this Power when used to Negate a specific Power.

Beings sufficiently more powerful than you can find their Powers being only slightly weakened rather than actually Negated, and those even more powerful may disregard your efforts entirely.

**600 PP – Power Absorption**

You have a rare and dangerous Power here, Jumper, one that is desired by Evil and tempts Good towards darkness. This is the Power to, through killing a being, where ordinarily their Powers are lost in death you instead gain their Powers for your own use.

You may hold unto multiples of Powers you already hold but there is no functional benefit to having more than one copy of a given Power, so they will do you little good without some means of removing and distributing them, which this Power on its own does not provide.

As a reminder (also mentioned in the Notes Section), all Powers taken from others beings are comparable to grafts, in that they are less able to grow naturally with you than Power you are born with (or purchase with CP).

You have no functional limit as to how many Powers you may steal through murder.

Targets must also be killed personally and directly by you, with no ambiguity or meaningful assistance from 3rd parties, or be rendered helpless and in physical contact with you.

You may only gain Powers (Please see notes for information and guidance on what can constitute a Power in future jumps), not an increase in raw power or any other benefit.

**600PP – Power Mimicry**

The Power of Mimicry, that is to effectively copy the Powers of others through exposure, is an extremely rare and valuable Power, allowing for the rapid acquisition of multiple Powers for relatively little effort, although there is considerable risk.

In the case of Active Powers, a user of the Power must be directly affected by a given Power or be in contact with a user of a given Power when it is being used. This requires the user to be able to survive the use of the target's Power in order to copy it and is thereafter immune to that specific Power used by that specific person for so long as the user retains their copy of that Power.

Passive Powers, like Immortality, can be acquired simply through physical contact, but only one such Power can be copied per target at a time.

Unfortunately you may only retain a limited number of active immunities at any given time. This number starts at 3 but can grow over time sympathetically as you grow stronger magically and also with age. You can choose to gain a new immunity by discarding an old one, but take several seconds to lose an old immunity before you can take a new one on. You can only discard one immunity at a time.

*You step away from the portioned table and take some time to consider your options and weight them against what you have already seen.*

*Andrew, again had taken the initiative to move to the next table, bare of all but four boxes.*

*"Sir," Again he gestured grandly to what was on the table. You are beginning to get sick of that. "Here, for your delectation, are the sets of Powers, typically possessed by Whitelighters, Darklighters, Cupids and typical Upper-level Demons. Some sets do have some choices within them, so I recommend you look closely."*

*This time, without waiting on him, you move closer to examine the written notes, placed squarely on the closed boxes.*

**Racial Power Sets**

**[PST]**

### Whitelighter

To be Whitelighter is to be given power beyond Mortal ken, a reward for life of virtue and Goodness and the tools for a further life of duty. To properly equip you for the task ahead, the Elders provide a standardised package for Whitelighters containing powers useful for their task.

Your primary power is called Orbing, a multifaceted power that is primarily a teleportation power, unique in that it allow entry into the Heavens, but is restricted in its ability in places like the Underworld. Neither shall be an issue in worlds beyond this one.

As a being that is, from a certain point of view, undead, you can survive things Mortals would die from, including Magic thanks to High Resistance and can Regenerate quickly from most injuries, you can even Reconstitute yourself if you are blown up or harmed by similar destructive events. You have no need to fear old age and are effectively Immortal.

You have a handful of abilities that are largely only useful for utility or convenience, many stemming from your Orbing power, such as Levitation, Theromokinesis and Photokinesis. You may also Glamour yourself to look like another being and can include your Charges in this.

You also have some other powers that are only useful in the context of your charges, such as Sensing your Charges whereabouts and wellbeing even to the point of actual sympathetic pain when they are hurt, Cloaking them from detection or perception of hostile supernatural forces and even in some circumstances, entering your Charges own mind in order to provide aid and counsel through a crisis. You also possess Ominlinguialism, the ability to understand, speak and read any language without training, limited to those languages knows to your charges.

Your most amazing and significant Power however is Healing. So long as a person is not dead or restricted against Whitelighter Healing by the rules of the Elders, such as Demons, you can bring them back from the brink, quickly healing even serious life-threatening injuries.

**Whitelighters in summary have the following Powers from their Powerset: Teleportation - Orbing, Immortality, Reconstitution (Unlimited use, exclusive on explosive force or disintegration), Ominlinguialism, High Resistance, Regeneration, Healing, Thermokinetic Utility and Photokinetic Utility.**

**Whitelighters gain 300PP to spend in the Powers Section and may purchase Photokinesis at a discount and get Light Wall and Light Constrain Conjuration free.**

**They do not lose the Photokinesis sub-Power of Utility.**

### Cupid

Cupids are empowered to spread Love throughout the World by the Elders and are given, like the Whitelighters, a standardised package of powers in order to do it.

Cupids are to one degree or another dependant on their Ring in order to use some or all of their powers. By default, you need not worry about that.

Like Whitelighters Cupid can teleport in a standardised, if less exclusive way, called Beaming and are often capable of Remote Teleporting innately. As being all about Love, they naturally are highly Empathic, with an emphasis on Reading Love in others and nurturing or Amplifying that Love where they can. They are naturally capable of unrestricted Sensing, all the better to find those poor lonely hearts and match them up with their One True Love.

Cupids may either possess a limited form of Molecular Deceleration which affects all but them and makes them unperceivable to the slow-down environment, but prevents them from affecting others except through another Power, Suggestion which they also gain, or alternatively they may possess powerful Telekinesis with skill in Calling.

**Cupids in summary have the following Powers from their Powerset: Immortality, Teleportation – Beaming and Patheokinesis [Love] (Emotion Reading, Emotion Amplification).**

**Cupids may possess either: Molecular Deceleration and Suggestion or Telekinesis (Calling)**

**Darklighter**

All Darklighters possess dark mirrors of Whitelighters powers, such as Black Orbing, a functionally almost identical Power as Orbing but without the access to Heaven or the disadvantage in the Underworld.

Darklighters can be assumed to have similar resistance to physical harm as Whitelighters (High Resistance, Regeneration and even Reconstitution). They are also immortal.

Darklighters possess an unrestricted version of Sensing, all the better to find their prey, can Remote Teleport a Darklighter Crossbow to their hand, assuming they have one available. Darklighters may Glamour themselves but not others, can Curse items to affect those around them with misfortune, and in a perversion of Whitelighter Omnilingualism, Darklighters can use Voice Manipulation where they can change their voice to sound like someone else in order to deceive and confuse.

Similarly, Darklighters pervert the core Power of Whitelighters, the power to Heal becomes the Touch of Death. By channelling hate, ill-will and contempt towards a target, the user can induce a horrible painful death.

**Darklighters in summary have the following Powers from their Powerset: Teleportation – Black Orbing, Immortality, Reconstitution (Unlimited use, exclusive on explosive force or disintegration), Regeneration, Sensing (through a variation of the Perk – Hide and Seek), Voice Manipulation and Touch of Death.**

**Darklighters gain 300PP to spend in the Powers Section and may purchase Telepathy at a discount and get Suggestion and Technopathy.**

**Demons**

Demons are incredibly varied and even a mainstream Demon can vary from one example to another by quite a lot.

But all, or almost all, Demons have some commonality. Almost all Demons are Immortal and Upper-Level Demons like you have High Resistance.

Due to the aggressive nature of Demons, all Demons have at least one offensive Power, such as an [Element] Ball Power, like a Fireball or Shockball or even the rare Thermal Ball. All upper-Level Demons can Teleport and possess varying degrees of Immunity, where the most powerful are immune to any Witch Spell or Power or Potion, can still be defeated through cleverness and Power from other sources such as items or friendly fire.

Demons may purchase Telekinesis at a discount and get Strangulation and Crushing for free.

Alternatively,

Demons may purchase an [Element] Power at a discount, such as Pyrokinesis and gain Lethal Conjuration or Element Shifting for free.

**Demons in summary have the following Powers from their Powerset: Immortality, High Resistance, one [Element] Ball Sub-Power, Teleportation, and Immunity (Defaults to Witches but may be set at purchase to any other source of harm Immunity protects against; may not be changed after selected).**

**Demons may possess either: Telekinesis (Strangulation, Crushing) or a General [Element] Power (Lethal Conjuration or Element Shifting)**

**You life your head, looking at the expectant face of Andrew, before moving backwards to the podium with the large book, contemplating your choices as you went. You didn't mean to be rude, but this was important and you needed to think.**

**At first you ignored the gentle cough.**

**Then the second.**

**But the third, clearly forced and loud cough, made you turn your head, your eyes narrowed in irritation at a tall man in a black duster with shoulder-length light brown hair. You were about to say something, but the man's face, so dour, like he had never had a moments' joy in his life, caused you to hesitate.**

**"I do apologise," the man began, a sardonic tone in his voice. "No doubt you are very busy." Was that sarcasm. Why? "But if we could get my role in all this over with, I would be much obliged."**

**You must have looked either confused or in askance, as the man answered your unspoken question.**

**"As to whom I am. I am… Death." He looks at you after that profound statement as if expecting some sort of reaction. He doesn't seem entirely disappointed when you simply continue to look at him calmly.**

**"I have been tapped by your Benefactor, much like my erstwhile colleagues, over there," he gestured to the Angels of Destiny that were pointedly keeping their distance. "To assist you in part of this… bizarre process."**

**Reaching into his black duster, he drew out a scroll and extended his hand, clearly looking for me to take it. "In here, is a list of all the various Drawbacks you can take and how much you would benefit from doing so."**

**You open the scroll and start reading.**

## Drawbacks

## [DWB]

## You may only gain 800CP from Drawbacks

### 000CP – The Comic is Canon

Season 9, the comic and all its contents are canon. You may take this as selectively if you like.

### 000CP – Bounty

**[Must have at least One Power of any sort]**

You have Powers and there are many who want more Powers. Warlocks with gleaming athames and Demons with Power Absorption, amoral beings of all stripes with their ways and means of stealing Powers. This is an unfortunate fact of life for Supernatural beings of Magic in this world, just part and parcel of living.

You however need only fear your Powers being stolen in one of two ways. Being compelled to part with them through a Relinquishing Spell, which can only be performed voluntarily (albeit perhaps under duress) and through being murdered by either an Athame wielder or a being with Power Absorption.

Only through true and final death will your Powers be stolen, and by that time you are not likely to be in a state to care. After this jump your Powers can only be stolen by methods in future jumps that already allow such feats.

Purchased Powers are automatically restored at the beginning of each jump with no loss in quality.

No matter what, should the jumpchain end, so long as you are allowed your spoils from the jumpchain, then you are restored all Powers bought here should you have lost any of them.

### 000CP – Do As Ye Wilt

Normally, you can't use Magic quite as freely as you might like. Both sides, Good and Evil, fear what would happen if the Mortal masses were to discover the existence of Magic. The punish and coerce and threaten to force the various Magical Beings under them to do nothing that would risk secrecy.

They empower the Cleaners and appoint their senior members to the Tribunal, all to regulate magic use and to create an authority fit to punish those who trespass. Even children who break the rules of secrecy can and have been erased form existence and memory by the Cleaners.

Normally, you would be under their authority, but perhaps you find it too chaffing. Perhaps you want to be free to disregard their rules and restrictions all born from their fears. And what do you care about their fear?

From now one, in the jump, the Cleaners cannot touch you or affect matters surrounding you, the Tribunal itself has no traction on you whatsoever. While this means they won't be in a position to clean up an big mess you could make by accident, this also means they won't be in a position to clean up a big mess you made deliberately.

As Wyatt from a certain possible future could tell you, someone strong enough can ignore the rules frightened old men laid down.

Bear in mind however that this only prevents you from being effectively one-shotted by reality warpers for breaking the conventions and revealing magic to the Mortals, it does not prevent a great many angry and frightened Supernaturals from taking their anger and worry out on your hide.

**000CP – Polarisation**

This is not a world full of the shades of Grey, Jumper. This is a world where, at least for Magical Beings, everything fits within two moral absolutes. You are either Good or Evil with only the thinnest slice of middle ground where beings like the Avatars reside. Whatever Alignment you choose entering this world will colour how you are seen by other Magical Beings, and while changing alignments is possible, expect a great deal of mistrust and false accusations.

Changing alignments with Black Sheep helps but doesn't entirely remove this.

This canon polarisation is entirely optional, take at your own discretion.

**000CP – Jumper of the Bottle**

[You must either chose this or Cold Hearted Assassins if you purchase the Projection Power]

Your entry into this world is a bit different, Jumper. Instead of walking out into the mortal World or some Supernatural Place, you find yourself in a small room, built for one. It is round with minimalist furniture and a red velvet carpet. The walls look like brass, and on a part is engraved a written note explaining your situation, presumably left by some remorseful former resident.

"You are trapped within a Genie bottle and are now its Genie. You are empowered to grant three wishes to the master of the bottle, the next person to open the bottle.

So long as you do your duty and grant all three, and pray for release."

As a genie you are bound to grant three wishes to your Master, conveniently enough your Projection Power is just the thing to do just that. However you are continually a slave of the bottle until such time as you are wished free.

After granting three wishes you return to the bottle and cannot recognise a former master again, also you cannot ask for freedom directly, complicating matters for you enormously if not for the blessing of modern media.

Once free of the bottle you may keep it as a souvenir, also you retain your Projection Power, and thanks to records left behind by previous genies who had to master their own versions of projection you are also a more capable user of your Projection Power than you might otherwise have been.

All other 100cp and greater drawbacks are suspended while you are a genie.

**000CP – Cold Hearted Assassins**

[You must either chose this or Jumper of the Bottle if you purchase the Projection Power]

You enter this world as normal, but you find yourself frustrated with you big mouth.

You just can't help yourself from blurting out non-sequitur statement and vivid metaphors.

When you got angry at that woman and called her a 'raging dyke', you didn't expect for her to be replaced with a small white water rapid right in the middle of the city. And that guy when you said he looked like an orange with his fake tan, you didn't mean to make a man into an orange!

Dear, oh, dear, the power to warp reality and the complete inexperience to properly control it. Expect to have a real fun time handling this mess while you try desperately to get a proper handle on your Power. Hopefully you won't turn an innocent couple into cold hearted assassins, or... well best not to put ideas into your head, Jumper.

Oh, and for added hilarity, no OC powers or abilities or experiences can help you, you can only master your Power through work, effort and lots and lots of trial and error. Mostly error.

**100CP - Free-bie**

You find your self... free with your affections, including in your background, unless you are a Drop-in/Neutral. Shallow and meaningless sex, is pretty much your bread and butter now. Expect to earn no friends and plenty of animosity as you break up relationships with your loose ways. This can even go so far in terms of damaging your reputation that others start to treat you offensively and even your own family finds it all too easy to believe accusations of impropriety on your part. You can however grow out of this over time, but expect relationships to always be something of a priority for you.

**100CP - Poo-Pru**

You don't see yourself as stuck-up; determined, serious, responsible, sure, but not stuck-up. Unfortunately most of the world would not agree. You find it difficult to see the humour in anything and treat all things in your life with aching seriousness. You can come across as standoffish or prudish to people around you, only really being able to warm up and soften around family or really close friends. You can however grow out of this over time.

**100CP - Pied Piper**

You have a yearning need to be a parent. To be the great mother or father you know you can be. When you have no child of your own, you'll tend to hover and mother the people around you in a way some may find endearing while others may find smothering. You will do your best, subconsciously, to find the best 'mate' you can and will aim to conceive as soon as possible after marriage. Unfortunately, for all that you want to be a parent, you are not automatically good at it nor is your lifestyle such that it is necessarily a good idea to have kids.

**100CP - Paiging Jumper**

It's is not enough to be a Magical Being, saving (or not) innocents, you have to live in the real world, and that takes money, which you get from jobs. You will find yourself constantly seeking employment, even when it makes relatively little sense to do so, and will find it difficult to find a lasting job that can fit around your Magical lifestyle. Those jobs that you can handle, time-wise, often find themselves having some Magical component thrown in for some reason. Work in a warehouse, get gremlins; work as a social worker and your clients will be witches, and so on.

**100CP - Restless Powers**

[Requires at least one Active Power]

Your Powers are almost alive, like hyperactive puppies demanding attention. You must use Powers at least once a day for each Active Power you have. If you don't use your Powers often then your control over them will slip and you will begin to use them involuntarily and at the worse possible moments.

If you have taken the One Ring drawback, taking off the ring and denying your access to Powers does not help, instead creating an increasingly distressing sense of need to use those Powers you don't currently have. If you have taken One Ring and/or Tuatha Be Damned, then uses of your Powers by others satisfies this 'itch'.

**100CP - Hormonal Magic**

All Powers are linked to your Emotions, but for you, the relationship is closer than is really healthy. Your Powers, respond to your emotions too readily, undermining any control you have over them. If you can start fires, invest in a fire extinguisher.

**100CP – Death Takes a Vacation**

Once each year for three days, you shall stand-in for the anthropomorphic personification of death, whereby you will find those nearing death, unperceivable to all others and lead them to the hereafter. You have no choice about the specific timing of this responsibility and it will always be ill-timed for you. You can gain nothing material from this service, including Powers or payment.

You are also barred from using the borrowed mantle of Death in any way to service your own interests or withhold Death from those on the List even your own family are not exempt. Although, if you take this and do a good job, then Death, in his gratitude, may do you a kindness here or there but even then he is limited in what he can do.

**100CP - Stalker**

A Mortal has discovered your nature as a being of Magic, correctly or not, and obsessively wishes to become Magical themselves. Their obsession is dangerous both to themselves and those around them. Fob them off at your own peril as they will escalate beyond reason if not handled delicately.

**+150CP - Stalker with magic**

The aforementioned Stalker has acquired Magic from some source or another, however it happened you are not going to be in a position to prevent or reverse it. They either will persist in pursuing you for mentoring and training, while remaining obsessed and delicate if not handled correctly, or they will remember your off-hand treatment of them and seek vengeance for real or perceived slights.

**+150CP - Stalker with magic and evil**

Now your stalker isn't just unbalanced and volatile, but out and out Evil, cold and calculating with a massive hatred of you and yours. They will patiently plot and scheme and accumulate Powers and power to themselves until they are ready to perform a single massive strike against you. Be prepared.

**100CP - Psycho cop**

There are many ways in which a Policeman can subtly make life difficult for you, if you really piss them off, and where normally they should have sufficient oversight and supervision and also complaints procedures to address an abuse of power, you have the misfortune to have earned the ire of a malicious dirty cop who has slipped through the cracks and can get away with a lot of subtle abuses before being caught.

**+150CP – Psycho Cop with magic**

Okay, the malicious dirty cop is actually a supernatural being, roughly as powerful as a mainstream Demon. Their goal is your destruction and they have magical means and resources to make it happen. They aren't ready to kill you yet, so they will work to keep you off-balance by using their authority as a policeman, augmented with their magic advantages. You will not know them to be magical until they come for you, or until they put out all the stops and reveal their magical nature to attack you or yours.

**+150CP – Psycho cop with Magic and Friends**

Turns out that the psycho cop isn't alone in his quest to make your life hell before off'ing you, he has buddies. He has two pals of roughly equivalent power to him, but different specific Powers, and a third helper who plays a purely support role and you are not likely to see unless you know about him and go hunting. The two active helpers, with their ally's help, have managed to acquire identities of well-to-do and potentially influential people in a position of make your life a bit more difficult. They will be quietly gathering information about you and yours, testing you until they feel confident in attacking you. Unfortunately they have another card up their sleeve, their support member, an acolyte of Tempus, who can reverse time, or up to one day at total of three times. This gives the team three chances to get you and they can learn from their failures. Good luck.

**200CP - One Ring**

Your Powers from this jump are inside a Ring on your person. If stolen those Powers can be used by others. Your Powers are lost until the End of the Jump if the Ring is broken; if you still don't have the Ring at the End of the Jump, your Powers are restored to you for your next jump.

**200CP - Greasey Poopflap**

People generally dislike you. You may overcome this one-to-one or over time with specific people, but otherwise, expect to be persistently disliked and found bland and boring.

**200CP - Conditioned Powers**

[Requires at least one Active Power]

Your Powers have a certain quirk about them, perhaps you can only affect things in conjunction with physical movement, depriving you of your Powers if can't move your hands and make the appropriate gestures, or perhaps you may only affect things you can see, rendering you powerless when blind or simply blindfolded. Whatever your issue it affects all supernatural active powers you possess from this and earlier worlds.

**200CP - Just Ignore It**

Over time you find yourself becoming extremely apathetic to your responsibilities, whatever they are. Good beings become inclined to ignore the pleas of innocents and Demons become slothful and reluctant to hunt down Innocents, for example. If you have no supernatural responsibilities then this apathy influences your non-magical responsibilities.

**200CP - Love life**

Your Love Life is tumultuous in the extreme. Expect no relationship to survive beyond the first few dates and where you somehow able to manage to successfully pursue a relationship past that, for it to sour in epic fashion sooner or later.

**200CP - One true Whatever**

Some point in your time here, jumper, you will find your soul mate, someone who you feel like you can be truly open and honest with. A partner, lover, confidant, your one true love. You'll date, you'll marry, you may even have kids. But this is no fairy-tale ending. Your marriage is constantly on the rocks; your kids will grow up disliking or even hating you for things not actually your fault. Expect an emotionally tumultuous time here, jumper.

**200CP - No Rest for the... Anyone**

During your time here, you will be constantly busy with something. Either mortal affairs if you are purely Mortal yourself, you supernatural business if you are Supernatural. Hope you weren't looking forward to any holidays for the next 10 years, 'cause that's just not happening. Oh, and trying to shuck these responsibilities will not work and will in fact makes things worse for you.

**200CP - Guarding's a real job**

You have a responsibility, either from a Higher or Lower authority or entirely self-assumed, to protect a magical object, which may be a purchase from the Item section if you wish, from any and all who would try to take it. The majority of your 'side' will either respect your guardianship or will have no use for the item, leaving you to deal mostly with thieves and attackers from the other 'side' but beware opportunists or those sticky-fingers who think they would make a better guardian.

**200CP - Mob Connections**

Somehow you managed to get in contact with the mob, worse you managed to get into their debt, even worse than that is that they know that you are Magical. They will ask you to perform a series of illegal activities they cannot perform themselves using your Magic. These missions will escalate in danger and moral ambiguity; even Evil beings may find themselves having trouble with these missions if for example, they are tasked to protect someone and Demons have targeted that same person. For whatever reason, you do not feel like you can just disregard their requests, be it a sense of obligation, gratitude, black-mail or ambition. You will only find yourself finally free of this obligation near the end of your time here.

**400CP - Valkyrie Target**

Somehow, you've managed to get on the admiration of a group of Valkyries. At some point in the first four years of your time here, they shall kidnap you and seek to have you spar and fight to the death in their arena, in order to train their solider-spirits / Einhinjar. You cannot, no matter your power, escape on your own merits. You must be rescued by friends or allies or companions; in a pinch you may even be rescued by an enemy who wishes to 'kill you themselves'. Should you have absolutely no hope for external rescue then you shall have opportunities to escape under your own power appearing every few days. It will be up to you to make good use of those opportunities and bear in mind that escaping under your own power, will encourage the Valkyries in recapturing you to teach them how you did it while escaping only by being rescued will discourage them from trying to recapture you..

**400CP - Past Life Blues**

Apparently you have a past-life here Jumper, one that went off the rails and had to be dealt with. They were cursed to death, at an age, one year older than you are as you enter the Jump. When your age catches up with theirs, then the same curse will stretch forward through time and affect you as well. This will cause a loss-condition death, sending you back home. Thankfully, you will have a week of advance notice through experiences of shared stimuli between yourself and your past self leading up to their death. You just either find a way to negate the curse, pre-emptively shield yourself,

or time travel into the past and change events sufficiently to remove the issue of the curse, without changes things so much you retroactively don't exist anymore. Good luck.

**400CP – Tuatha Be Damned**

[Must have at least one Active Power]

Okay, bad news jumper, all of your Powers from this and all previous worlds have been stripped from you can sealed within a large gaudy wand. Good news is that you have the wand and can use it and the contained Powers without issue. Worse news is that there is another, somewhere in the world who can also use your wand as well as you and if 'destined' to use it against you. Your enemies will find this person and enlighten them as to their destiny and aid them in stealing your wand to use against you.

You must either convince the 'Chosen One' either to choose not to act against you and return your wand if they have it, or you must kill them. Either way, another 'Chosen One' crops up again in a few years until you leave.

If you have taken One Ring, then you may choose for the ring rather than the default wand to be the receptacle in question.

**400CP – Asylum Unseeker**

[Must have no Active Power]

You saw too much, and someone powerful decided to put you on ice. In an asylum. Because that's what normal rational people do to people who are mild inconveniences. Thankfully a mix-up with your paperwork resulted in you not being put on a heavy and sustained round of potent sedatives and you are in effect a normal resident of the asylum, despite being (presumably) completely sane.

You have three months to settle in before the asylum review board meets and interviews you to see whether you have been 'rehabilitated'. You best not mention you were send here as part of a conspiracy to keep you quiet about secret wizards; that would not help them find you sane enough to release. The board are difficult to convince, and you will likely fail to be released your first few appeals, but they will look more and more favourably upon you as you continue to conduct yourself well and demonstrate your sanity both in the interviews and elsewhere in the asylum.

If you make a consistent good impression then you will be released a year later, but be careful, those who sent you here are powerful enough to do it again, and the next time there will be no mix-up with the drugs. You must continually be on your guard and find out who sent you there and make sure they are not in a position to repeat the feat. If you are still in an asylum in 10 years from entering the jump, regardless of other drawbacks, then you fail the jump.

special – Scenario

Take one applicable Scenario from the next section. Your jump is now without time limit. You cannot leave without succeeding in the scenario you took.

You gain a unique reward for succeeding each scenario.

For taking a scenario at all you are rewarded with 600 points that may be used as CP or PP as you wish. You are taking on quite the Herculean task here, Jumper, giving you a bit of help only seems fair.

You may only take one scenario and gain its reward. You must chose which at the start, going in to the jump. You may choose to perform the other scenarios if you wish but do not gain any special reward bar the pleasure of doing those things.

Good luck.

**Scenarios**

**[SCN]**

## To Rule in Heaven

[Must not be Evil]

Your time limits for this jump have been removed. You leave when you have managed to gain the regard and respect of the Elder sufficient for them to grant you the position of honorary Elder with all the power and influence that entails. This shall not be easy for many reasons and will require many acts of extraordinary courage, ability and most importantly Goodness from you.

Should you manage this feat before 10 years, you must still wait until ten years are up before moving on, but you will count as having achieved this feat, even if you subsequently lose the title of honorary Elder, before the 10 years are up.

Reward:

In worlds past this one, everyone shall be blessed with a Guardian Angel. These immaterial and invisible spirits shall be impercieveable by any means to anyone but you.

They protect their charges through granting burst of superior judgement, providing reminders of important or crucial information and passively improve a person's luck to reduce the chance of accidents.

As someone who can see them you may also interact with them. They regard you with some authority and are willing to take modest orders from you, conferring greater protection than normal to people you care about, while providing less or none to those who you are opposed to.

**To (Not) Serve in Hell**

[Must not be Good]

Your time limits for this jump have been removed. You leave when you have managed to gain the position and title of Source. In order to do this you must either defeat or permanently seal away the Source and then take his place, being acknowledged by the Dark Priests and the leaders of the major factions of the Underworld.

Should you manage this feat before 10 years, you must still wait until ten years are up before moving on, but you will count as having achieved this feat, even if you subsequently lose the title of Source, before the 10 years are up.

As a bonus, should you be possessed by the Source while possessing the title of Source, you may enjoy his Powers without concern over being taken over or unduly influenced by him. Post-jump you retain all of the Source's Powers, as explained in the Notes.

Reward

In worlds past this one, there shall always be a secret place, hidden away with a powerful and dangerous weapon.

This weapon is often a double-edged sword metaphorically as dangerous to its wielder as it is his enemies; however it is guaranteed to be both terrifyingly powerful for its setting and capable of enormous destruction.

Find and then using this weapon carries with it considerable risk and it may end up harming you as much or worse than your enemies, but should you find yourself otherwise stalemated this is guaranteed to break the tie one way or another.

The weapon can take one of many forms, a spell or magical entity like the Hollow, a weapon that draws blood from its wielder to give strength against his enemies, a curse of plague for the city both you and your target are in, a letter containing scandalous and lethal secrets that could trigger a purge of an entire class of people from society by a paranoid monarch.

Whatever the form, it must carry roughly as much risk to you and your intended foe and shall not be useful for dealing with any other enemy, indeed the unexpected intervention of a disregarded 3rd party could prove lethal.

**Peace on Earth, Neutralwill to All Men**

[Must either be Neutral or not having taken Polarisation]

Enough is enough. Too many people have suffered in the tug-of-war between Good and Evil. Both, despite whatever they may protest, are as bad as the other for the world as a whole and the people within it.

Each side is convinced that one day they will triumph over the other and everything will become some fantastical utopian world from their won point of view; but you know better, that day will never come as both sides grind away at one another becoming sharper and harder, the only ones suffering being those caught in between. No one will win this conflict. Not Good. Not Evil.

But perhaps there is a way, in you and in Neutrality.

Jumper, your time limits for this jump are removed, take the time you need for this mission. You must before you can leave, bring about peace between Good and Evil so that no more shall Mortals and innocent Magicals suffer for their pointless conflicts.

Whether it is the peace of the bargaining table or the peace of the grave is up to you jumper.

Good luck. We are all counting on you.

You shall be free to move on as soon as you achieve your goal, with a 1 year grace period.

Reward:

The sword and the grindstone. Both wear away at another but only the sword comes out improved, sharper while the grindstone languishes in sameness or in slow gradual reduction.

Who is the sword? Who is the grindstone?

In any conflict those with great moral will regard themselves as the sword, becoming stronger through conflict with their enemy, with victory in sight. While those with low moral will see themselves as the grindstone, losing little by little with nothing, no glory certainly, to look forward to.

But what if both sides see themselves as swords? Would they not fight until both were blunted, until they lost their edge? Would that not be peace?

What if both sides see themselves as grindstones? Would they not cower from their enemies, hunkered behind defences, resigned to loss? Would there not be peace?

You have the good fortune from now on Jumper of being able to influence any conflict you observe but do not participate in, to sap or enflame the moral and enthusiasm of both sides in equal measure. When both sides are either drained of all fighting spirit and completely spent, or are so timid that war is the last thing on their minds, then you may enter the scene and benefit.

What form of benefit depends of your wisdom, your opportunities and your luck, but benefit you shall from this peace of ground-down swords and oil-cloth drowned grindstones.

**Awaken The Sleeping Dragon**

[Must Take 'Do As Ye Wilt']

Mortals. Evil prey upon them while Good protects them.

Mortals, Innocents or Victims.

Mortals, pawns in the Great Game.

Never players in their own right.

Keep ignorant. Kept stifled. Preyed upon! Patronised!

No more!

Jumper, rid this world of this injustice, this gross inequality.

Jumper, give mankind what he needs to stand shoulder to shoulder with these powers.

Jumper, help mankind forge the strength and dignity to force these powers to the table or to submission.

Take the time you need, Jumper, all the time in the world. Whatever means you use to reach your goal, history shall remember you fondly.

You shall be free to move on as soon as you achieve your goal, with a 1 year grace period.

Reward

You have done a noble thing, Jumper. Taking those forced to be as children and giving them the means to stand tall as the adults they always were and should have been, to give them the strength to stare in the faces of those who reduced them and dare them to say in word against it!

You have done this mighty thing and now should you do it again for others in need, you shall be supported. The indomitable spirit of those you aid shall be with you in spirit aiding you in ways great and small whenever you seek to aid a marginalised or ill-treated group, or simply to elevate those disregarded by those who should have aided them well before you came along.

Your efforts in aiding these groups is greater where there are peers for the group to aim to equal or surpass, but even in a vacuum your capacity to aid communities, cultures and even entire worlds in being elevated, enlightened or uplifted through whatever means you and they have available is incredible.

The more you help and the greater the heights you help them reach the more their intangible supporting spirit follows you and aids you in similar endeavours.

This spirit shall not judge you, should you choose not to aid an applicable group. It is not sentient or companionable merely a cloud of sentiment and it will follow your lead.

**You stood, head bowed in contemplation of your options, your hand dangling by your side with the list of Drawbacks. You allowed your self to be distracted by a flash of movement out of the corner of your eyes from the black clothed figure of 'Death'.**

**As you look at him, his eyes return from looking in the direction of the Angels of Destiny a small twisted cynical smile on his lips and meet your own. His face became serious, and he took a step toward you, his lips quirking in humour. He bent to speak softly in your ear.**

**"You know that all of this performance will be forgotten by all who take part in it, except for the Angels of Destiny and I. Your benefactor would not so disadvantage you by letting those loyal to the Source or the Elders know about you in advance. Not unless it was one of those things on that list I gave you. The Tribunal, the Valkyrie and the Power Broker will all forget." He smiles a bit more, looking past you to the Angels of Destiny.**

**You could only barely see them out of the corner of your eye, blurry and indistinct, but was it you imagination that they seemed uncomfortable? Worried even?**

**"I would be willing to bet that they didn't tell you. Did they?" he chuckled. "Perhaps they thought to get in your good graces before mentioning that little fact? And maybe they did so because they wanted your favour? Perhaps to influence a decision you are free to make?"**

**He stood tall and properly addressed you. "Your benefactor gives you the choice, before leaving and experiencing this world, whether or not you wish for the Angels of Destiny and I to be aware of you as we are now. There are pros and cons to either choice. And clearly to my mind the Angels of Destiny have their bias regarding what they would like for you to choose. As for me, I am ambivalent. Choose as you wish."**

**You make your choice, and the Angel nods in acknowledgement.**

**Ending**

**[END]**

**Your jump has come to an end.**

**You have three choices.**

**Home**

**Go home with all that you have accumulated. No time will have passed since you left.**

**Stay**

**You have chosen to remain here with the life that you have made. Very well, if that is your choice.**

**You are gifted with 1000RP (Remain Points) which may be freely spent of Items, Perks or Powers**

**Move On**

**You choose to continue with your chain and venture forth to the next jump.**

**Good luck to you then, traveller.**

## Notes

## [NTS]

### General Notes

Please forgive any liberties I have taken with this, Charmed is one of those settings where a lot is broadly mentioned, but little real detail is gone into. I have had to perform a modest amount of speculation, but most of this is in fluff and can be ignored if you wish.

Please note that I have done my best to keep the jump within the TV Show and largely ignored the comic, only taking some elements from it. The Comic is available as an optional +0CP drawback.

Please note that where Good and Evil matter post this jump, such as where certain items work best or are most powerful, either the text of the relevant item, or the setting you are currently in and then the rules of this setting, are considered relevant in that order. Outside of that, just use common sense.

Also, banishing, killing, destroying and vanquishing are all effectively synonymous. While in setting vanquishing and banishing imply those in question are being sent elsewhere, they are effectively being killed and can be treated as such. Some of those killed in setting through vanquishing/ banishing are sent to the Demonic Wasteland, an inhospitable place where their Powers are harvested by native creatures for unknown reasons.

Please note that I have made some pains to differentiate between 'Powers' and 'raw power'; capital P Powers are actual abilities, where lower-case p powers refer to a person's magical strength. The show is a little unhelpful in its choice of terminology.

Please fanwank responsibly.

### Notes on Powers

There is presumably an upper limit as to how many Powers one person can have, but there is no hard evidence of that fact, however Powers need magic to fuel them, even Passive Powers, so keep that in mind.

There are more Powers than shown in this Jump and more that were never shown in Canon. If you want to write-fag encountering a Power not in this Jump or encountered in Canon, then please use canon Powers as a guide and keep it reasonable.

Powers, Active Powers at least, are effectively a sort of spell-like ability (to borrow a D&D term) that persons can be born with, such as Witches, or can be given by another being, such as the Elders, or can be stolen from another, commonly by Warlocks by means of an Athame.

Powers can only safely be used by Witches, Demons, etc. Mortals suffer increasingly bad symptoms from having Powers their body and mind are not prepared for, eventually becoming something akin to a Demon, and insane.

Powers are not really classified in canon, although some are considered 'Evil' where they are implied to actually influence ones behaviour as opposed to being Powers useful to Evil beings. This is ignored for the same of the jump.

Powers are deemed by the jump, with some evidence from the show, to grow with a person, even to the point of budding into new related powers, but only for those who gain them naturally, or purchase with CP*. Powers gained artificially (stolen, purchased, given, etc), grow at a much slower rate and cannot or are less likely to bud into new powers.

*Including the Transplanted Powers item, see the Items information for more details.

Power gained by any means other than being born with them will always lag slightly behind abilities one is born with. However, you are free to find a way around this.

To put Powers into scale for those unfamiliar with the show, most offensive Powers are effective on a personal level, where one person is attacking another, with a few powers being area-of-effect, and even they can only really affect a fair-sized room. The largest destructive Power usage in the show, a confrontation between five very powerful witches using high-end offensive Powers, resulted in an explosion which demolished a manor. Powers are not normally capable of destructive power greater than this however given the nature of Jumpers...

Spellcasting and Projection however have been shown to operate on a much larger scale allowing for Time Travel and Reality Warping large enough to change the World.

Also please note that the distinction between General Powers and Sub-Powers and so on, is merely an abstraction used for this jump to assist in clarity regarding treatment of Powers and pricing, These terms are not used in canon, all Powers are just referred to a as Powers.

Should someone die and then be resurrected, by default they will return with all the Powers they had when they died. Should a person have their Powers stolen when killed either through the Bloodstained Athame, an in-setting Athame or Power Absorption, then if resurrected they shall be without their stolen Powers. Should they need their Powers to exist they may not be able to be resurrected at all.

## Powers Beyond This Setting

Given how unclear and unhelpfully vague the term Power is, here is some guidance and clarification as to what things you may encounter in future jumps may be considered safely to be Powers or not. Please note this is guidance, not absolute rulings. Fanwank as you must, but please prioritise a good story and some degree of plausibility, abiding by this guidance this will help with the latter.

This is particularly pertinent if you have purchased: Bloodstained Athame, Avatar Link, Power Containing Lantern or any Power Manipulation Power. All references to 'sharing' refer to Avatar Link, but also imply that they cannot be treated as Powers in any other sense (Stolen, Absorbed, Mimic'd, etc)

As a general rule, if it is a distinct magical power or property supported by, fuelled by and enabled by magic, independent of a person's own spellcasting or magic-using abilities, then it may be a Power, with all that that implies.

Please use the following as guidance as to what is and is not a Power, by default if something cannot be shared through Avatar Link then it is not a power and cannot be stolen or otherwise acquired as a Power can be:

A D&D Red Dragon's Sorcerous Spellcasting cannot be shared.

A D&D Red Dragon's knowledge of its known spells cannot be shared*.

A D&D Red Dragon's feats cannot be shared.

A D&D Red Dragon's templates cannot be shared.

A D&D Red Dragon's Locate Object spell-like ability can be shared.

A D&D Red Dragon's Breath Weapon can be shared**.

*This is due to the Avatar Link not being a telepathic link that would allow the transfer of information or knowledge.

**As it is Supernatural abilities in D&D are magical and go away in an antimagic field, this would not be true for other types of dragon where their breath attack is biological not magical.

Powers can be easily confused for specialised magical disciplines or abilities developed through a combination of talent and hard work, or as spells mastered to the point of being near intuitive or as natural to use for the wielder as their own body.

Some of the following examples are already non-magical and are being used purely for illustrative purposes, they definitely cannot be considered Powers.

Certain qualities are also too closely tied to a person or their bloodline to be shared. Such as:

Sorcery Traits from Fate

Stands from Jojo and /Coco/

Vampirism of any kind

Racial benefits cannot be shared. Such as:

Any supernatural or superhuman physiology cannot be shared, even those providing Supernatural abilities. Although specific magical abilities provided by such physiology may could individually treated as Powers.

Powers that exist due to an outside force relative to the original possessor. Such as:

Channelling from Wheel of Time

The Force from Star Wars

Perks or other purchases which change how you or an applicable companion function/relate to Magic or increase Magic power or ability, or anything along those lines, cannot be shared through the link. Whether it makes your magic more power, plentiful, regenerate faster, or extend its duration. It cannot be shared. Such as:

Abyss of Magic from Overlord

This Power is JUMPERS from Marvel Magic

The Laughing Magician from Justice League Dark

Please use these examples as guidance as to what can and can't be considered Power and can be shared.

So, no 'Power' of Omnipotence, or Reality Warping better than Projection, or anything along those lines. Please be reasonable, but outside of that, fanwank as you please.

Some things are grey areas. Sufficiently alike to Powers as to be arguably transferable/steal-able but not shareable by means of Avatar Link. Boosted Gears and Exaltations, for example, are too closely tied to a person to be shared through Avatar Link, as is anything that may otherwise count as a Power that a person has but would immediately die without even if they could be restored to life afterward.

They may however count as Powers, should you wish*, and may be stolen as such. Given their natures however, using or containing them or benefitting from them in anyway may be difficult or impossible. Such things do have prerequisites and some also have a history of being difficult to contain or even damaging to their container. Unless you have a good plan in mind or a Jade Prison on hand, as well as a way of shunting the dormant yet dangerous exaltation into it, it wouldn't be a good idea to steal a Celestial Exaltation. Remember the fate of Demons that carry Infernal Exaltations if they cannot find a suitable host in time.

Remember also that what you steal works on its own rules without any jumpchain fiat influencing it. To continue the example, you may have multiple exaltations in jumpchain but normally that is not possible, also you need not be too concerned about meeting the prerequisites for getting those exaltations in jumpchain where any you take by force will issues.

Bear this in mind, taking the 'Power' is perhaps just the first step for some of those things you may wish to steal.

*This is the most important part. I can only provide guidelines, principles and examples, which you may or may not accept, the responsibility to be reasonable and plausible is on you. Please don't disappoint, but mostly importantly: Have Fun Jumping.

**Time Travel**

Time Travel is possible in future jumps, by the use of Spellcasting or Projection, if allowed/there is precedent in that setting, but Charmed time travel has some downsides.

You may not travel forward past your expected leaving date in a jump, whatever you end up choosing. Travelling into the past deprives you of powers, as they are in the possession of your younger self and for some reason there can be two of your but not two sets of Powers, unless you time travel in such a way to merge with or replace your younger self. Travel past when a given power exists or begins to be available and it becomes inaccessible to you.

For example, in this world, you may use magic from the present to create a temporal conduit from the present to the Jurassic era, but if you travel through it, you are devoid of magic, because magic apparently didn't exist back then, but this does not affect the conduit itself because it is anchored in the present where magic does exist.

Also you may not remain in the Time you travel to, you must return within a few days to weeks at most, whether you are travelling forward or backward in time.

All acts of Time Travel are also extremely expensive in terms of Power, where only either very powerful Witches using the Power of Three can do it, or some exceedingly powerful rituals. Although this has been presented inconsistently in canon, for you it will always be expensive in terms of magical power to send yourself or other through time, no matter how powerful you are.

## On the subject of Projection

As powerful and flexible as it is Projection or Reality Warping does have its limits:

When used casually, Projection is limited to effecting things in the user's immediate environs, things which they can perceive and make a choice on some level to change. This requires both the ability to perceive their environment and to make a choice, so user of Projection cannot do anything while unaware or unconscious. Projection also requires conscious concentration to sustain an ongoing magical effect. While transforming something only requires concentration at the moment of concentration, making it float, when it is clearly not normally able to do so takes constant effort. Imitating Passive Powers can only be done through conscious effort. As such a user of Projection cannot practically make themselves Immortal through Projection alone but could make themselves Immortal and ageless for the time that they spend concentrating on making themselves so.

When it comes to large scale use of Projection the general rule is, given a particular end result that you looking to bring about, if you have access to a Magic system that allows it and are in a world that permits it, and you have sufficient power, or fuel and skill to do it, Projection gives you the means to do it.

For example, let's say you are in the Creation of Exalted and wanted to Time Travel. Charmed's magic system allows it, and you may have sufficient power and skill, and Projection gives you the means, but the World itself does not allow it, so it fails.

## Notable Canon Outliers and Extraordinary Circumstances That Allowed Them

Generally when using Projection I would ask you to keep in mind canon examples, where it was mostly used to perform acts of Telekinesis, Transformation and Conjuration, being no stronger than any other high level Power but with the strength that comes with its immense flexibility, however there are some canon applications of Projection that are outside that reasonable scale that I feel the need to address and explain why they can't be used to determine what Projection can be casually used to do.

The two most impressive feat performed with Projection in canon, Time Travel and large scale reality warping that effectively created a divergence in events some years prior, the former was performed by an exceedingly powerful Witch who had stolen half of the Magical Power of the extraordinarily powerful Twice-Blessed Child, Wyatt Halliwell and could only go back in time a few hours, while the feat of reality warping performed by Cole required drawing upon the incredible reserves of power nurtured by the Avatars, an unknown but no doubt enormous amount of power.

Another remarkable feat, perhaps made possible through Projection was the Avatar's Utopia, which was not only flawed despite their best efforts, but also required the same massive reservoir of power Cole used.

Unless you have comparable Magical power even with Projection you cannot expect to equal these feats, and if you have that much power you could do the same thing just with Spellcasting. Also

it is worth mentioning that in both cases of large scale Reality Warping, those responsible did not get what they wanted only the superficial appearance of it, and one was directly weakened and killed because of it.

## Projected Power versus Actual Power

When compared to one using a given Power versus you using Projection to emulate that Power, the former will always have something of an edge over the latter.

There will always be that slight difference as in the latter case you are using two Powers at once, Projection and the emulated Power, both costing you something in power, magic, concentration, effort, capacity, etc, whereas the latter case all of that is being used for one Power alone.

The exact amount of difference this makes, I leave up to you. Whatever makes for the better story.

## Projection versus Spellcasting

Spellcasting and Projection are extremely similar in terms of the variability of effect they can cause and effects they can achieve. For all intents and purposes beyond Projections ability to readily emulate other Powers (with explained limits) and Spellcasting's need for incantations (please see: http://charmed.wikia.com/wiki/List_of_spells for examples) and sometimes reagents, the two are effectively the same: Reality Warping backed by Magical power.

Spellcasting can supplant the need to perceive a target with some object tied to them, like blood or hair and can also more readily be performed with multiple members.

## Persons of Note

### *Angels of Destiny*

The Angels of Destiny are roughly more powerful than Elders, but not likely to be a major threat to a mid to late chain Jumper. The Angels are known to possess the following Powers: Teleportation – Sparkling, Remote Teleportation – Sparkling, Projection, Premonition, Chronokinesis (Temporal Stasis)[This Power is not on offer within this Jump]. Whether they are even aware of you or not as you enter the jump is entirely at your discretion. In any case they should not normally be encountered outside of being actively summoned, or unless you somehow do something to the Grand Design, a form of fate kept very ambiguous in canon. Fate protecting perks can and will protect you from being detected from the Angels, so long as the perk in question can be reasonably interpreted that way. Perks that damage fate will get their attention.

### *The Source of All Evil*

The Source of All Evil is three separate but oft confused things: A title given to the leader of the Underworld, and a malignant spirit that could be seen to be the Source itself and its current Host (often a Demon).

The spirit travels from Host to Host when it's previous Host is killed by the new one. The spirit itself has its own personality and identity and will slowly corrupt the new Host into a mental copy of itself, with some strong personality characteristics or sentiments being retained or simply taking longer to be eroded.

Should you or your companions become the new Host of the Source and retain your identity despite its corrupting influence and then either leave the jump or choose to remain, then the spirit is render impotent/neutered and made as safe as normal Powers, giving you all the Powers the Source possessed for you or your companion to use. The neutralised Source-spirit and all associated Powers are insured and can only be possessed by that person, and cannot be transferred, stolen or lost.

For a full list of the Powers possessed by the Source, please see http://charmed.wikia.com/wiki/The_Source_of_All_Evil.

Whether it is you or one of your Companions, Jumper, keeping your mind intact and uncorrupted by the Source for even a short time will take tremendous Willpower which may be assisted by other effects such as perks.

### ***The Avatars***

The Avatars are a group of Neutral magical Beings who feel that both Good and Evil are misguided. They keep out of both any conflicts between those sides and out of their sight as they muster their resources in the pursuit of their own agenda.

The goal of the Avatar's is nothing less than World Peace.

They are incredibly powerful and focused on their self-appointed mission. You are unlikely to encounter them unless they try to approach you to join them or aid them in some way.

For more information on Avatars please see http://charmed.wikia.com/wiki/Avatars

You may join the Avatar collective, but the Avatars cannot become companions, and the link to the collective cannot reach out of jump, and will be severed (separating you from those powers) when you leave.

**Development Notes**

Changelog 14/6/17: Threads 1557

Change all Racial age rolls from 30+2d6 to 20+1d8

Changelog 13/6/17 #2: Threads 1556

Divine Container – Receiver of the mantle cannot benefit twice from the same jump.

Small changes to Scenarios

Changed Divine Container – Inheritor now can only crop, not alter inheritance; only one iterations of a jumps benefits can be enjoyed by a given companion.

Changelog 13/6/17: Threads 1556

Added 4 scenarios and drawback regarding taking them, giving 600 points that may be used as CP or PP. Gave rewards for each scenario.

Performed general proof read.

Reordered Powers according to PP price.

Removed – 'Charyeoks from God of Highschool' from the list of examples. Lore cited in thread makes it dubiously applicable. Shall be left in fanwank territory.

Drawback - Death Takes a Vacation – remove limit on personal growth

Powers Note – elaborated on 'grey areas'. Things that could be seen as Powers available for theft, but are not considered as such for sharing with Avatar Link.

Companions – Divine Container – increase mantle cap to 8; add option to increase cap for CP; Retiring companions can shed jumpchain granted benefits into mantle and store in container. Can infuse contained mantles with powers that can explicitly be shared, like the force. Adopting companions can crop unwanted elements from mantle. Post-spark retied companions may gain copy of what they gave up, if jumper (not the SI) allows.

Companions – Reduce familiar cost to 50CP

Companions – Revise canon companion costs and restrictions. Request feedback.

Companions – Charmed ones price set to 600CP; change set up to allow any combo of three out of four, or to hold fourth as reserve

Companions – Powered Monkey, change. Set of three monkeys? Add "And unlike what happened to the monkeys in the setting, ones received here have a benefactor guarantee their powers cannot be removed." Suggested by anon.

Companion – Added Jumpers Monkey and See no Jumper, Hear no Jumper, Speak no Jumper Pets

Added Special Perk – Pure Power – complementing Hybrid Vigour.

Races – equalised Race prices for all non-Mortal Races. Recognised that each Powerset and 100PP are roughly equivalent.

Powers Note - Resurrected people do not regaining stolen Powers, but can regain Powers that they had upon dying that weren't claimed by another.

Notes – Avatar notes – Change based on suggestion from anon - "You may join the Avatar collective, but the Avatars cannot become companions, and the link to the collective cannot reach out of jump, and will be severed (separating you from those powers) when you leave."

Drawbacks – Tuatha be Damned – change prereq based on feedback; also changed Asylum Unseeker for similar reasons

Drawbacks – To (Not) Serve In Hell – Change Source note to be in line with notes section.

Heartless – Power can only be gained from a given target once ever.

Changelog 12/6/17 #5: Threads 1552

Clarified Heartless to remove exploit – given target can only be benefitted from once, as if resurrected then benefit gained from murder is lost.

Changelog 12/6/17 #5: Threads 1552

Removed Power Transfer limit for Bloodstained Athame

Changed Adjusting to make it clear it functions as a broad magic resistance variant, not just for Powers

Changelog 11/6/17 #4: Threads 1552

Transplanted Power – unclear as to growth rate – clarified as though natural born powers

Power Absorption – text about limited handling, artefact from older version, removed.

Changelog 11/6/17 #3: Threads 1552

Corrected the example for Power – Dragon's Breath – as a D&D supernatural ability it and can be considered viable as a Power

Changelog 11/6/17 #2: Threads 1552

Remove mention of limits on Godly domains/portfolios – add others in link must meet prerequisites – added note to Avatar Link rather than Notes section.

Change prices for Power Mimicry and Power Absorption to 600PP each

Removed Seven Deadly Sins example from list of Non-Powers

Changelog 11/6/17: Threads 1551-1552

Modified Power Absorption and Power Mimicry, reorganised Power Manipulating Powers by cost.

Fleshed out the notes section – clarified Projection, Spellcasting, Time Travel, The Source and Angels of Destiny, Avatars, Powers

Clarified Invincibility with help from Anon

Added Table of Contents

Modified Transformation – removed duration limit, added timer and remote reversal ability

Revised And rewrote Avatar Link – included referral to new Notes defining what is and is not a Power in future jump.

Revised Power of Three

Revised some drawbacks – Death takes a vacation (400CP to 100CP); Stalker and Psycho Cops lines each give max of 400CP instead of 600CP, and Mob Connections (400CP to 200CP)

Changelog 10/6/17: Threads 1550 – 1551

Added Ages to Races

Removed incorrect mention of discounts from Twiceblessed

Notes added – On the subject of Projection to give guidance as to its limits – request feedback

Grimoire – slightly reworded

##

Modified Jewelled Poignard to be togglable

Clarified the scale of Piece of Heaven and Piece of Hell

Clarified the matter of 'One iteration of an item per person (jumper / companions)'

Clarified Projection

Added two drawbacks, mandatory for Projection – Genie drawback or Cold Hearted Assassins

Added four drawbacks to give some control over the setting – one for unrestricted magic use, one for moral polarisation, one for power protection (you can only lose powers through final death under specific circumstances)

Clarified Avatar Link added cost for excessive use and 'draining to use' cost.

Clarified From the Heart

Divine Container clarified – cannot be used on self only companions

Race Prices added

Reviewed intro – change tone regarding the Angels of Destiny – look for feedback.

Summarised Powersets into actual purchasable Powers

Discounts moved from the end of perks to beginning in General Perks section

Ordered General perks by cost before discounts

Labelled Powers free, discounted or optional with Racial tags. (W, K, C, D)

Labelling Grater Angel freebies and discounts (gW, gK, gC)

Bolded all Powers and Drawback titles.

Corrected a mistake. Gave Whitelighters and Darklighters discounts without any PP to spend, gave both 200PP