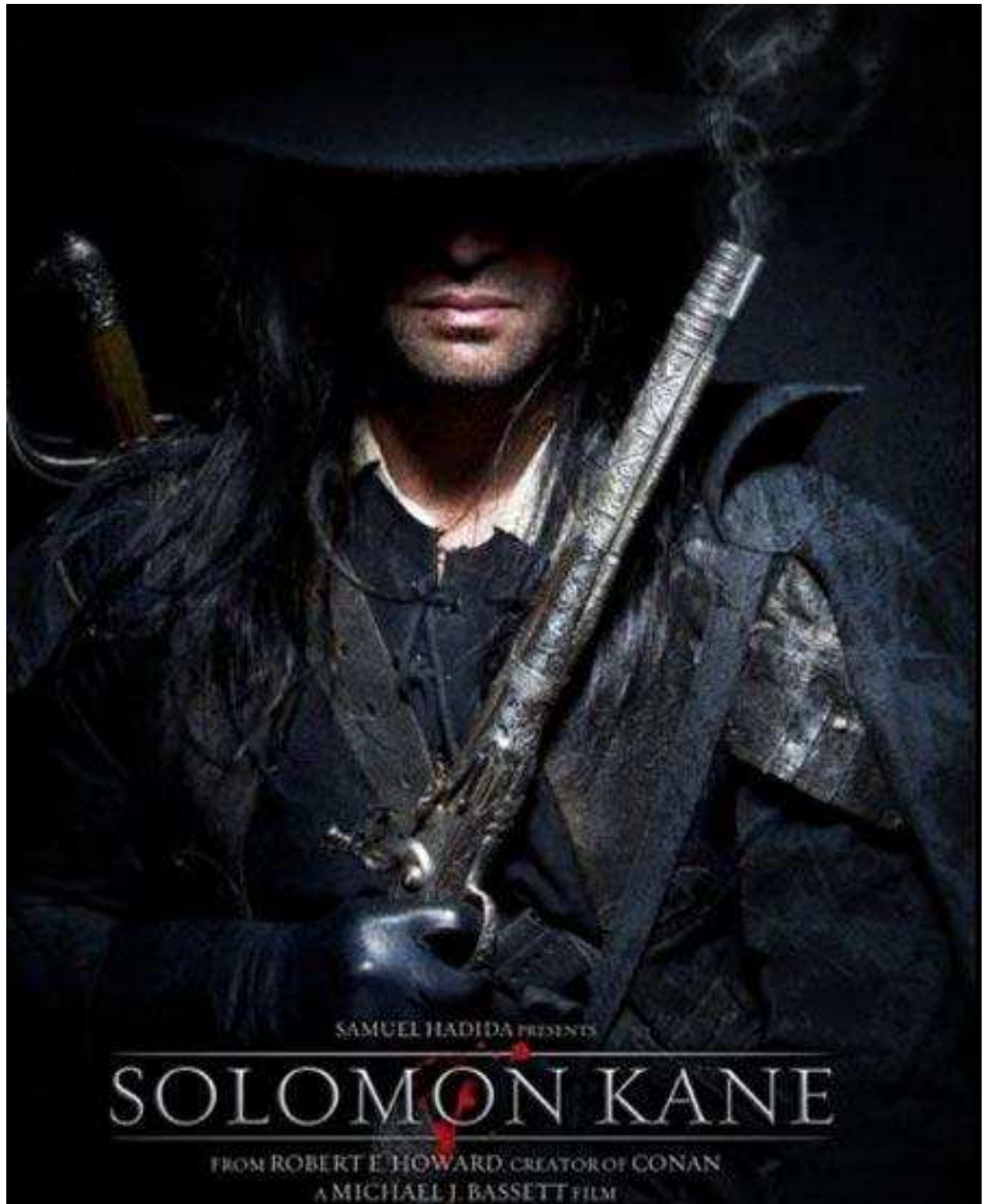


Solomon Kane (Film)

Version 1.0.1



There was a time when the world was plunging into darkness and chaos. A time of witchcraft and sorcery. A time when no-one stood against evil.

Solomon Kane, Robert E Howard's puritan hero. A man oddly accepting of other religions and creeds for the fanatic he was, driven not by an evangelist's zeal but a crusader's working for a Power that he recognized as the Christian God to cut down those monsters who brought wanton death to the innocent whether the monsters were men or older more mystical things. A man who was not shaped into his role, but cast in it, and a knight-errant for the Age of Sail delving into the darkest places in the world to end those demons and horrors which great men of ages past had merely driven out of the lands of men and into the deep, old jungles.

This is not his story or his world. Both Solomon Kanes were privateers, but where one had served Queen and Country for a cause he saw as good – and abandoned Drake's circumnavigation in disgust as Francis Drake's immorality and piracy – the other is a reaver of men seeking fortune and plunder. But after a brush with the Devil's reaper in 1600, he has found a change of heart and seeks now to become a good man, and a man of peace.

Unfortunately his father sold his soul, the spawn of Satan have begun crawling out of dark places all over the Earth, and God has other plans for him which do not include peace.

You will be entering this world either in 1600 when Solomon first met the Devil's Reaper, or 1 year later when he is forced from the monastery he has hid in – to hide from the Devil – for the year following. You will be here for 10 years. Expect to meet at least some devilry and witchcraft in this time.

To help you make your mark on this world, and survive, end, or prolong eternal its time of darkness and chaos, witchcraft and sorcery, you will need these:

+1000 Cinema Points

Whether you intend to stand against evil, or otherwise, good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Mage: You are a stranger with strange powers. Someone who has learned ancient, black secrets and turned to truck and trade with the forces of damnation and Hell. Well maybe you've not gone that far along the path yet, but you have at least started it. Of course given witches and sorcerers are not exactly common in this world, and tend to come from nowhere with no real backstory you may choose to instead be a drop-in, and have no background or connections in this world.

Overlord: You are the martial hand of darkness. You are one who has placed your own glory and pleasures of the world above the well-being of your fellows, and has turned to dark powers. Maybe you were lost once to wounds or illness and this fall came from the need to survive at whatever cost binding you to a sorcerer's will. Or perhaps your only master is your own greed. Still you are a warrior and leader of bandits and those who prey on your fellow man.

Penitent: You are a penitent. You have sinned. Red stains your ledger and your past was violent and bloody. But you have begun to try and improve yourself, setting forth onto the path of peace, or perhaps just righteousness. You are set to go on a tale of redemption and maybe heroism in a world where Satan's children walk the Earth freely. Perhaps you can become a vessel of God's will and His great wrath.

Christian: You are a good Christian. Or probably mostly good. You might be a monk living in one of England's monasteries under the reign of Queen Elizabeth the First, a preacher of the church of England, or a puritan going to the new world for a place to live. You are, likely, a peaceful individual, unless something great and terrible has happened to drive you into violence or madness.

Location:

While the initial prologue showed the coast of North Africa, the story takes place along southern England, mostly in Devonshire, and as such you will appear in southern England. You don't have to directly appear in the area under Malachi's predations, but you will appear in southern England somewhere unsecure and mostly appropriate to your origin.

Age and Gender:

If you chose to drop-in your age and gender is unchanged from the previous jump. If not, your age and gender can be anything appropriate to your origin in this world.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Shirtless Scene (50 CP): It'd be unfair to send you into a theatrical film without a chance to look the part. You look good. At least good enough to be cast as a lead in a movie.

Chilling Presence (100 CP): Literally as you seem to create an area of unearthly cold around yourself. This is strongest when you make use of actual supernatural powers, where you could make hoarfrost form across surfaces, and freeze spilled blood, but your mere presence seems to lower the temperature by several degrees. You cannot directly wield this cold against the living, however, and even as you flash freeze spilled blood and the surfaces of a room, the living would only feel it as if they had walked into a freezer and not a sudden loss of warmth from inside. You may toggle this ability on and off.

Cinematic Presence (200 CP): You definitely cut a fine figure striding through the flames with a look of confidence and determination. Or when you're chewing scenery as an evil wizard. This doesn't make you actually look better, but gives your actions and movements a certain sense of gravitas and presence which leaves them more impactful.

You'll find something similar when you fight where more flashy and cinematic movements, like spinning 360 degrees in the middle of a fight with a single opponent, are more viable. This won't generally make them better than more traditionally effective fighting techniques, but they tend to look impressive to onlookers. And sometimes there's a benefit to being able to make throwing your sword actually work.

Fiery Manifestation (200 CP): Simply by willing it you are able to summon a weapon to your hand, and coat it with burning hellfire. This hellish flame will not harm your weapon, but it could burn your foes should you strike with it, a supernatural, unholy fire to strike and burn your foes. You can prepare a few weapons to be summoned this way, and any weapon you acquired directly from a jump document can always be summoned this way without counting against any limit you can have prepared. You may however only summon weapons you can wield with your own hands; this won't summon a battleship, and unless you're a giant or extremely strong it won't summon a ship-based cannon.

Mage Perks

Sales Pitch (100): You know how to sell your supernatural powers and services. You can make people value them, even as you downplay the negative side-effects and people seem to accept it, worrying less about what could go wrong in the allure of the power you offer. Many may still be too cautious, but you'll find that when you have something people want it's relatively easy to get them to overlook such things, and the desperate are particularly easy prey.

Witch (200): You are a witch, or at least you possess powers much like one. You do not have to be an old hag of a woman, but like a witch you can assume a young and innocent seeming form, taking on the shape of a child. You are also able to transform yourself into a flock of black birds; while this can be used to avoid attacks, it is a bit too slow to do so with any reliability as you'd need to doing it already before someone began to draw their weapon, still you can survive as these birds splitting your power and form between them, and reconstituting yourself from them. Lost birds will injure and weaken you, and if enough are dead you would not be able to resume human form without mortal wounds, but lost birds will reform slowly over time. You are able to mark others with a touch, planting a black symbol into their flesh and on their soul which brands them in a way that black magic can easily find them and unholy things can feel or even follow, sensing the mark from afar. Finally you possess power over fire. It will not burn you, and you can even turn it against those foolish enough to use it against you, such that if they tried to burn you at the stake you could launch the flames back to burn away the eyes of onlookers.

This magic is weak to holy things, such that the touch of a cross or even joining in prayer, have power to weaken and destroy it. They could force you back into your natural form, prevent you from using your magic to escape, or even shield against your flames, but that does require some level of true faith, and good in the heart.

Healer (400): Whether it's pagan magics or Satanic ones, you are a healer and mender of broken bodies. You could, with a few hours of simple magics heal the wounds of a crucifixion so that they left only scars where holes had just been placed straight through their hands. You won't be able to match Malaki with just this, bringing back those in a coma close to death with a body that is terribly broken and a head that is misshapen and damaged, but your ability to quickly heal wounds and see people through disease is miraculous even by the standards of modern medicine.

Sorcerer (600): Like Malachi you are a practitioner of the blackest of magics. You know magics that work off of the possession and trade of the souls of others, and drawn from the demons who you give their souls up to. The exact extent of this magic is unknown, but with the soul of a land's lord you can tie yourself to the land to make it hard to remove you and corrupt the land as well. With the blood of an innocent and properly prepared materials you might be able to temporarily open a conduit to allow a demon into the world to do its business. With your magic you could transform people living in lands you have corrupted into twisted, sun-fearing, cannibal horrors. Unfortunately this tends to not be combat speed magic, better suited for long term effects and rituals than in the midst of battle.

You will not possess Malachi's healing abilities unless you also took **Healer** though this will give you blacker magical arts, ones to bring people back from untreatable comas, and massive head trauma as superhumanly tough and strong undead. And all it will cost is some souls sold to damnation and perdition.

Overlord Perks

Captain (100): You have experienced the taste of battle. Many battles. You have the knowledge and skills of a man who rose to captain of a ship during the reign of Queen Elizabeth I based on his prowess in combat. You are good with sword, dagger, and pistol, know how to lead and plan attacks and raids both on land and at sea, and to command ships at sea.

Fearsome Overlord (200): You possess an unusual ability to rule through fear. You could begin to raid and attack across a well established land such as England, and instead of running to higher authorities such as the king or neighboring lords, people would cower in fear and wait to be saved. Whenever you work to invoke fear and use it to suppress the people, you'll find it more effective, resistance crumbling faster and people being more easily terrified. Oh, the brave might be able to band together to form a resistance, but it would take a truly extraordinary man to have the courage to actually get such a resistance to do more than hide and scurry like rats.

Undead (400): Well you might still technically be alive; if Marcus had died when Solomon had played Cain this could have been avoided after all. But the way your body works one might suspect you are undead. You possess inhuman strength, able to easily lift and toss around a man with one arm, and are stronger than a human of your build should be, and your resilience and toughness is greater still. You could take 2 swords stabbed straight through your chest and you'd only stumble for a moment and be able to continue to fight. You could continue to fight even as you were lit ablaze. You're not wholly immune to wounds, you won't fight at your best while on fire, and wounds that would be mortal or fatal on an ordinary person will slow you down, but wounds that should kill a man will only be slowing you down. Decapitation will still end your life, and enough damage to your body could, but even destroying your heart might leave you up and fighting for a time, and merely damaging it would be something you might possibly recover from.

Hands on the Mind (600): You possess the power to dominate. By placing your hands on the head of another individual, you may draw forth their own darkness, and evil, filling their mind with it and in so doing filling them with obedience and loyalty to you. This is most effective the more evil your subject is, as you will be drawing forth their own darkness as a leash, and beings literally made of evil are more resistant to it than those whose evil comes from their choices and actions. It is also more effective the greater the difference between your supernatural power. You could easily enslave wicked men by simply drawing forth their own darkness. This does influence their personality

towards evil, and wickedness, however, even as it allows you to use this power to issue them commands or put pressure on their minds.

Penitent Perks

Captain (100): You have experienced the taste of battle. Many battles. You have the knowledge and skills of a man who rose to captain of a ship during the reign of Queen Elizabeth I based on his prowess in combat. You are good with sword, dagger, and pistol, know how to lead and plan attacks and raids both on land and at sea, and to command ships at sea.

He Promised You'd Save Us (200): It is easy for individuals to rally around you. Whether it's as the figurehead of a movement, or its actual leader, you find that your presence seems to inspire hope and improve morale, as if you're some lucky totem. Repeated failures despite this can chip away at this effect, faster if you actually directly command them, and a truly shattering one could break this for some, but you still naturally seem to present a rallying point for others.

Best Warrior in England (400): Solomon Kane is a warrior so skilled and talented he can fight entire groups. Usually one at a time. Often with weapons taken from them while they were improperly grappling him and forgetting to just stab him. This perk does improve your instinct for combat somewhat, and gives you a particular talent for wielding a weapon in each hand, ensuring you possess the ambidexterity and coordination necessary to do so.

Despite those benefits, it truly seems to do more to your foes. Your enemies do not seem to press the advantage their numbers give them as well as they could, or should. You might find foes coming at you one at a time, not even bothering to harry you back towards your foe, or maybe occasionally 2 or 3 at a time, but they still seem to be unwilling to actually use numbers properly against you. Similarly your enemies seem to be awkward when switching from striking to grappling or various levels of range and reach which would necessitate a change of weapon or at least grip upon it.

Redemption Through Violence (600): Solomon Kane is thrice damned. His acts as a pirate damned his soul. His father's deal with Malachi damned his soul again. And he offered his soul in exchange for Merideth's life which damned it again. The last one might not count because it was an act of selflessness to an extent to be its own path to salvation, but the first two... Well apparently kill enough demons and that's all that matters.

You find that you have a touch of the same. By killing forces of evil you are able to repair your reputation, redeem your social standing, and even cleanse the weight of past misdeeds from your soul, removing their stain upon your being. This extends beyond

men forgetting your sins, as you'll find that they're erased from your karmic balance as you continue to slay the forces of darkness, and even infernal pacts or external corruptive forces can be lifted from you by the simple act of killing more and more evil. Bandits and serial killers count for this, and mundane mortal forces that prey upon and kill the innocent, but they count in a very small way so as to barely lift the stain of murdering them from yourself, for best effect you must kill those who hold dark supernatural powers. Sorcerers who do trade with demons, and witches will do a good job to clean your soul, but demons and their ilk are of course the best.

Christian Perks

Preacher (100): Well you might just be a person of faith, but you would make a good preacher. You have a basic understanding of the theology of your religion, and know how to speak to a crowd, and preach a sermon. You'd actually make a pretty good priest if the Church of England was looking for one right now. This gives you some knowledge of how to make arguments for your philosophy and ethos as well, and when you hold true conviction it seems to add a bit extra touch of something to your arguments that helps to convince others even more.

Good People (200): You are kind. Or at least you possess the ability to be kind. You have a heart capable of empathy and charity, and treating a stranger like a friend and making someone feel welcome and included. You can toggle this off and have your personality unchanged, without directly affecting the rest of this perk, but it will make the rest easier to use.

When you treat a person with kindness, you find it returned with an unusual frequency. Your acts of kindness are unusually effective at softening the hearts of others, and making them view you as someone worth caring about. And strangers have a tendency to want to repay your kindness. Not everyone will have the courage and bravery to go as far as Solomon Kane did, but if you played the good Samaritan you'd find that those you helped would remember and do their best to pay it back to you, or, if you suggested such, pay it forward to the world.

Lone Survivor (400): In the village where all others had been turned into light fearing, cannibalistic sub-humans the local priest alone was unchanged and seemingly untargeted. Maybe it was his church that protected him, but given how damaged it had become that seems unlikely. Perhaps it was luck. And you have similar luck. When a force of destruction sweeps across an area at random, or in an untargeted fashion, you find yourself extraordinarily lucky in avoiding its destructive sweep. If you directly move out and confront it or put yourself in the direct path of a natural disaster this won't save you, and some forms of destruction are too total, but if you could, by random chance escape being killed you almost certainly will escape. Though this won't help you if they're actively targeting you.

I Was Told in my Dreams (600): You should listen to your dreams as they often tell you things. They aren't always the most detailed, but they will guide you. These can be mere glimpses of parts of the future, pointers towards the fate of another, or pointers towards your own goals and desires. While these are prophetic dreams, they're not generally

‘what will be’ but things that prepare you or point you to your role in events to come. They won’t always guide you towards your desires, but they guide you towards a future that’s better than you’d be likely to reach without them. It’s almost as if some God who shared your morals and general ethos was guiding you through these dreams, using an awareness beyond mortal comprehension to show you how the world must be. Of course you won’t dream such dreams every night.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Finally Presentable (50 CP): Well it doesn't have to be quite appropriate, but this is an outfit that could pass with someone today who didn't make a study of the era as appropriate to the 17th century. You'll find that it fits you well, as if tailored to show off your best features, and people will accept it as fitting in in any generally appropriate historical setting; such that it could be decades or even centuries out of place and as long as there'd not been a major leap in manufacturing methods it'd pass unnoticed. It will, of course, clean, and mend itself over time when not worn.

Pistol (50 CP): This is a late 16th century flintlock pistol. It seems to reload itself over time, if you just give it a few moments between shots, and to never go off by accident. It's also strangely accurate for a smoothbore weapon, almost as if it had rifling.

Mage and Overlord Items

Mask of Skin (100): This is a mask made from human skin, with a wig to go along with it. This mask gives you an air of menace and danger when worn, able to strike fear into the hearts of common men, and marking you as a dangerous force not to be stood against lightly.

Usurped Castle (200): This is a castle such that a British lord of the early 17th century might occupy. It is built to withstand an assault and as a fortified hardpoint. There are secret passages leading in and out, but you are aware of them and could seal them if you wished.

This castle will insert into new jumps at an appropriate location. It will retain modifications, good or bad, and at the start of any jump you may return it to its initial state.

Black Eyed Horde (400): This is a small army. Scores of men under your command. They have black eyes, and of their nature are violent, ruthless cutthroats and bandits, but they will obey strictures and rules you give them almost as if you were inside of their brains able to squeeze them tight on a whim. They count as followers.

Demon Mirrors (600): This is a set of a dozen, heavy, metal mirrors. These mirrors serve as gateways. Demonic creatures can emerge from these mirrors to grapple individuals and pull them into the hellish dimension connecting the mirrors, and these demonic beings can travel quickly between these mirrors. It might be possible to escape by killing one of these beings, but they are faster and stronger than humans, and the dimension is a dark and dreadful one which does give them homefield advantage against those they pull in. For you it is also possible to travel between these mirrors as the demons do, allowing them to potentially be used to travel far, but we only see passage over a short distance between them.

You also receive a 13th mirror. This mirror is larger than the others. Nothing will naturally emerge from this mirror, but by shedding the blood of an innocent on this mirror, you may release a great demon of fire, towering and superhuman in size. This giant of flames will begin to hunt those whose souls are damned by black magic or sin to collect their souls for Hell, damning the souls of those it kills to eternal perdition and trapping them in the Hell connected to its mirror. Should the mirror be destroyed, the blood of the damned be shed upon this mirror, or should you die, the connection will be broken, and the demon will be pulled back to Hell. The demon will not hunt you even if

you are damned, and you may designate others to be thus protected. Consider it a benefit of your own dark pacts with the fiend, or ownership of the mirror.

Penitent Items

Sword (100): This is a well-forged, sword of late 16th century design. The sword will always remain sturdy enough for you to use it for its intended purpose, functioning as a fine weapon for you no matter how strong you become, and its edge is keen and sharp and seems to resist going dull from use.

Ill-Gotten Gains (200): This is a small fortune of gold and treasure, such as a successful privateer might gather and make. It's not enough to support someone for a lifetime, but it's enough to live on comfortably, if not lavishly, for a decade. And it will refill itself at the start of each jump, converting into some local currency worth roughly equivalent value.

Landed Nobility (400): You are no common born, landless wandering soldier, but you were born into the landed gentry. You hold a hereditary title of nobility, albeit on the lower end, and the associated lands, though you will not gain a castle with just this, it will include a manor house to live in, and there will be accompanying peasants.

You will not find these lands directly following you into future jumps, but you will find that you own comparable lands, and have a comparable position in the lower end of hereditary nobility. If hereditary nobility is no longer a thing in the culture you are inserting into, you will find that you have an increased tendency to be from 'old money' if it would be appropriate to your background/origin chosen for the jump. If you drop-in you will find yourself soon 'inheriting' the lands and titles from a 'distant relative.'

Warding Scars (600): These should be less of an item and more of body markings. But yours are somehow removable and re-donnable. When removed they'll form a ball of putty. When worn they will form scars, tattoos, or a mix of both in a mixture of Christian iconography and magical text and symbols covering your torso and arms. When worn they'll change shape along with you.

These scars give you a measure of resistance against black magic and unholy supernatural powers. Against most such effects it is minor, it won't be completely stopping a fireball or a death spell, though it may weaken them noticeably against you. Its true purpose is to hide you from the senses of the forces of darkness. Forces rooted in dark sorcery or unholy powers, the dark and occult, cannot sense you with supernatural senses; clairvoyance will fail to find you, your soul will not have a scent they can trace, you will be hidden from their prophecies, and so forth. They can only find you with those senses that fall into the natural and material world. This applies only to dark and unholy forces, the good and holy can see you still in their prophecies.

Christian Items

Wagon (100): This is a wagon and horses to pull it. It's the sort of vehicle which one might travel in when moving cross country to board a ship to the new world. The horses need no tending, and are strong, able to carry somewhat more of a burden than should be expected, and the wagon will repair and maintain itself over time.

Flock (200): This is a band of a dozen or so murderous, cannibalistic creatures which once were innocent men and women. They are pained and burned by the light, and are half feral and almost more animal now than human, but they see you as their leader and shepherd and will mostly obey your orders like well trained animals. They count as followers, or perhaps pets.

English Monastery (400): This is a monastery as you'd expect to see in England at the beginning of the 17th century. ... You wouldn't expect to see practicing monasteries in England under the reign of Queen Elizabeth the First? Well this is a monastery as you'd expect to see in the regions of Europe where the local government hadn't raided and outlawed them. It is a calm and peaceful place, seemingly soothing to the soul, and it comes complete with monks and supplies for the monks who live here and tend to it and do charity to those nearby. Some quirk of this place protects it from religious persecution, and will make people accept it even if the religion practices here would be frowned upon or outlawed; though if you make a direct enemy they may still assault this place.

The monks are followers not companions.

Protected Church (600): This place is half-ruins, damaged and dilapidated. And yet, even as you perform acts of desecrating blasphemy, it seems to be protection against evil forces. Dark, and unholy, supernatural forces find it hard to enter this place or directly affect it or those within it through their supernatural powers. While Satan himself might be able to walk into it, but he'd find himself reduced when he did so, most demons will stay outside and be unable to affect those within, and it would provide shelter from Malachi and his forces. If you willingly allow them in this protection will be waived against said demon until you force them out, but you could keep your own accursed flock within this church.

This church will insert into new jumps at an appropriate location. It will retain modifications, such as repairs, but its protective effect will not follow into expansions beyond its original foundations. At the start of any jump you may return it to its initial state of disrepair, in case you want to live in ruins, or it got completely destroyed.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 300 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 300 CP. For 150 CP you can import or create up to 5 companions with 300 CP. For 200 CP you can import or create up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin).

If you seek to increase their CP you may pay the price to import a companion a second time to give them 600 CP; you may pay this price for multiple companions at once following the same framework as importing/creating them as a group in the first place. If that's still not enough you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Solomon Kane, or a demon. Solomon Kane costs 100 CP and demons cost 200 CP each.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Special): The events of the movie have a 1 year time skip, but the main story takes well less than a year. If you want you can arrive in the area of Malachi's raiding and despoiling on the day Solomon is forced from the monastery and remain here for only 1 year. However you will receive ½ the CP from drawbacks you have taken other than Damned Soul which is worth its full CP.

Bandits, Thugs, and Fools (+100 CP): You've got murder in your eyes. You radiate a killing aura of invincibility in battle. Doesn't matter. You're still going to find bandits, thugs, and fools regularly attacking you, attempting to take your life and your wealth as if you're a magnet for every violent idiot in the country.

Christian (+100 CP): You are a good Christian, and you will not touch the powers of the Devil or pagan gods. You will find yourself abstaining from sorcery of all kinds, and any form of witchcraft, and more you will live a good, and devout Christian life. This won't necessarily preclude violence, or force a certain denomination on you, but you will be a devout Christian and you will not use magic.

Flashy Swordplay (+100 CP): Solomon's swordfighting looks nice, but it's wild and all over the place. He leaves himself open, and yet Marcus, and other threats, react slowly and dimly to it. It adds flash and excitement to the swordfights. Unfortunately you won't find the same, as your foes will react like in a real fight to your wasted motions, and you will find yourself using wasteful, exaggerated movements in fights and danger.

I Gave My Word (+100 CP): And you will keep it. When you give your word you will keep it no matter the cost to yourself.

Unalert (+100 CP): You know for a swashbuckling hero Solomon Kane in this movie is caught unawares a lot. Whether it's being pushed into pits by corrupted preachers, being caught sleeping by his brother's men and captured without a fight, stabbed in the back, and just generally is caught flat-footed a lot. And now so are you. This won't necessarily doom you in a fight, but expect to be getting ambushed and caught by surprise a lot more than you normally would.

All the Devil's Children ... Free to Walk the Earth (+200 CP): This is a world where supernatural evil seems to walk the Earth once more, but now it is all the more true. You

will find the damned and unholy things seem to be even more common now, and drawn to you. You'd be forgiven for thinking the Apocalypse is in action given the amount of supernatural evil you seem to find wherever you go or stay, though it will, at least, be mostly focused around you and not the world as a whole.

Completely Changed Origin Story (+200 CP): You have been given a new origin story. One which involves you being nearly a 180 from your normal personality and nature. It's like someone took a crusading avenger who existed for the simple reason to bring death to those who oppressed the weak and harmed the innocent, and decided he was a looting plunderer who was more pirate than privateer and indulged in the worst of the worst before becoming a pacifist willing to watch people die rather than risk his own soul. You'll find that while you're returning from this point, and that you'll be able to be back to something like yourself by the end of your stay here, but you'll be heavily affected by your new origin story during your time here, and behaving in many ways unlike yourself.

Save the Girl (+200 CP): It doesn't have to be a girl. But you will find yourself drawn to others and feeling an urge to protect them. Unfortunately these individuals will be rather prone to getting dragged into danger, marked by witches, or otherwise threatened with death. And when you ensure one is safe you'll find someone new to protect, and you will be every bit willing to risk your life, and your very soul, to protect these individuals.

Sword and Sorcery (+200 CP): This is a sword and sorcery film with just enough occult horror elements to make it dark fantasy. And powers from outside of that are unwelcome here. You will find that only those powers, abilities, items, and even allies derived from such worlds will avail you here. This will lock you out of all your perks, powers, items, followers, pets, and even non-imported companions not from Sword and Sorcery or occult horror settings. This will also cut off any such settings that take place after the 17th century; nothing set in the modern era or any space fantasy. This sealing of powers, perks, items, and the like applies equally to your companions as yourself, and those companions you do not pay to import cannot even be interacted with at all unless from an acceptable setting.

Damned Soul (+300 CP): Your soul has been damned through a lifetime of sin, and through a pact made with the devil. Only through good deeds and the fight against supernatural evil can your soul be redeemed; this is not one or the other, both must be done in tandem. And you must redeem it before the end of your time here or the Devil will take your soul and keep it forevermore trapping you in this world and in Hell and ending your chain. And do not expect saving one girl to be enough to save your soul, that will only be a start. And should you have a history of sin and a soul worthy of damnation

due to your previous travels you will find that you must work all the more for your redemption. Hopefully you can do enough good deeds and slay enough demons and witches to lift that weight.

Path of Peace (+300 CP): You must not stray from the path of peace. No matter the circumstances you must not do harm to another sapient being, nor see to it that harm is done to them. You cannot kill, and you cannot fight, but you are not bound to save others. Still you cannot cause harm or physical pain to others even in self-defense or the defense of others. And this is not only bodily harm. You cannot use mind control or otherwise harm their souls or wills, nor can you arrange for harm to befall them or allow others to do so in your name. You can't harm them to stop it, but you cannot intentionally allow it to happen without at least stating your objection. Unfortunately in this world peace seems to be of little option, or at least you'll find it giving you reasons you'll wish you could take violent action.

Sorcerer's Slave (+300 CP): You were broken on your entry in this world, put into a vegetative state with your body permanently scarred. A sorcerer's magic was able to raise you again, but your mind and body are both scarred by the experience, and twisted, and your soul lies in their keeping. You will spend your time here bound in obedience to the sorcerer who raised you back from the dead.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I had to fill in a lot more than I like and stretch some effects, but for a jump based off of a single B movie I hope it's not too bad.

Solomon's brother didn't show naval experience, but I couldn't justify paying extra for it, and his role as a dark mirror and the commander of Malachi's forces meant I felt it appropriate to give the Overlord Captain as their freebie like Penitent as it was (except maybe naval skill) a shared, foundational capability of them both.

Mages and Overlords share items because... well they share the castle, the black eyed band serves under the overlord in the name of the mage, and one background was missing a 100 CP item and the other a 600 CP one.

I had to have a drawback for the total change of character in Solomon Kane from the movie's new backstory/origin.

The fight choreography of the movie is acceptably fun, and the unnecessary movements and useless spinning around wouldn't have bothered me except I'd just been reading the source material and seeing Howard's descriptions of fast, furious battle where one slight mistake was death.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added pistol, clothes, cinematic appearance, and shirtless scene. Made companions have a 300 CP stipend for 50 CP with option to double import instead of 600 CP for 100 CP.