

Supernatural



Welcome to the world of Supernatural.

This is a world of angels and demons, of monsters and things that go bump in the night, and of the hunters who track these nightmares down and kill them to keep humanity safe. Things have been getting worse in recent years, and unless something is done, the apocalypse is on the horizon. There are those, of course, who would prevent that end. At the center of this story are two brothers, Sam & Dean Winchester. They were raised by their father as Hunters in the wake of their mother's murder by the Prince of Hell, Azazel. At first, they're merely pawns in the larger game, killing whatever monsters they can find and doing their best with what little they have, but as time goes on, they find themselves at the center of a plot to bring about the end of all life as we know it. You're entering the world of the Supernatural. Whether it's as a civilian, as a Hunter, or as one of the many kinds of monsters that prey on the world, you'll need to survive for ten years.

You are granted 1000CP for your trials here.

Carry On My Wayward Son

Location

Truthfully, as this is exactly the same geographically as the real world there is no special location to drop you into so I'm giving you free reign to appear anywhere on Earth for free.

Age & Gender

They are both up to you.

Origins

Drop-In: As it says you drop out of the sky nothing to your name except the clothes on your back. What you do with your life is up to you.

Hunter: At some point in your life you lost someone you loved to the Supernatural. They were taken from you and you promised to yourself to make sure it never happened again to others. You are a Hunter, someone who looks into the dark and fires a bullet straight at its face. Good luck Hunter.

Witch: Whether as a fascination or a birthright you are a Witch, a being who harnesses mystical energy to warp reality to a minor extent. Now, Witches aren't evil magic is a tool what you do with it defines what you are.

Species:

When it comes to races which have an inborn urge to feed or require certain sustenance to live as you are paying CP for them you don't possess the urge nor do you require anything to live.

Humans (Free): Bog-Standard

Special Child (Free/Human Required):

As a child, you were fed demon blood by the Prince Of Hell Azazel bestowing upon you unique abilities. At first, these abilities came and went but after a while you gained a certain measure of control and learned that by drinking demon blood, you could enhance your already formidable strength. However, be warned that drinking demon blood is addictive, the withdrawal symptoms are worse the more you ingest, and also if you show too much strength you may be forced into a death match against others like yourself. For **100CP** you are free of the addiction.

Arachne (Free):

A supernatural creature with abilities similar to that of spiders. Archnes resemble spiders with crusty skin and multiple white eyes however they can choose to appear as normal humans wherever they choose. Arachnes can spread their condition to others via biting them. Arachne's possess

- **Supernatural Strength** which can throw a grown man across a room with absolutely no difficulty.
- **Supernatural Agility and Speed.**
- **Invulnerability** to bullets and fire.
- **Supernatural Senses** including vision split into multiple different viewpoints due to their multiple eyes.
- **Web creation** which they can use to imprison their prey with little to no difficulty.

The only way to kill an Arachne is to remove their head.

Khan Worms (Free):

Created by the Mother Of All Monsters, a Khan Worm enters into a being's head through their ears and mouth. Upon entering into a being it accesses the hosts memories and enhances the possessed being's body giving:

- **Supernatural Strength, Durability and Agility.**

The worm is susceptible to electricity and is vulnerable outside a body due to it's small size. As you are paying CP you get a human body to possess free of charge.

Pishtaco (100 CP):

Creatures similar to Vampires but feed exclusively on human fat, they hunger for it and survive on it. Like so many other monsters, they resemble normal humans however, when feeding their eyes roll back and an appendage is released from their mouth which they feed through. Pishtacos possess:

- **Supernatural Strength**
- **Invulnerability** to everything barring silver and cutting off their appendage with silver.
- **Fat sucking appendage:** Which can also be used to rip a hole through a being.

Rawhead (100 CP):

A type of creature that lurks in basements and preys upon children. Now, these type of creatures are hairy, ragged-looking with leathery skin, their hands and feet adorned with claws but as you are paying CP you can choose to forgo the appearance change. These creatures possess:

- **Supernatural Strength and Speed**
- **Invulnerability:** The only way to kill these creatures is with **high-voltage electricity**.

Ghouls (100 CP):

Monsters that feed primarily on the flesh of the dead and by doing so take on their form; so long as they possess a scrap of flesh of a victim they can take on a victim's form. Ghouls are scavengers and befitting such a name live in graveyards.

- **Shapeshifting:** Allowing them to take on the form of those they eat and also take on the victim's memories.
- **Supernatural Strength, Speed, Sense, Agility and Durability.**

The only way to kill Ghouls is by decapitation and extreme physical damage.

Lamia (100 CP):

A monster rarely seen outside of Greece, now normally the Lamia are blood drinking predators that seduce young men in the form of a beautiful, sensual woman. Before pulling their hearts out of their chest, squeeze it dry of blood, and drink their fill.

As you paid CP for your new race you can be a male, and create a new snake-like form.

The Lamia possess:

- **Supernatural Strength and Agility.**
- **Shapeshifting:** Into beautiful women/handsome men.
- **Invulnerability:** To conventional weapons.

A Lamia can be killed by **stabbing them with a Silver knife blessed by a Priest**, then being doused in a **mixture of rosemary and salt** and being **set on fire**.

Skinwalkers (100 CP):

A race of creatures able to shapeshift into an animal at any time they desire. Skinwalkers possess:

- **Supernatural Strength, Speed and Senses** in animal form.
- **Infectious Bite** which can turn any human into a Skinwalker.
- **Accelerated Healing**
- **Invulnerability** to all injuries barring silver bullets to the head or heart
- **Shapeshifting** into any canine they desire.

Okami (200 CP):

A type of supernatural creature rarely seen outside Japan. They possess:

- **Supernatural Strength and Agility.**
- **Regeneration:** They can heal from anything barring **being dismembered or stabbed seven times with a dagger blessed by a Shinto Priest**.
- **Invulnerability:** Barring the Shinto blessed blade.

Kitsune (200 CP):

Japanese fox spirits descended from the Mother Of All Monsters, Eve herself. Similar to Werewolves at first glance, Kitsune are fox-like rather than wolf. At most times of the day Kitsune resemble Humans but can at will choose to transform and partially grow fox-like

characteristics; they grow claws from their fingertips, their eyeballs turn yellow and their pupils turn more canine.

- **Supernatural Strength**
- **Supernatural Speed**
- With the usage of their **claws** a Kitsune can tear through humans and steel with little to no difficulty.
- **Invulnerability:** The only way to kill a Kitsune is to either stab them through their heart or for them to starve. Kitsune feed exclusively on the human pituitary gland.

Nachzehrer (200 CP):

A creature that bears similarity to both Ghouls and Vampires, some feed on the blood and hearts of the living others on the flesh of the dead.

These creatures possess:

- **Supernatural Strength**
- **Immortality**
- **Regeneration**
- **Invulnerability:** Both bullets and trauma can only slow them down for short periods of time; the only way for these creatures to be killed is after a copper coin is placed in their mouth. Otherwise if they are decapitated the head will remain animated.
- **Infectious Bite:** Allowing them to infect humans which transforms the victim into a Nachzehrer.

Rugaru (200 CP):

A creature that feeds solely on human flesh, Rugarus are born human and for most of their lives live as humans until they begin to crave large quantities of food and finally give in and consume human flesh completing their transformation into a Rugaru whereby they lose their human appearance and truly become a monster. As you are paying CP you may keep the human appearance. They possess:

- **Supernatural Strength, Speed, Stamina and Stamina**
- **Invulnerability:** Barring fire and the Demon-Killing Knife

Vetala (200 CP):

A type of snake-like creature that appear human until they attack, when they reveal sharp teeth and blue, snake-like eyes.

Vetala possess:

- **Paralyzing Venom:** They can paralyse their victims with a bite, this knocks them out cold and causes a ringing in the ear as well as decreased strength.
- **Supernatural Strength, Speed, Sense and Agility.**
- **Invulnerability:** They can only be killed by stabbing their heart with a silver knife then twisting once.

Wendigo (200 CP):

A former human who resorted to cannibalism to survive and became a monster with little humanity remaining. Of course, you retain your normal human physique if you so desire.

Wendigo's possess:

- **Voice Mimicry.**
- **Immortality.**
- **Supernatural Strength, Speed, Agility, Stamina**
- **Invulnerability:**

Wendigos are vulnerable to fire, and susceptible to a few metals such as iron, steel and silver. A silver knife can be used to shatter a Wendigo's heart and then decapitate them.

Vampires (200 CP):

A race of blood-sucking creatures that were once human. As the most known and romanticised monster breed, Vampires of this world are as standard as they come, having no unexpected qualities except for their teeth and one of their weaknesses.

Each vampire possesses the stereotypical abilities of their kind such as:

- **Supernatural Strength, Speed, Stamina, Agility and Senses** which will increase as a Vampire ages.
- **Retractable Fangs**
- **Immortality and Regeneration** which allows a Vampire to recover from any wound barring amputation.
- **Invulnerability:** To stab wounds and gun shots however, they can be killed by decapitation and sufficient damage can kill a Vampire.

However, some weakness of Vampire are:

- **Dead Man's Blood:** Which can incapacitate Vampires briefly
- **Sunlight:** However, unlike the usual, it is not lethal, more akin to really bad sunburn.
- **Decapitation and extreme physical injury.**
- **Variety of weapons** e.g. a Vampire Irradiation Gun or Anti-Vampire Gun.

For an extra **100 CP** you have been imbued with angelic grace and become enhanced allowing you to become immune to the effects of sunlight and dead man's blood as well as enhancing your already powerful abilities.

Werewolves (200 CP):

A race of partial human-supernatural creatures that are able to transform into a combination of human and wolf. Now, there are **two types of Werewolves**. The **regular kind** of Werewolves can only turn into wolves during full moons. These Werewolves have short-term memory loss, often leaving them in confusion about what happened during the night. The second type of Werewolves are the **Pure-Blood**, the Werewolves that are closer to the Original, their human side remaining in control at all times allowing them to remember what occurs during their transformation. They can transform anytime they desire and even in their human forms they can access some of their abilities, e.g. their supernatural strength and speed. As you are paying CP you are of the Pure-Blood breed. The abilities Werewolves possess are:

- **Shapeshifting**
- **Infectious Bite:** Upon biting another a Werewolf can pass on their conditions.
- **Fangs and Claws:** Which can tear through human flesh and easily rip out human hearts.
- **Superhuman Strength, Speed, Senses, Agility and Stamina.**
- **Regeneration**
- **Invulnerability:** They cannot be hurt by any non-supernatural and non-silver based weapon. However, they can also be killed by decapitation.

The weaknesses of Werewolves are:

- **Silver**
- **Stronger Beings**
- **Decapitation**
- **Sulphate Gas**

For an extra **100 CP**, just as with Vampires you too have been enhanced with angelic grace ridding you of the weaknesses to silver and sulphate gas and enhancing your already formidable abilities.

Djinn (300 CP):

Humanoid creatures with tattooed faces that tend to live in large ruins. Djinns, like many other monsters, tend to feed on human blood and can poison a being with just one touch. The poison can have two differing effects, **firstly** the ability to instantly kill a being or

secondly the poison can place the victim into a coma whereby the Djinn would over a longer period of time feed on the victim's blood. Unlike what the legends state, Djinn do not possess wish-granting abilities, instead Djinn actually utilize their poison to create hallucinations so that those in a coma believe they are living an ideal life; the only way to leave this illusion is for the victim to kill themselves while in the illusion in order to wake up. Djinns possess the abilities of:

- **Hallucinogenic Touch:** Their main ability; by touching someone, they can induce a series of illusions in the mind of their target, typically causing them to enter into an unconscious, dream-like state. Inside it, a person can re-live their deepest dreams and desires, over and over again. This is eventually fatal to them if they aren't given an antidote.
- **Illusory Pyrokinesis:** When feeding on their victims, Djinn form blue psychic flames on their hands; this does not cause physical damage but is a side-effect of their abilities.
- **Telepathy:** Allowing them to read their minds and go into their victim's dreams and manipulate them by forming a fantasy universe.
- **Super Strength, Speed, Agility and Senses** to the point where they can track their targets by scent alone.
- **Invulnerability:** To all modern firearms and the like; Djinn can only be killed by a silver knife dipped in lamb blood or extreme brain damage.
- **Minor Shapeshifting:** Enough to allow them to pass as humans.
- **Immortality**

They however are weak against:

- **Silver Knife dipped in lamb blood**
- **Extreme Brain Damage**
- **Incredibly Powerful Entities**
- **Angel Blades**
- **Explosions**
- **Traumatic Memories:** If Djinn use their telepathic abilities on people that have suffered horrific experiences, they may be overcome by the traumatic memories.

Shapeshifters (300 CP):

A race of human-like creatures that learn how to change their form to look like anyone they want. When a shapeshifter takes the shape of another person they shed their skin, teeth and nails, however, as you are paying CP you forego the shedding aspect. When they change into the person's physical appearance, they access the thoughts of the person they are mimicking. Shapeshifters possess the following abilities:

- **Shapeshifting:** When Shapeshifters shift, they literally *become* the person they're mimicking, gaining everything, including fingerprints and DNA. Once a Shapeshifter transforms, they can access the thoughts and memories of the person they are mimicking provided that the person is still alive.
- **Regeneration:** As they shift Shapeshifters can heal non-fatal wounds, and even replace body parts.
- **Telepathy:** Shapeshifters have a telepathic link with the people they mimic, making them able to "download" the memory and thoughts of this person as long as she/he is alive.
- **Voice Mimicry**
- **Supernatural Strength, Speed and Agility**
- **Invulnerability** to every injury not caused by silver. Decapitation can also kill them, also having their heart ripped out, same with explosions caused by C4.

Also, as you are paying CP retinal flares no longer give you away nor do dogs.

Siren (300 CP):

A supernatural creature that takes on different forms to lure and compel humans to perform drastic acts to prove their love and devotion which often result in the human's death. Now, a Siren's true form is that of a ugly, hairless, vaguely-humanoid monstrosity with gaunt, inhuman facial features. By using a sort of venom in their mouths, they can infect people with the hormone Oxytocin. Victims with this hormone experience an intense sense of euphoria and love for the creature to the point where they will desire whatever the creature says it does; they are also willing to carry out drastic, most usually violent and deadly requests simply for the asking. These terrible acts are usually perpetrated against those the victim loved before being infected—proving just how much they love the siren. Once these acts of violence are enacted (or even just as they've begun), the Siren often gets bored and immediately vanishes, leaving their victims emotionally broken to deal with the consequences of their own actions. Unlike normal monsters, Sirens don't actually feed on humans; they instead feel an intense rush of pleasure when their victims carry out atrocities against other loved ones. Like the people they infect, the intense feelings of euphoria do not last long and they quickly grow bored with their targets and venture off to find others.

Sirens possess:

- **Telepathy:** Sirens can read the minds of their targets, learning what it is that person desires and yearns for in others and then giving that to them through illusion. This includes not just physical characteristics, but also mental ones.

- **Illusory Shapeshifting:** Sirens can alter the perceptions into anyone befitting their target, so they can get close to their victims and infect them with their essence.
- **Invulnerability:** Sirens are unharmed by conventional means of killing; a bronze dagger coated in the blood of one of its victims is the only thing that can kill one other than severe trauma, e.g. being beaten to death by a baseball bat.
- **Venom:** Once infected, the target becomes completely and utterly enthralled with the Siren and is willing to do anything to prove their love and devotion. The compulsion is so powerful that they do these things regardless of whether they are aware of the Siren's nature or not.

Wraith (300 CP):

A type of monster that feeds on human brain fluids which can be extracted through a spike located in their wrists which they introduce in a hole behind the ear to get to the brains.

Again, as you are paying CP you do not have to get the Wraith true form.

Wraiths possess the abilities of:

- **Insanity Inducement:** Through physical contact a Wraith can elevate a human's dopamine levels allowing a human's inner problems and demons to take over.
- **Spikes**
- **Invulnerability:** Wraiths can only be killed through silver, severe head trauma or C4 explosions.
- **Dopamine Production**
- **Supernatural Strength and Agility**
- **Regeneration**

Dragons (400 CP):

The flying lizards themselves possess two forms: their winged lizard form and a normal human one. Dragons are an incredibly powerful type of monster and very difficult to kill.

One unique skill that Dragons possess is that they can instantly tell if someone is a virgin or not.

Dragon's also possess:

- **Supernatural Strength, Senses, Speed and Stamina**
- **Immortality**
- **Flight**
- **Dragon's Claw:** This is heat generated from their hands that is hot enough to incinerate a human instantly. They can also **breathe out fire**.
- **Invulnerability:** The only way to kill a Dragon is a sword forged in Dragon's blood.

Phoenix (400 CP):

The immortal bird, a Phoenix is an incredibly powerful monster.

- **Incineration:** They can incinerate anything they touch in a matter of seconds with a grown man being incinerated in a little under a few seconds.
- **Supernatural Strength**
- **Regeneration**
- **Pyrokinesis**
- **Shapeshifting:** Which allows them to shift between their human forms and their original appearance.
- **Invulnerability:** Barring The Colt and an incredibly powerful entity there is no other way to permanently kill a Phoenix.
- **Immortality**

Be warned that iron will ironically burn you.

However, be warned your ash can kill the Mother Of All Monsters and as Eve did not mean to create you, you are hated by all Monsters.

Jefferson Starship (500 CP):

Built to be the ultimate monster you are a hybrid of many different types of monsters.

- **Supernatural Strength:** You possess the combined strength of Vampires, Wraiths and Shapeshifters combined with your agility as well.
- **Supernatural Speed:** Equal to Vampires
- **Retractable Fangs:** Similar to Vampires as well as extendable spikes concealed in your wrists like Wraiths.
- **Shapeshifting:** Similar to Shapeshifters, except you can also replicate the clothes of those you shift into. Also, you won't be found out with a camera or dogs.
- **You can turn humans into others of your kind by biting them**
- **Regeneration:** Allowing you to regenerate a fatal bite within seconds.

Weaknesses:

- You can be killed using a silver knife by slicing off your head.
- Angels can easily kill you, same with Demons
- Heart Extraction

Eve (800 CP): Also known as the Mother Of All Monsters, you have become a distant relative of the Old Ones and a progenitor of multiple different races. Like Eve before you, you are something that predates even the Angels themselves making you far stronger than

any other monster and making you one of the very few entities who can create new life and even alter the very soul itself.

You possess the following abilities:

- **Immortality:** While not common knowledge, Eve is older than even Angels and Demons making her one of the oldest living beings.
- **Possession:** Much like Demons, you can now possess others without permission being required; also, unlike Demons you change the body of the host biologically,
- **Biokinesis:** Much like Eve, you can now create life and even mix and match characteristics of already existing races letting you create new species themselves. As a by-product of this ability you can convert normal people into any kind of monster with just a physical touch. Also, unlike Eve, to create new species you do not have to physically give birth unless you want to. Also, unless you want to you will not have to have eggs inside you. Finally, every monster created by you or converted by your creations is linked to you and will feel everything you do. This is obviously under your control.
- **Regeneration**
- **Supernatural Characteristics:** While the limits of your strength are not known I would say you could easily beat Crowley.
- **Shapeshifting:** Equal to the Alpha Shapeshifter & The Leviathans
- **Telepathy:** Like Eve, you will be psychically linked to your creations allowing you to know what they are doing and letting you hear them and vice versa. You can also see through their eyes and hear through their ears and control them how you see fit.
- **Supernatural Concealment:** Like Eve you can now hide yourself from anyone with no one but the strongest able to see you for what you are.
- **Angelic Power Negation**

Barring Phoenix ash, the only thing that can kill you are other powerful beings.

Leviathans (1000 CP/ Can be purchased with another race):

Also called The Old Ones and The Chompers. Leviathans are ancient beings created long before God made Angel, Man and even the Soul itself. However, they proved too strong and too destructive to be kept free and so God created Purgatory, another dimension to keep those “clever poisonous things out”; well all of them except for you. You are now one of those Leviathans released from your imprisonment and being in possession of a human vessel. The abilities your kind possess are:

- **Supernatural Strength:** Greater than even the Seraphims themselves.

- **Enhanced Senses:** This is to the point where looking at a puddle of blood you can identify just who it belongs to. Leviathans can also sense and see Angels, Demons and Monsters and can detect if the temperature drops and by how much exactly.
- **Supernatural Speed, Agility and Stamina**
- **Immortality**
- **Invulnerability:** The only thing that hurts you truly is Borax and you can only be killed by others of your kind or by the bone of the righteous mortal washed in the blood of three fallen - fallen Angel, fallen Beast and fallen Human.
- **Possession**
- **Angelic Power Negation:** Just by being in their presence a Leviathan can completely nullify an Angel's abilities barring Archangels (and Archangel Nephilim).
- **Supernatural Concealment:** Allowing a powerful enough Leviathan to hide themselves from even the perception from other supernaturals, even Angels.
- **Regeneration** from any injury; the only thing that can reduce the speed of your regeneration is borax and even that is only for a short period of time.
- **Shapeshifting:** Through contact with just a single strand of DNA a Leviathan can shapeshift allowing them to access the shapeshifted person's skills and memories and even when they shapeshift into another they keep those memories. Also, unlike Shapeshifters Leviathans can also change into the person's clothes.
- **Jaws:** Leviathans possess incredibly powerful jaws that can tear through even the strongest of Angels, Demons and other monsters.
- **Poisonous Blood:** Through implanting their fists into another, Leviathans can excrete black blood that can instantly kill anything barring Archangels and above.

Leviathans can be purchased with another race becoming a sort of hybrid of a Leviathan and that race or in the case of beings that possess other bodies e.g. Angels and Demons you can choose for the Leviathan to have merged with that being and for the body to have changed to gain all the Leviathan abilities on top of your own and yes you can choose a Nephilim as well.

Now, Leviathans can only be killed by either incredibly powerful entities such as the Archangels, through others of their kind or through the bone of a righteous mortal washed in the blood of three fallen. However, if you are decapitated and the head is kept away from the body you will stay dead until it's reattached.

Demons (400 CP):

Created through the torturing of human souls, Demons are the anathema to the Angels of God; they are dark, malevolent entities with no trace of their former humanity left. There are different types of Demons with the highest of them being White-Eyed Demons along with the Yellow-Eyed Demons/Prince Of Hell; then the Knights Of Hell, a powerful group created by Cain himself; following them are Crossroad Demons, also known as Red-Eyed Demon; and the last type of Demons are Black-Eyed Demons. The stronger the Demon the more powers they possess. You start at the level of a Crossroads Demon. Of course every Demon can form deals using the souls gained from such deals to warp reality to perform acts that they normally cannot do. All Demons possess the following abilities:

- **Demonic Possession:** Allowing a Demon to possess a host on earth however unlike their Angelic counterparts Demons do not require permission to do so.
- **Immortality**
- **Supernatural Strength, Stamina and Senses**
- **Astral Perception**

For an additional **100 CP**, you have become a mid-level demon propelling you higher in the Demonic Hierarchy. This has bestowed upon you an additional ability of your choice. You are also slightly more resistant to your kind's weakness.

For **200 more CP**, you have been further enhanced, empowering you to either a Prince of Hell or a White-Eyed Demon (You can choose) further empowering you. You gain an additional ability but this one will be a high-tiered ability and your other abilities are also enhanced. Furthermore, you have become immune to the other weaknesses of your kind with only Devil Traps working on you but that is only partial; you can still retain a portion of your powers. Some examples that can be picked are:

- **Clairsentience**
- **Mental Manipulation**
- **Exorcism**
- **Photokinesis**

As powerful as Demons are they also possess weaknesses as well:

- **Devil Trap:** This traps a Demon inside and prevents them from leaving. (One of only two weaknesses Princes Of Hell possess.)
- **Holy Water**
- **Exorcism**
- **Demon Killing Knife**
- **Incredibly Powerful Beings** (The other Prince of Hell weakness.)

For an additional and final **100 CP**, you have also become a Knight Of Hell, an immensely powerful demonic entity far stronger than others of your kind. As a result of your power, you can now exorcise other weaker demons with simply a touch, have immunity to the

weaknesses of Demons - allowing you to still utilise aspects of your power even when caged in a Devil's trap - and a freedom from all feelings of pain. Due to your higher status you possess a unique ability among Demons (which is saying something) letting you place your very essence into others and extract their memories.

Finally, barring other immensely powerful beings, e.g. Archangels and above, the only thing that can kill you is the First Blade (and obviously Death's Scythe).

As you are paying CP, your smoke colour is up to you.

Pagan God (600 CP): Otherwise known as The Old Gods you are an immortal supernatural entity created by God himself to take the blame for the problems and tragedies on Earth. Now, your kind gain their power through sacrifice and worship with human sacrifice giving the most power. Due to the different variations of Pagan Gods around the full list of abilities cannot be listed so instead you will be given three domains of your choice with your powers being styled after these domains, e.g. a God Of Lightning possessing electrokinesis.

However you do possess these standard powers:

- **Immortality**
- **Supernatural Strength & Stamina**
- **The ability to utilise magic**
- **Omnilingualism**
- **Invulnerability:** Now, Gods are immune to conventional weapons, disease and other such ailments however you can be killed by other more powerful Gods and entities. Divine weaponry can also hurt you.

If you want more domains they can be purchased for 100 CP per extra domain and also, your power as a God is equal to Kali The Destroyer.

For an additional 100 CP, you can choose to become a special form of God called a Trickster that thrives on mischief and mayhem. Unlike other Pagan Gods you still retain some modicum of power within yourself allowing you warp reality itself to basically do whatever you want. Now, you for the remainder of this jump will possess a sweet tooth but hey that's not bad.

Now you possess this power as well:

- **Incredibly Powerful Reality Warping:** Allowing you to create time-loops, turn a crappy hotel room into a five star one, create things out of thin air, shapeshift etc.

As well as beings on the level of Angels, a stake of wood dipped in the blood of one of your victims can kill you.

Angel (700 CP):

Created by God you are a celestial being of light responsible for maintaining Heaven and fighting against the Demons of Hell in an eternal war. Similar to your demonic counterparts you too can only interact with the physical world through the usage of a human body, a vessel, though unlike Demons you require permission in order to possess your container. As an Angel, albeit of a lower tier, you are vastly stronger than all kinds of monsters and Demons barring the White-Eyed Demons and Princes Of Hell. Your kind draws their power from your inborn grace, your wings and your metaphysical connection to Heaven, your grace supplying you with a certain amount of inborn abilities, your wings affecting your strength and your connection to Heaven allowing you access to further powers. However, as you are paying CP for this all your abilities come instead from your grace and you do not require the connection others of your race require.

The examples of your powers include:

- **Angelic Possession**
- **Astral Projection:** Allowing you to project your wings as shadows behind yourself
- **Dream Walking:** Allowing you to enter the dreams of others whether to speak to others or just to see what they are dreaming of.
- **Immortality**
- **Teleportation:** Almost anywhere in the universe including metaphysical locations such as Heaven and Hell though not including Purgatory.
- **Invulnerability:** Well, nigh-invulnerability. An Angel is immune to all forms of harm, exempting the usage of Angel Blades and Holy Fire; also beings more powerful than you, e.g. Archangels, God and The Darkness can annihilate you instantly.
- **Limited Cosmic Awareness:** Allowing Angels to have knowledge and awareness of certain topics in the universe e.g. Demons, Enochian symbols and magics, spells, prayers, etc., this also includes all forms of language dead or alive, written and spoken.
- **Supernatural strength and durability:** Greater than all other monsters barring Leviathans.
- **Supernatural senses:** All of an Angel's senses are incredibly enhanced allowing an Angel to recognize a being based on the smell of their body and genes, the ability to see atoms and ions, hear any conversation for miles away and taste every molecule in a meal.
- **Supernatural perception:** Allowing an Angel to see the true form of other Angels, Demons and Reapers as well as sensing the location of every being in the universe except those protected by Enochian magic and those strong enough to hide from you.
- **As well as a whole load of additional abilities including Reality Warping, Telepathy, Telekinesis, Healing, Hearing Prayers Directed At Them etc.**

(BTW, this is the type of Angel introduced in Season 4 not the crap ones they become later on).

If being a lowest tier Angel is not to your liking then:

For another 200 CP you are instead upgraded to a Seraphim, a higher class of Angel. This has boosted your abilities to a higher level as well as bestowing additional abilities on you.

Some new abilities include:

- **High-level Biokinesis:** Allowing you to stop innocents being turned into monsters or turn people blind with just a thought.
- **Advanced Dreamwalking:** Allowing you not just go into dreams but also allowing you to take others into dreams alongside you.
- **Advanced Holy Light:** A highly concentrated blast of pure energy which you can discharge from anywhere on your body allowing you to destroy anything you desire as well as allowing you to control what exactly you wish to destroy and what you wish to keep safe.
- **Memory Manipulation, Power Negation etc.**

If that still isn't up to your standard then for an additional 300 CP you are upgraded to that of an Archangel, a being created before even the creation of the Universe itself.

Archangels are the highest of celestial beings, affording immense power marking you among the most powerful in the Universe. Now, Archangels are divided in power based on the order of their creation making Michael the strongest and Gabriel the weakest, however with your arrival the latter's spot is instead replaced with you but if that is not what you want then for an **extra 200 CP** your power instead equals that of the alternate reality Michael who is said to possess power greater than this reality's Michael.

All Archangels are at the Lowest Tier of Nigh-Omnipotence allowing them to do anything they desire with few exceptions.

However, as powerful as they are, Angels possess quite a few weaknesses.

Weaknesses include:

- **Angel Banishing Sigil:** This can banish all Angels from the lowest-tier all the way to the greatest of Archangels.
- **Enochian Sigils** which can hide a being from all types of Angels, trap them, partially depowering them and even banishing them.
- **Angel Blades** which with Holy Fire is the only thing that can kill an Angel; however Archangels remain immune to an Angel Blade.
- **Holy Oil:** When lit Holy Fire can trap and even kill an Angel with only the Archangels being able to survive such an encounter, however Holy Fire can still harm an Archangel's vessel and banish them temporarily.

- **Removal of an Angel's Grace** can depower an Angel and turn them into an ordinary human with only the grace of an Archangel being able to recharge lesser Angels. Only the return of their original grace will return to them their powers.
- **Lucifer's Cage and the Ma'lak box** which are the only two things in existence that can hold an Archangel captive for eternity with the Archangel Lucifer being held in the former.

For an Archangel the only thing/beings able to kill them are:

- **Archangel Blades**, which can only be wielded by other Archangels, can harm and kill them.
- **Lance of Michael** which can kill an Archangel slowly and painfully.
- **Higher-Level beings** such as God, The Darkness and Death (the first Death) can easily kill an Archangel.

If the weaknesses aren't to your taste then for an extra **100 CP**, you are now no longer a 'normal' Angel but just as Castiel will one day be, you are now a mutated Angel. Due to this, you are no longer vulnerable or even affected by any of the Angelic weaknesses whatsoever; this includes Angel blades and Enochian magic preventing you being banished or your power suppressed. This also prevents others using Enochian magic to hide from you; basically this makes it useless against you. (This can be purchased by a lower-tier Angel or Seraphim). Also comes with a lack of the flapping wings sound when you teleport, but the wing sound is optional meaning you can keep it if you want.

You damn power-wankers, if the Archangel Michael option is still not enough for you then for a final **300 CP** you are instead not an Archangel but a Nephilim. A being that is half-angel and half-human and not just a normal one but one born of an Archangel with power equal to the Michael option above marking you the equal of/superior to Jack Kline the son of Lucifer. Now, how you came to be is your choice, whether your father IS Michael and he fathered you for some reason, or maybe God created you for whatever reason etc. etc., the choice is all yours and yes while I did say an Angel on the level of Michael you can decide for it to be Gabriel the power you possess will stay the same.

Regardless, the presence of your human soul has in a way permanently supercharged your Archangel grace, boosting your power to beyond that of an Archangel with the added benefit of it growing greater with the passage of time. To put this into perspective at the moment you enter this jump your power will be at the Mid-tier of Nigh-Omnipotence making you stronger than all the Archangels from Michael all the way to Gabriel with your power growing stronger over time and as your power grows you will find the weaknesses disappear. (Unless you purchased mutated Angel then you won't have any.)

Unlike Archangels your power cannot be contained by Lucifer's Cage or the Ma'lak box and as your power grows (two to three years maximum) not even Enochian Warding can trap or depower you and someday you will be able to reach the level of God himself - really it's an eventuality rather than a possibility. The only thing that can even harm you at all now is an Archangel Blade but unlike Archangels this blade cannot kill you due to your immense power. (The only thing that can kill you now is God and The Darkness.)

For those who want only to be Nephilim of an Angel or Seraphim all you have to do is purchase the option in question and pay **100 CP**. BTW, a Nephilim of a seraphim will not be as strong as an Archangel so no trying to cheat the jump.

One last thing you should be clear about is that while Nephilim do not need oxygen, food or water they still require sleep maybe once a week as they are still part human.

BTW, don't worry about God and The Darkness, they will let you live as a favour to your patron so long as you don't go against them, i.e. try to kill them, and interfering with the story won't piss Chuck off.

Also, unlike canon Angels you can choose what colour your eyes glow and what your true form looks like. Nephilim don't have a true form.

Being (2600 CP):

In the beginning, there was God and The Darkness or to be more precise there was God, The Darkness and You. Congratulations, you have now become a sibling to The Darkness and God. You can choose to be either Nothingness, Being or a Horseman and embody either Light, Darkness or Death. Your power is equal to God allowing you to possess the highest level of Nigh-Omnipotence allowing you to create and destroy entire universes and even create your own multiverse with each and every one of them possessing several different dimensions and afterlives such as Heaven, Hell, Avalon and Purgatory, create souls which are akin to a nuclear reactor, basically everything God can do and power he possesses you have now (provided you pick Light). However, there is still one thing that can kill you and that is your sister The Darkness, the only being that outranks you in strength.

Buuut, for an **extra 300 CP**, your power is increased to equal that of The Darkness with strength so great that it would take the combined might of God and his Archangels to weaken you and unlike God who is limited to destroying universes you however can bring about a true hard reset destroying the entirety of creation and returning it to nothingness (if you choose the Darkness). Congratulations, you are now one of the two most-powerful

beings in this verse. (Though be warned that revealing your true form to mortals will kill them.)

If that level of power still isn't to your liking then for another **300 CP**, your power is increased to the point where you rival The Darkness and God combined boosting your power beyond them both and it would take them both working together or even merged together to equal you.

(If/when the Darkness is released she won't be pissed off at you, only God, and God trusts you.) If you chose Death, unlike the original you can't be killed by your scythe the cost of CP negating this vulnerability. However like the Darkness you can be trapped.

Be warned your abilities depend on what concept you pick, e.g. if you pick The Darkness your abilities will be focused on destruction, if you pick Death you will be able to kill the majority of everything, if Light you possess the creation abilities of God. However, for an additional **200 CP each (400 CP total)** you can choose to also embody the two other concepts as well; this will not increase your power but will give you the abilities of those concepts.

Alpha (400 CP/ Cannot Be Purchased By Humans, Angels, Demons or Being obviously):

A child of Eve herself, the first of your respective species. As the first and oldest of your kind you are the most powerful of your species. As the progenitor you possess a telepathic link to your children allowing you to track and communicate with them over great distance as well as allowing you to learn what they know. All the abilities inherent to your race are boosted by a great magnitude. You are also more resistant to certain weapons and weaknesses of your kind.

Alpha Leviathan will make you the equal of Dick Roman and if you get Peak Condition you are physically stronger than him and this can be purchased by an Angel or Demon if they also purchased Leviathan but the alpha part will only affect the Leviathan. If taken with Eve or Pagan God then all your natural abilities will be strengthened.

General Perks:

Supernatural (Free/100 CP): Those who know of this world know that the similarities to our own is only on the surface; below it lie monsters and demons who can and do massacre thousands of humans every single day and demons who possess and make nefarious deals with the desperate and the dying. In this world, no one is ever safe regardless of where and when they are. This is the world you will live in for whatever your duration and for 100 CP you can take this into other jumps making the entire setting as dangerous as this one. Of course, this will change the story of every jump, making it far more dangerous than it was previously, with the same number of deaths that would normally occur in this jump occurring in the other one. However, unlike this one there will be no hunters to help in future jumps. One last thing to note, the types of monsters will optionally change to those found in the mythology of future jumps though the demons will remain consistent. Also, the monsters, demons and magic will become dangerous and powerful in stronger and higher tiered jumps.

Supernatural Good-Looks (50 CP): Self-explanatory really but with this perk you have become incredibly handsome to the point that even supermodels would look plain in comparison to you; just one look at your face and it will be seared deep into their minds unable to be forgotten until their dying days. As a by-product no acne or greasy hair or anything like that. Basically, you're 10/10.

Fantasy Toggle (100 CP): For a show called Supernatural, the monsters and environments don't really seem very fantastical do they. However, with this all that can change; what this does is in the future all things linked to the supernatural will look just as you imagine them to be as if someone looked through your head to your deepest desires on what everything should look like and made it be. You can also choose for this to be a cartoon or anime style as well.

Master Chef (100 CP): Self-explanatory really, as it says it on the tin you have become an amazing chef equal to the finest Michelin starred chefs around.

Long-Running (200 CP): Say what you want about Supernatural but the fact that it went for 15 seasons in a time where everything was cancelled says something. You possess a unique gift among other directors and that is the ability to keep a TV show going for decades without a drop in ratings and without even a talk of being cancelled. It's almost as

if by magic, anything you direct or produce seems almost destined to become popular and watched by all.

Prophet Of God (Free For Humans/300 CP): Congrats, seriously this is a big promotion; like so many others throughout history you have become a Prophet Of God himself a conduit for the inspired word. What this means is that you possess a connection to God and can see and speak of events that could come to be or are happening currently. Befitting such a status you have been imbued with special abilities.

- **Localization:** What this ability does is allow you to sense the presence of anybody you desire and know their exact location whenever you desire. This ability is so great that you can even sense the power of Archangels and Primordial Entities alike; even the fabled Darkness is not invisible to you.
- **Supernatural Senses:** This ability is akin to the one above but while that one allows you to locate beings this one is what lets you feel their power. In fact, these senses allow you to even feel the alignment of power, e.g. if it is dark, evil, demonic, angelic etc.
- **Pre & Postcognition:** With this ability, you can see into both the past and the future, receiving visions of what has been and what could be. At first, you will not be able to control this power and only with time and training will you be able to control and induce them, however, as a benefit of the source of your abilities your visions cannot be stopped or hindered whatsoever.
- **Multi-Lingual:** This allows you to speak any ancient language that has long since died out, even supernatural languages. This applies to future jumps as well.
- **Word Of God:** This allows you to both read and repair the word of God.

Unlike in canon, you can never be taken over by God whatsoever. Post-Jump, you take this honour with you into the future jumps.

Hand to Hand Asskicking (300 CP): In this world, combat matters as much as power especially if you stay for more than 10 years; even Archangels despite their immense power tend to get down and dirty with their fists and now you are no exception. You are now no mere brawler but a true blue warrior, one of the greatest in all of Heaven, Hell & Earth. Your skill in combat belies mastery in all forms of unarmed and armed combat allowing for masterful usage of every weapon and style known to man. Of course, this doesn't make you the equal to those of the Archangels, after all while skill is well and all, if the difference in power is too great skill won't mean much.

Walking, Talking Bestiary (300 CP/ Free To Hunters): With monsters, witches and magic in this world, knowledge of how to deal with it is what decides life and death. If a Hunter

doesn't possess the necessary knowledge on how to beat what's out there whether it's monsters, witches, pagan Gods or cursed items, chances are not only will they die but so will dozens of innocents. Because of that, most Hunters are at least knowledgeable of certain myths and monsters but you are not just an ordinary Hunter, are you? You see, knowledge-wise you are the equal to the famed Men Of Letters possessing absolute knowledge of all things supernatural from monsters to magic to even recipes and blueprints on how to cure and kill monsters; and yes this includes all the machinery and inventions. Basically, all the info the Men Of Letters possess you now do in your head.

Power Vacuum (400/Discount to Arch-Nephilim): Somehow you were turned into a metaphysical black hole, one meant to absorb divine power and in the end you exploded but managed to survive; and unlike Jack Kline you managed to keep your power. Now, you are probably wondering why exactly this costs anything, well the reason is that the explosion made you into a sort of power vacuum allowing to passively absorb energy from everything and keep it forever, e.g. life energy from plants; and if you manage to absorb enough energy, e.g. energy generated from the death of two Archangels and some God power, you could become not just invincible but could even take the power of God himself permanently making it your own. (By absorbing their power you don't absorb their weaknesses obviously and don't change races.) You can only take power if you can get close to touch them and are stronger than them.

Mark Of Cain (600 CP): Now, the original mark was created by God to seal his sister The Darkness away. God gave the mark to his most trusted lieutenant Lucifer. However, the mark began to take hold and apparently corrupted Lucifer who then passed the mark to Cain, the mark merged with the First Blade, the one Cain used to kill his brother, imbuing the blade with the power to kill everything and yes I mean everything; even God can fall to the power of the blade if used. Now, your benefactor has sealed a being of equal power to The Darkness and branded the mark onto you bestowing upon you the same abilities (Of course, if you wish to, you can possess the original one. Hell, Chuck would probably be happy to be rid of Amara.) The Mark Of Cain possesses some of these powers:

- **Supernatural Strength:** Equal to that of a Knight Of Hell.
- **Self-Resurrection:** Death cannot reap the one who bears the mark cursing them with the ability to resurrect forever more. Now, normally the Mark would bring them back as a Demon more precisely a Knight Of Hell yours however brings you back as you were previously.
- **Regeneration:** Limited to superficial injuries and even lost limbs and if killed you will be regenerated fully.
- **Immunity** to all abilities and magic that would obliterate and kill the bearer of the Mark.

- **Supernatural Stamina** allowing the bearer to go a week without sleep, food and water without problems
- **Immortality**
- **Precognition**
- Now, you also **gain a blade for yourself**, the exact appearance up to you but just like the First Blade yours too can kill anything. Also, unlike the Mark Of Cain yours does not corrupt you whatsoever.

Yes that means that there is literally nothing that can kill you and also don't worry no one can strip you of the mark it will always be yours.

The abilities listed above are what you would expect from a human so it stacks with non-human entities and unlike the canon mark yours doesn't corrupt even if you choose to bear the original. You can also choose to pass on the mark to another and take it back if/when you desire.

Purgatory Siphon (800 CP): How the f*** did you do it? Somehow you gained access to a purgatory of another universe and gobbled up every single soul - 30-40 million souls all absorbed into you. As a result, your abilities have been boosted by a whole order of magnitude, to put this into perspective a Seraphim with these souls gained low tier nigh-omnipotence allowing them to negate and easily kill the Archangel Raphael with a literal finger click, choke a preacher just by thinking about it, heal a colony of lepers, make the blind see and even unseal Death and those were just parlour tricks. If you are stronger than him then who knows how powerful you can become. **(Can be purchased multiple times.)**

Special Children Powers/Discount to Special Children:

- **Immunity (Free/100 CP):** Due to the demon blood fed into you since you were a child you have found yourself immune to all demonic abilities. However, this ability is limited to that of the black eyed demons but the greater the quantity of demonic blood you drink, the greater the immunity. Also, as an additional ability another special child cannot affect you with their abilities. For those that aren't special children this costs 100 CP.
- **Precognition (200 CP):** Self-Explanatory really with this perk you can see into the distant future. These visions will occur while you are sleeping and you will be visited by the visions of events that will come to pass, these visions can help you avoid deaths, protect others, or just be used to avoid pain. Now, before you get too excited these dreams will only show you a future that could come to pass ignoring the actions of you or other precogs. This skill will allow you to be able to remember all the visions you have and if you decide not to sleep you can decide to enter a meditative state instead.
- **Super Strength (200 CP):** With this strength you could easily flip over a jeep and snap a person's neck with ease.
- **Mind Control (200 CP):** With just a thought you will be able to take control of any human within your visual range. This range and strength will increase with time and practise.
- **Exorcism (200 CP):** An ability that would be the wet dream of every Hunter, this ability bestows you the ability to exorcise Demons from their unwilling/willing hosts with just a mere thought. By simply willing it you can now remove and banish Demons from any host body with the Demons themselves having no say in the matter. However, this skill isn't fool-proof, the stronger the Demon you wish to exorcise the greater the power and effort required to do so (however, numbers and range will not affect the strength of this power). But as you and this ability grow in

strength you will find fewer and fewer Demons will be safe from you, not even the first.

- **Telekinesis (300 CP):** The ability to move things with your mind. At first, you will be limited to moving things that you can lift with your physical strength so without training you won't be able to move things much heavier than you're capable of normally. With training, your limit will increase and you will find your limitations disappearing in scope, power, range and size. With just a few months of practise you could manipulate objects the biggest of which would be buses and trains or as small as ants from miles away with just your mind, with a few decades/centuries (depending on practice and training) you could even reach the size of atoms and the range of a city equal to New York itself.
- **Electrokinesis (300 CP):** Manipulation of electricity or more precisely the manipulation of the flow of electrons. Starting out with the ability to only shock people with a touch you will find your ability growing in strength over time to the point you could send down lightning as if a God.
- **Biokinesis (300 CP):** Manipulation of biology itself allowing you to manipulate anything biological as if a sculptor with clay. You however start out as more a hammer than a scalpel allowing you to manipulate biology but in broad strokes, e.g. stopping a heart but manipulation of genes will take time and practise. Yes this allows for healing but you will require information of biology in order for it to work; your power handling any biomass issues.
- **Demon Control & Smiting (500 CP):** Basically what it says on the tin, this allows you to control Demons and smite them with just your mind. This starts at the level of a Black-Eyed Demon but with practise this level will increase allowing you to manipulate more powerful Demons, even one day the Princes Of Hell themselves. Of course, if you don't want to waste time then drinking Demon blood will allow you to reach that level but it will take an exorbitant amount and it will be temporary.

Drop-In:

True Name, Fake Name Whatever (100 CP): In a world like this, you would expect people to be less weirded out by names such as Castiel, Lucifer and Winchester. Well, with this perk that no longer happens; now you can say whatever made-up, fake-ass name as you want and people will treat it as if it is a perfectly reasonable and normal name. Also, as an add-on you can choose at any time to change your name and this then changes the memories of those who knew you before and any other physical/electronic evidence. You can selectively decide for people to know that the new name isn't your true one or not.

Little Tricks (200 CP): Maybe you had a rough childhood, maybe you had a jackass of a parent or maybe you were a delinquent either way, you picked up some less than savoury skills. Either way, you have become a master of certain skills frowned upon by the law such as lock-picking, conning, car-jacking, theft and hacking great enough to hack into federal databases, e.g. FBI, CIA etc. Congratulations, you are now an accomplished lowlife.

Stealth (200 CP): How do you do it? How is it that you can sneak up on everyone from Vampires who should have heard you from miles away, to Angels who possess literal cosmic awareness; none of them seem to notice you one bit. Whether as a honed skill or an inborn talent, you possess a unique skill to sneak up and remain undetected by even the most powerful of beings being completely invisible to all sorts of superhuman senses and cosmic awareness not even x-ray vision seems to locate you now so long as they cannot see you with their own two eyes they can't see you. However, when it comes to beings like God or The Darkness unless you are near to them in power they can still find you.

Parent Of The Year (400 CP): John Winchester is many things, an accomplished Hunter, a good man and even in some cases a lifesaver, but one thing he wasn't was a good father. I mean come on he raised his kids to be warriors and managed to royally screw them up. Thankfully for you, you are nothing like him and in many ways are his opposite as unlike him you are an amazing parent. Whether due to learning from your own parents or trying to do the opposite of them you are an amazing parent able to raise your children to be the absolute best in whatever they want to be, balancing authority and love with an almost godly ease and able to easily bring out their best with just a little work. Furthermore, no matter how much time passes your children will never forget what it is you taught them and their love for you will never die.

Can Never Run (400 CP): A skill most would kill for, some Hunters would say, the ability to track anyone. Whether as a gift of God or hours of practise you are most likely the best tracker to exist in this world, able to hunt and track everything in this world to the end of this Earth. I don't mean just tracking like footprints and broken branches in the woods though you still remain an expert at that I mean tracking like entering a town and within a day finding your target. How this works no one knows it could be seeing something beneath a topic in a newspaper, asking the right questions or another way entirely. Fanwank.

Normal Life (600): In this world, it is always the normal people, the innocents who live in the light and are ignorant of the supernatural. It is always those people who are killed and massacred without a shred or hint of mercy in their killers. However, you are an anomaly among those innocents you see, unlike the majority of them so long as you leave the supernatural alone they will leave you alone, i.e., so long as you don't go looking for a Pagan God for example you won't end up being sacrificed to it, so long as you want to live a normal life you won't ever be touched by the supernatural no demon will possess or kill you, no monster will harm you, if the entire town is possessed by demons not only will you be untouched you will also be able to leave it without any problem etc. Also, for those who want to be in a relationship with a member of the supernatural so long as you both want to remain as far away from it as you can you won't be affected.

Hunter:

Peak Physical Condition (100/400 CP): You are the physical and mental apex of your race whatever the reasons might be in terms of physical and mental attributes you are the greatest, mightiest and most perfect example of your kind that can ever possibly exist. Also comes with free abs and muscles tailored to your preference. **This is 100 CP for humans, 400 for every other species.**

Sheds Tears In Hell (200 CP): In the life of Hunter you are going to either come across a lot of sh** that if you're not prepared WILL break you if you let it; or you're going to go through so much that it could leave you a mindless vegetable. At least it would to other hunters besides you because you have something in spades and that is willpower. You possess a will so powerful that what could break others wouldn't even give you pause, hell you could survive thousands of years of torture in Hell itself by the very best there is and at the end of every session you would still be able to smile and spit in their face all without shedding a single tear.

Didn't Even Feel It (200 CP): In the life of a Hunter pain is a companion it hurts like hell but is also a reminder that you're alive but goddamn does it hurt. You are an old friend with pain and it shows with the way you can be beaten to a bloody pulp and come out smiling in the end even Lucifer himself could personally torture you and you would barely even grimace.

True Faces (400 CP): Something other Hunters would probably kill for, the ability to see the true face of Demons with just a look, allowing you to know when somebody is possessed regardless of the power of the Demon/s involved and not just Demons but all monsters regardless if they are Leviathans, Vampires, Werewolves, etc. and yes this also includes Angels even if they technically aren't monsters. No one and nothing can hide from your sight anymore, no magic spell or passive ability can stop this. Also, don't worry there won't be any side effects of looking so no eyes burning out because you looked at an Angel.

Alistair's Disciple (400 CP): Picasso with a razor is what they call you, a master of torture so great that you could corrupt a soul within decades, so great that you could turn the most righteous of men into men who would willingly torture and cut into others just so you would stop, a master that could break a man mentally with just a few minutes' conversation. That is what you are master of.

Quality Over Quantity (600 CP): In a fight against monsters, demons and angels it's incredibly easy to find yourself outnumbered and outgunned. Well, it's a problem for most hunters but not you, if at any time you are outnumbered so long as you can fight and kill every one of them individually then you can face all of them together without any trouble whatsoever.

Witch:

Multilingual (100 CP): Like all stereotypical magic systems this one too runs on old dead languages. I mean come on why can't it just be English, French, German etc why Latin or Enochian or something else that is ancient. But, to do magic you are going to have to have this. What this does is make you fluent in all forms of human language (Enochian is not a human language that was just an example of a language that can be used) that exists or has existed in this world. Post-jump, this changes to include any other languages and if you need other languages to do magic in future jumps this will also give that.

Yeah Not My Soul (200 CP): Barring the most powerful and natural of Witches, the majority gain their power less through practise and more through demonic dealings, power in exchange for their souls; and once they die, those Witches are damned to eternity in never-ending torment. You however are different - unlike normal people, you can never lose your soul regardless of the deal and demon involved; sell your soul to gain extra inches on your d*** sure there it is, sell your soul to gain billions of dollars, you have it, etc. but regardless once you die your soul still doesn't go to hell (unless you are actually evil). Don't worry about demons. By the way, the one you made a contract with will think you will go to hell. It'll definitely be a surprise for them when you kick the bucket. However, if you make a 10 year deal and stay longer then the demon will still send Hellhounds after you.

Fergus's Lessons On How To Survive (200 CP): Somehow, you managed to be taught by the infamous Fergus Macleod himself AKA Crowley a former human who sold his soul to have a bigger d***. What he taught you was his ability to survive, I mean come on, this guy has been at the mercy of archangels, hunters and even other demons and yet somehow he survived all of it. I mean how... well here's the secret: he is amazing at the act of grovelling and lying through his teeth. A secret art he passed on to you and beat into you until you too became a master.

While you are no Crowley just yet your ability to grovel is up there allowing you to survive archangels and even the Winchesters themselves. Now, you shouldn't really be proud, what your grovelling gets you is the image of a being too pathetic for even hunters to kill, not exactly something to be proud of is it. Of course, this comes handy in other ways as well. You see using your masterful begging skills also allows you to quite easily make deals with others.

Master Witch (400 CP): What is power without knowledge? I mean yeah you can cast magic but without any actual knowledge on it what can you do with it. So I'm giving you this, a full repository on all things magical implanted directly into your head. This repository

contains all things that a coven leader would normally know: hundreds of spells for every situation, every single kind of ancient artifact, etc. Basically everything Rowena knows you do.

Natural Witch (400 CP): There are three types of Witches in this world: those who borrow the power of demons to perform magic, those who can barely light a spark and those who are natural magic users, who can learn in months that would take others decades, who with just a look can memorise any spell and take an inborn ability and create a spell mimicking it perfectly. Naturals like you.

Gambling (600 CP): With magic nothing is impossible, not even let's say the gambling of concepts. Somehow much like a certain mage you too have gained the ability to gamble with the ephemeral gambling away strength, intelligence, beauty etc even lifespans can be gambled away and won. However, remember that you will have to win to reap the benefits and if you lose during your gambling game that you will lose what you gambled.

Items:

Can import wherever appropriate. All Jumpers can discount four items of their choice barring Death's Reading Room

Hunter's Armory:

Hunters gain an extra 600 CP for these items ONLY.

- **Salt (100 CP):** Utilized by Hunters, salt can be used to repel ghosts, demons and various other supernatural creatures. Salt can be used to stop ghosts and demons entering a room if an uninterrupted line of salt is in front of all entry points, e.g. windows and doors or in a circle around the Hunter. Salt can also be used to force a demon out of a person through ingestion. This bottle of salt is unlimited.
- **Iron Crowbar (100 CP):** Another material copiously utilized by Hunters, this metal possesses strong supernatural properties and can be used as a potent weapon against certain supernatural entities. Some examples of species weak to iron are Demons - this can burn most Demons - Wendigos are weakened by it, Ghosts can be temporarily banished by iron nor can they cross iron, and Hellhounds can be harmed with iron. This crowbar, as you are paying CP, is indestructible and will always find its way back to you within ten minutes max.
- **Dream Car (100 CP):** This lets you purchase any car you want, price be damned. Yes this also includes modified cars but the modifications can't be weapons or increased defences, they can only be speed based.
- **News Alert (100 CP):** A dream for every Hunter, this is a news alert that will pop up on every electronic device you have (or one, two etc your preference) whenever a death or anything related to the supernatural pops up in the world. Letting you know whenever you are needed. You can choose to limit this to a country or the world. You can also change how this manifests e.g. newspaper etc. Your choice.
- **Firearms (200 CP):** As long as something is classified as a firearm you can purchase it here. Every purchase comes with unlimited ammunition and prevention of the firearms breaking, needing reloading or needing maintenance whatsoever.
- **Flask of Holy Water (200 CP):** A flask containing unlimited holy water, one of the most powerful weapons against Demons. While this cannot kill Demons it can both hurt and burn them regardless of their power.

- **EMF Meter (200 CP):** A meter that measures electromagnetic fields which are commonly given off by spirits. This device is used to find out whether a location is haunted by spirits, ghosts and even some deities. When in their presence the meter makes a loud noise. Now, normally this device would be affected by power lines rendering it useless but as you are paying CP, not only is the meter rendered indestructible, it is now no longer affected by power lines and will only make that noise in the presence of the supernatural.

Demon Killing Knife (100 CP): Presently belonging to the Demon Ruby this knife was created to possess the power to kill Demons, Hellhounds & other demonic entities. However, this knife cannot kill all Demonic entities with Knights Of Hell, Princes Of Hell & The First Demons being immune.

Jumpnatural (100 CP): For those not in the know, in-universe Supernatural is a cult book written by the hack writer Chuck Shurley. This series revolves around two brothers Sam & Dean... sound familiar. Yes, there's a book series in the show which basically chronicles the adventures of the two brothers, oh and let me tell you they didn't take it well when they found out.

Now, with this purchase that fortunate circumstance will happen to you now and in future jumps. These books will appear in mainstream circulation detailing the adventures of your past jumps with them being incredibly detailed and actually quite good reads. However, I should warn you they will have a scarce fanbase and will not be exactly popular but you will get a dedicated fanbase and crazy-ass fans rivalling that of Becky Rosen. For an **additional 100 CP**, your books will instead be among the top ten bestsellers.

Angel Blade (200/400 CP): Self-explanatory, this is a weapon carried by Angels that can be used to kill anything barring Pagan Gods & Archangels. For **400 CP**, you gain an Archangel Blade, a more powerful version of an Angel Blade; this blade is exclusively used by the Archangels and is one of the few weapons that can kill them. Now, normally an Archangel Blade can only be used by an Archangel but yours will work for you and only you and as an extra ability yours can't be used against you.

Angels and Seraphs gain the 200 CP version free.

Archangels and Archangel Nephilim gain the 400 CP free.

Tablets Of God (200 CP): Otherwise known as the Word Of God, this was scribed into creation by the Angel Metatron himself in his role as the scribe of God. These tablets possess incredible ancient knowledge and can yield numerous special effects. Currently there are three tablets pertaining to the three most powerful creatures in the universe: the

angels, demons and leviathans. Each tablet contains their history, weaknesses, how to kill them, and basic knowledge as well. The Angel tablet also possesses a way to banish each Angel from heaven while the demon tablet possesses a way to close off Hell permanently. **Can be purchased three times max.** In future jumps these change to encompass the most powerful races and will include weaknesses, history, etc. of those races.

Staff Of Moses (200 CP) Gifted by God, this staff was once used by Moses himself. The power of this staff allows the user to generate any of the ten plagues God set onto Egypt; its power is so great that even the host of Angels themselves are susceptible to its power.

Mjolnir (200 CP): Formerly belonging to the God Thor, this war hammer is one of the strongest weapons among the ranks of the Gods. This weapon is so powerful that even the strongest Pagan Gods will fall with a single hit. It also comes with the ability to create electricity that can kill a God.

Colt (300 CP): Created by Samuel Colt, this weapon is one of the most powerful to ever exist. This weapon can be used to kill literally anything in existence with only a few limitations one being God and other entities like him and the second is the Archangels; however, the Colt can still harm the latter. This comes with a free blueprint that allows you to create more Colts and a free recipe to create more ammunition. Also, as you are paying CP, your Colt is rendered indestructible however any future Colts you make aren't.

Lot's Stone (300 CP): Ever heard of Sodom & Gomorrah no? Well there was a man called Lot who was warned ahead of time of the city's destruction by the Angels themselves and warned to not look back regardless of what they heard. His wife was reluctant to leave the life they had built and when they tarried too long the Angels forcefully dragged them out. As they were leaving Lot's wife looked back regardless of the warning and was turned into a pile of salt.

This heavenly weapon possesses the exact same function capable of turning humans into piles of salt. Now, you are wondering why this is worth 300 CP aren't you. Well, this weapon can also permanently destroy the vessel of an Archangel, something that not even the mighty Colt can do.

Men Of Letters Bunker (400 CP): A bunker house formerly belonging to the Men Of Letters. This bunker is much like the one the Winchesters may possess in the future.

While it's called a bunker that is only in name and in reality it is a huge building. This building's exact design and appearance is up to you including its outward looks. Regardless,

this bunker contains an immense library, several hidden devil traps and sigils plastered around the library to freeze Demons in place as well as other security measures. Now, unlike the normal bunker, yours possesses up to date computers and machines as well as several sensors and warning devices (will advance in more high tech jumps) allowing you to track even Angels themselves as they fall. It possesses multiple showers and living quarters; again like everything the design is up to you. The furniture is again up to you. The bunker also contains an inter dimension geoscope.

Furthermore, the bunker also contains a garage able to handle nearly half a dozen vehicles, a shooting range, large kitchen and dungeon. Also, unlike the canon version your bunker is not on limited power and its runes and defences are permanently enhanced whereby it can hide the inhabitant even from God himself; the runes also help to defend the building. Also, your bunker possesses a monster radar and again the design is up to you and unlike Sam and Dean's yours isn't limited to a country, it can see the world.

The Equalizer (600 CP): Also known as the Hammurabi, this weapon will in the future be created by God to kill the Nephilim son of Lucifer. What this gun does is kill anything able to wound even God himself. Unlike the Colt, this weapon does not use bullets but instead sends a wave of multidimensional energy across a perfectly balanced quantum link between whoever's shooting and the target. Now, when I say kill anything I mean it there is nothing in this verse that can survive this gun except maybe God, The Darkness & Death but it would still wound them with an injury not even they could heal by themselves as well as leave them in a weakened state so long as they are wounded. Of course, normally this weapon would come with a crippling weakness and that would be whatever injury is inflicted onto the target would be inflicted onto the shooter but as you are paying CP, this weakness does not affect you.

Death's Scythe (600 CP/Free With Death): Belonging to Death himself, this weapon can kill anything much like the Equalizer. This weapon is so powerful that even a little cut can leave a being as powerful as Death mortally wounded with the injury slowly festering and killing the injured. Can import into this, does not have to be a scythe.

Death's Reading Room (1000/Free With Death): Otherwise known as Death's Library this room is a special library containing books that detail the different versions of how a being may die with each book detailing the different deaths. If the future is changed and the death made impossible the books will change to encompass the different deaths that could occur. Now, these books are not limited to humans and monsters, all beings in reality and their deaths are detailed in this library; even God himself possesses a death book. Now, normally only Death would have access to this place and only Death can read and open the books

and yours similarly can only be open and read by you. In future jumps, this library will encompass all entities even multiversal concepts will be included, e.g. Death in Marvel. As you are purchasing this, you can choose what the library and books look like. You don't have to have a white space and small notebooks. Post-Jump, this can become an attachment to your warehouse, it's own personal dimension, you can attach it to something you already own e.g. a house or if you have The Library item from the Librarians jump you can choose for this to be connected to that through a door or be a section of that place or in another property you own.

Companions

Pet Hellhound (100 CP): What it says on the tin this is your own Hellhound all to yourself. It's invisible to everyone but you and those about to die. Everything from appearance to gender is up to you.

Canon Character (300/500): For 300 CP, you can bring along with you a canon character on the level of or below the level of Seraphim Castiel. For 500 CP, you can bring along characters on the level of an Archangel.

OC Character/Import Character (400 CP): The original character option. You gain 1000 CP with which you can design your own character; everything from age to gender to species is up to you. You can pick one origin and they will gain the discounts however they will not have any discounts when it comes to items. You can also choose to import other characters.

Drawbacks:

Extended Stay (100 CP): For every purchase, your time is extended 10 years and you gain 100 CP per purchase. So if you decide to stay for 50 years you will gain 500 CP. **Max 1500.** However, by taking this you will be forced into events and that means that wherever you are the plot WILL find you and after the plot is finished you will still be hunted by monsters and other such creatures on a weekly basis and will find yourself in situations where you will have to intervene.

Apocalypse World (100 CP): You know all that stuff about location at the top of the jump well ignore it. Your location has been overridden and you have ended up in Apocalypse World where Dean & Sam weren't born and the Archangel Michael rules supreme and has made the world into a living Hell trying to be God. When I say apocalypse world that is what this is a world that is destroyed and only a handful of humans remain and remember don't trust an Angel.

Monster Bait (200 CP/Compulsory For Jumper Who Purchases Extended Stay More Than Once): Self-explanatory really, you are now catnip to monsters of all kinds no matter where you are monsters of all kinds will find you. There is nowhere or when you can go to escape them the only way to rid yourself is to constantly kill them as they pop up and they will as long as you remain in this jump. However, this will not be constant at worst you will only have to kill 20 monsters a week. Obviously, if you have powers nothing is stopping you from vanquishing them before they get to you. Jumpers who purchase extended stay can still get the CP.

Debt (200 CP): Somehow, you have been forced into a debt to a being similar to your power level and before you leave you must fulfil one favour of their choice for them. Before you ask, you cannot kill them until you fulfil their favour. Then they are free game.

Loki (200/400 CP): Congratulations, you have caught the attention of 'Loki' or as he was once known as the Archangel Gabriel now for 300 CP, he isn't out to kill you merely to prank the absolute hell out of you now when I say prank I'm not talking about wuppy

cushions or water balloons more being stuck in a time loop where you constantly die, find yourself stuck in soap operas, transformed into a car, etc things along those lines but don't worry none of them will actually kill you.

(+200 CP): You know how I said he isn't out to kill you well I was wrong he's out for blood and he isn't going to stop until you are deader than a doornail. Congrats you have an archangel gunning for you.

Of course, there's nothing stopping you from killing him first even if he is just a prankster.

Killer Urge (300 CP): It is said that when Cain gained the Mark he was cursed with a never ending urge for the deaths of others he was cursed to kill others regularly in order to sate his urge lest it overwhelm him. You too, have been cursed with a urge to kill others and take life no matter what now until you leave this verse you will have to kill regularly to sate your urge and if you don't kill regularly than bloodlust will overwhelm you and you won't stop until you have sated it by slaughtering everyone around you regardless of age, gender or species if they are around you then you kill them and you will not be able to stop. One good thing however is that nowhere does it say that only killing humans keeps you from going crazy monsters, demons and angels work too.

To Hell (300 CP): Congratulations, in one years time you are going straight to Hell and your chain will end with you suffering for all eternity. Now, you are probably curious how this happened. You see, your Benefactor signed away your soul to a Demon, a low level crossroads grunt. In exchange for something from the Demon your soul was signed away and you only have a year of free time left. Unless you manage to somehow kill the Demon who holds the contract (don't worry it's the same Demon that your Benefactor made the deal with) you will be going to Hell in a year and all your abilities out or in jump will be stripped from you. So get looking.

(+200 CP): You know what I said about the same Demon having the contract that's a lie your contract is now held by the First Demon Lilith herself. Now, Lilith is currently stuck in Hell making it impossible for you to get to her. It's almost like she's trying to hide from you but regardless you have to now find a way to Hell and kill Lilith.

Fallen Angel (300/400/500 CP): Something happened to you jumper, when you entered this verse something was taken from you, your abilities and perks, everything that you gained from other jumps was stripped from you and landed on the earth below. In order for you to regain your abilities you must now scour this Earth in order to find them. Now, the difficulty level depends on the CP you choose, for **300 CP** no one knows about what happened and the abilities are in the same country as you, **400** it's somewhere on earth and still no one knows about it and **500 CP** everyone bellow archangel level knows about this

and have come together to guard it so you must kill them and retrieve your abilities with what you purchased here.

Enemy Of Heaven/Hell (200/400/600): As the drawback states, you have become an enemy of either Heaven, Hell or both. Now, this comes with 3 different levels for **200 CP** you are simply a minor nuisance an ant and an annoyance to them and as a result they will only dare to send low level grunts after you those on the level of Black Eyed Demon or in the case of Heaven lower tiered Angels until the end of the jump. 2-4 of them will come after you once every 3 weeks. For **400** the opposition sent against you has increased and instead squads of crossroad demons have been sent against you and in the case of Heaven squads of Angels on the level of Zachariah a Seraphim and finally for **600 CP** all the forces of Heaven or Hell have been sent against you, the Princes of Hell, the First Demon and the Archangels they are what will come for you.

Can be taken twice. Also, your enemies will stop coming if somehow you manage to destroy both Heaven and Hell. Leaving universes will not stop this drawback as somehow your enemies always manage to find you regardless if you are in another universe or not.

Enemy Of God (800): Congratulations, somehow you are made an enemy of God and I mean number 1 on his shit list enemy. What this means is that he's gunning for you, there's nowhere you can run or hide from him and he is coming to kill. But, you should be honoured because unlike his classic style he's coming personally to end you. Good luck with surviving.

(+300) You sure you want this jumper? Okay, well with this purchase it's no longer God after you somehow the Darkness has been released early however, she still bears enmity with God and so they will come at you one by one.

(+100) Oh fu** Well it looks like her hatred of you has temporarily made her swear a temporary alliance with God and so now instead of one you have two Primordial Entities gunning for your head. You know how I said good luck before, well there is no luck which can help you now. Your doomed jumper doomed.

(+300) Oh Benefactor, what is wrong with your Jumper. Why on Earth would you pick this, I mean what is wrong with you. Well, either way now all 3 Primordial Entities are after you God, The Darkness & Death the trifecta. I hope you are proud of yourself who else can say they pissed off 3 embodiments of separate concepts.

Notes:

- This is my first jump and i didnt know what to do with the age im just going to say fanwank.
- Now, normally grace can be removed from celestial beings depowering them but as you are paying CP your grace cannot be removed whatsoever.
- If you took Being and chose Death then you are equal to the original Death (if he in canon was as strong as God or stronger if you purchased The Darkness level of power). Also, you won't have to worry about being sealed. Also you get the reading room and scythe for free. Death also gets reapers for free as well as the ability to create them. Also as you are already Death if the other one gets killed the first reaper who dies after doesn't become Death.
- When it says invulnerability it doesn't mean you are indestructible, beings twice stronger than you and powerful weapons can easily kill you.
- You can decide to take the place of canon characters e.g. if you chose Archangel and the Michael power level you can choose to take the place of Michael or Lucifer, Being- you can choose God if you chose light, the darkness if you chose darkness. Sam if you chose special children and Hunter.
- If you choose Being (Death) and Mark Of Cain you can choose to import the first blade as your scythe and vice-versa. You can also choose to import a weapon into those roles.
- Also barring Angels the Colt (a supernatural gun) can kill any monster and yes that includes Princes Of Hell.
- Why you would want to take the supernatural perk with you, that's for those who want a little danger or want to be a kind of monster hunter or john constantine build. And yes magic and witches will also exist and you can toggle it at the start of the jump.
- All Special Child Powers will grow in strength the more you practise and train with them.
- For the Being option, if you choose Light if God dies then the Multiverse won't come to an end as the balance between light and dark is still there, the same as if you choose Darkness and Amara dies. Now, if you want to kill both of them and don't

want reality to be destroyed you will have to purchase both light and darkness (and death if you have the CP but that's optional).

- For those who have problems with simply paying for the reality warped option, archangel option and being option and don't want to pay to win then simply don't buy it I know it sounds mean but jump chain is for everyone and I don't think some players who are against OPness should decide for everyone. Those options are there for jumpers to get if they don't want it then don't buy it.
- The time between S1 and the last season is 15 years.