

Once in a lifetime



Once in a Lifetime

A few years ago in the otherwise boring town of Mistbury there was a man who appeared in a pub, and declared he was part of a secretive cult known as the Sons of Astaroth. A group of people who trafficked drugs, weapons, and even people for the purpose of obtaining political and financial influence to discover “strength and life everlasting.” Dismissed as a mad man, all that changed when he claimed they had kidnapped a local girl that had disappeared recently, and revealed he had information that only her parents and herself would know. Taken more seriously, he said he’d give up all information on the Sons of Astaroth as long as he was placed under police protection even if he was placed in jail for his crimes. The police agreed as long as he led them to the missing girl. The day he was to make an announcement as to her location, he came out with a dead-eyed stare and claimed it had been a joke that had gone too far, and there was no cult. The media and excitement over the event quickly went away, and people didn’t talk about it from embarrassment.

However, the man’s story would turn out to be true and the cult had merely silenced him while they bided their time in order to reach their mysterious goals. Immortality and godhood for their leader, Astaroth, and doom for the world should they succeed. A young boy from Mistbury along with his family will become entangled in the cult’s actions, and will try to stop them from accomplishing their goal.

This is the world you will find yourself in for the next ten years, Jumper. A world that seems to be much like your own, however just beneath the surface lurks a criminal conspiracy far greater than your home could have ever known, as well as occult powers and things stranger still. I hope you’ll enjoy your time here, for some chances only come once in a lifetime.

Sorry, I had to. Here, take these for dealing with that joke.

+1000 Choice Points

Location:

Roll a 1d6 to determine where you start out in this world, or pay 50CP to choose.

1 - Mistbury, UK

A medium sized town where the protagonist and his family live, it has its good and bad parts but is fairly typical. Everyone here seems to have a secret, and about a decade ago there was a scandal involving something called a cult called 'Sons of Astaroth' but it seemed to mostly blow over into nothing. Though as a young boy looks into the cult there may be more than meets the eye to the whole situation.

2 - Cabin in the Woods, UK

An isolated cabin in a mountain about an hour and half away from Mistbury, where the protagonist and his sister Judie would eventually end up after following mystery coordinates they found. There's a rail station about 20 minutes away, if you can find your way through the thick forest. More importantly, there is a hidden tunnel beneath the cabin that leads to what seems to be an isolated cathedral where in a few days a certain group will be meeting.

3 - St. Augustine, UK

An abandoned hospital, located in an old mining settlement about half an hour away from Mistbury on foot. The village around the hospital is completely abandoned and dilapidated, and while the hospital is supposed to be abandoned you may discover that is not the case. Stay out of the lowest levels in the basement, as it is where Lilith experimented with the Compound AAR and the air is toxic to nearly all who'd enter. In a week or two a certain man and his two sisters will come by here to investigate, if you are willing to stick around that long.

4 - Funakanai, Japan

A small seaside Japanese village located near Kyoto, home to several items of interest. Such as lovely hot springs, a traditional Japanese townhouse rented out as a hotel, and a shrine maiden who can seemingly see the future. There's also a local travel guide and seller of the best cocaine in Asia located nearby, an unassuming man named Hiromi. Thanks to its roots as a town made under the direction of a famous Englishman named Magnus, all the locals here know how to speak English. Soon, Azazel of the Sons of Astaroth will be visiting the town in order to find something for his master.

5 - North Bruhod, UK

An incredibly isolated village a few hours away from Mistbury by car, the area is prone to frequent fog and many of its citizens like to scare or otherwise mess with tourists. The road directly into town is also frequently muddy to the point it is easier to walk there from the nearest petrol station. Its main claim to fame is it is the original home of Magnus, before he moved to Funakanai and later died there, and his mansion still stands on its outskirts, though it has been locked after accusations of it being haunted. In a few weeks the village will be celebrating the local festival Spring Feast, where everyone wears masks for the entire week, giving them a rather unsettling air.

6 - Free Choice!

Good news, you get to choose where you start!

Origins:

Gender is the same as the previous jump, is either 18 and you are thus a high schooler, or 18+1d8 and you are an adult. 50CP to change. Any origin may be taken as a drop-in.

Godspawn

While at first, the protagonist seems like an ordinary kid, if a bit horny, eventually he learns the truth. He's the son of Astaroth himself, and as his son a fragment of Astaroth's soul was passed on to him, giving him a 'divine inheritance' that grants him some level of power. Now you also share in this gift, either replacing the first son, as a second son, or perhaps some experiment cooked up somewhere. Either way, your father is eager to reclaim what was his.

Forgotten Family

The truth of Astaroth is that he was a normal man most of the time, his real soul slumbering. This normal man had children in addition to his son, a wife and two daughters. While Astaroth cares not for them, even his false self was distant and largely uncaring to this family. Not inheriting his divine might, they did seem to inherit several positive traits from him such as greater athleticism, great beauty, and enhanced intellect. You're either directly descended from him or are closely related to him in some manner. Perhaps even a second son that didn't inherit his soul?

Bystander

Of course, not everyone in this world is related to the conspiracy of the Sons of Astaroth. In fact, it is probably better to say most aren't. Not that they are unimportant to the story, of course, several of them would go on to help the unnamed main character and his family either directly in fighting the Sons of Astaroth or indirectly by just helping along their way. This could be something from a fellow student, a teacher, a prison inmate, or just some guy on a train.

Sons of Astaroth

Of course, nothing says you have to actually work to stop Astaroth. After all, the Sons of Astaroth are a large organization, with thousands of its members not knowing of their true goals and just thinking it is a way to acquire vast amounts of influence and money, and it is definitely good at doing that. Whether you are low on the totem pole, a grunt essentially, or if you are a lieutenant under command of one of the Five Princes. Perhaps you're even a contender for one of the five should one of them find themselves... discarded? Or perhaps your ambitions are greater still, thinking yourself an equal to Astaroth.

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

General

Pregnancy Option [Free or 50 CP] - Do you want to enable pregnancy content? Much like a certain thoughtless hero, cumming inside your siblings can seem appealing at times and you might want some protection from the consequences. Any children you conceive will be born perfectly healthy with no detriments, even if they logically should. Even in cases where hybrid children between two races often die or suffer severe birth defects you will end up with a perfectly healthy child. This is free for this jump but may be taken permanently for **50 CP**.

Taboo Breaking [50 CP] - Normally, people have a much stronger resistance to certain taboos than they display here where a woman can be talked into sleeping with her own son with some bizarre reasoning from a psychologist, a teacher can be easily be frustrated by her fiance enough to sleep with a student, or a girl agreeing to fuck a guy she hates. Now with this perk, people in future jumps will also find the concept of taboos much easier to ignore when it involves you, while this doesn't completely diminish them they will not be as great of obstacles as they were before. Others who see you break taboos either won't care as much, or, if they are attracted to you, may find the situation arousing.

Hot Family [50 or 100 CP] - Much like the protagonist, your family is now pretty damn attractive, Jumper. Whereas before you might end up with people being 5s or 6s, now whenever you jump into a new jump your entire family will be made up of 8s and 9s, maybe even a 10. This can be applied to all of them or just your preferred gender, and applies to your extended family as well. For an additional **50 CP** this applies to their friends, associates, and other people they interact with, drastically increasing the attractiveness of people that you might encounter.

Traditional WEG Father [50 or 200 CP] - Don't you just hate it when you want to seduce your mother, but your father works from home and is a fairly attentive husband? Now when you enter a jump you can decide your father's exact status, is he dead, or maybe just not home often and frequently neglects the family? Or maybe you wanna do it the other way around and make it so a father who might be distant is instead a fairly attentive family man? This will only work on your father (or mother, if you wanna swap things around) with the default purchase, but by spending **150 CP** more you can instead decide how close each of your family members are to each other, and how often they are around.

Family Planning [200 CP] - It is always a tragedy when you go to a new jump and get a new family, but there is no cute little sister. Now you have the option to fully decide on the exact composition of your family shortly before arriving at each jump (unless you are a drop-in). Want twelve siblings? Your poor mother, but that is definitely possible. The standard setup of a younger sister, older sister, and mother? Yup! This applies up to your grandparents, and any resulting aunts/uncles/cousins that you want. While you have some slight sway over their looks and the status of your relationship, you can only paint with a fairly broad brush without other perks.

Godspawn

Date Ruiner [100 CP] - No, not your own dates. Much like our intrepid protagonist you are a professional at ruining people attempting to hook up with those you don't want them to, such as messing with a man's attempts to convince your mom to cheat on your dad, or threatening a punk you don't want to get close to your sister. Hell, even betting a guy's ability to go out with your sister would work and see you easily win the bet. Just make sure it doesn't get back to them, or they might take it the wrong way. This will also help you discover these plans and dates in the first place, so you can ruin them later.

Casual Hobbyist [100 CP] - The protagonist of the story is a bit of a flake, enjoying a wide amount of hobbies but investing very little into them overall. Similarly, you are adept at the beginner stages of any hobbies you attempt in the future, rapidly moving past the earliest stages but your rapid development potential dwindles as you enter an intermediate level of skill with it. While you can continue to grow from here, it won't be as fast as you did originally and you may find yourself discouraged. This can apply to anything you can consider a legitimate hobby, so certain professions would qualify but not something that isn't a real hobby like "murdering people" or "bank robbery."

Bizarre Coincidences [200 CP] - Wait, wasn't that guy your prison cellmate, what is he doing here? You seem to run into a certain small number of people multiple times over the course of your journey, always with a new profession and always in a position to help you out when you need it most. Maybe they're a pilot and you need to leave the country, or maybe they're the priest whose permission you need in order to enter a certain location. They're generally always eager to help because they consider you a friend, but try not to let them down when they ask for your help in return. Even in future jumps you'll meet people who look very similar to them, and treat you as a life-long friend even as a drop-in...surely it's just a coincidence, right?

Hypnotizing Cock [200 CP] - There's something special about your dick, Jumper. People who see it are downright mesmerized by it, and can't seem to look away from it. Staring at it will slowly make a person more and more aroused (well, more than they'd be normally looking at a dick), as well as more curious about it. Left alone they may even approach you and try to touch it or otherwise play with it. In order to give you something to be proud of this also makes your equipment quite a bit larger and more impressive, while female jumpers can either have the same apply to their breasts or grow a dick if they wanna go that route.

Heroic Willpower [400 CP] - Not everyone would be willing to jump into a fight with a flesh monstrosity in order to save someone else, or go into a haunted mansion in order to claim what might appear to be a fictional book. But when push comes to shove you have the ability to step up to the plate and do what needs to be done, even if you are scared. This gives you the willpower to stand up and fight back against things that might terrify you, or to save others in dangerous situations where your life is at risk. You will still feel the fear, but you will be able to ignore it and do what you need to do.

Rapid Learning [400 CP] - When you put your mind to it, or have proper motivation, you are able to rapidly learn subjects that many others find difficult or hard to understand. Nothing is beyond you in this state, though the more difficult the subject is the more willpower you need to force yourself through it or the greater motivation you need to do so. Lewd motivation seems to work best, a girl offering to strip for right answers or a date if you do well will see you improve they might think you already knew the subject matter.

Professional Bullshitter [600 CP] - You're quite the fast talker, aren't you? Similar to the hero of this story, you're able to weave a tale of absolute bullshit that somehow works out for you. You shouldn't be able to convince someone who hates you who finds out that you are snooping in her dad's office to let you go and say nothing by challenging her not to cum while fucking her, or to convince a cult member that you're one of his group by bluffing and pretending to belong, but somehow both of these situations and others would work out for you. As long as you're confident and quick thinking, you can get away with quite a bit.

Spawn of Astaroth [600 CP] - As said before, the protagonist of this story is Astaroth's son, and his method of perpetual life is to reincarnate, preferring those with fragments of his soul. Kept around out of possible use, this connection to Astaroth also affords the main character some of his powers, though completely untrained compared to his father. This potent ability allows you to declare yourself, once per jump, to be the progeny of someone else. Even if they had no children, you are perhaps a reincarnation or their spiritual successor. Either way, this grants you access to their unique skills and abilities, albeit completely untrained. If you wish to grow as strong as your parent, you better be ready to put in the work, with the amount of training scaling to how strong the abilities are, instead of how easily they learned it. No shortcuts for you. You are automatically locked into choosing Astaroth for this jump.

Forgotten Family

Top of the Class [100 CP] - Despite just being a junior, Judie is probably the best student in the school and now you are her equal as long as you put in the work. You automatically know everything a high school student from a good school district would learn, and this knowledge will automatically update to include things in future jumps with equivalents to high school. This also gives you a pretty expansive knowledge of random trivia, perhaps you might win a contest one day with this?

A True Beauty [100 CP] - The one thing that all of the main character's family members have in common (well, minus his dad) is their attractiveness. Both of his sisters and his mother are top tier beauties, to the point where multiple people will bring it up. Now, similar to them, you are incredibly attractive, on the level of a model, with a body proportioned as you'd prefer. You will maintain this beauty effortlessly, even if you don't take care of yourself you'd find that your hair still maintains a beautiful shine and your skin will be as flawless as ever. Doesn't prevent the buildup of dirt or other grime, though. Take a shower.

Photographic Memory [200 CP] - Part of what makes Judie such a good student is her photographic memory, able to memorize things she sees just for a second and repeat it on demand. You also share in this blessing, your memory is absolutely perfect and nothing you have learned will be forgotten unless you really want it to be. Even things you see flash for just a bare moment you will remember with clarity. Since you aren't exactly a normal person, your capacity for storing memories will be expanded as well so you can effectively store as many memories as you can, with your mind able to handle effectively infinite information.

Healthy Mind in a Healthy Body [200 CP] - Mens sana in corpore sano. The concept that a healthy body is an essential part of a healthy mind. This is no trite phrase for you, but an actual expression of your existence with this perk. Working out will otherwise help your mind decompress, relax, and otherwise regain energy or deal with problems. With enough exercise you could even overcome mental illnesses of all kinds! Even if you are lacking in those, this will help you generally relax and work through hard problems while exercising, perhaps enhancing your skills in other areas such as planning.

Beloved Inspiration [400 CP] - The reason the main character is able to give his all against all the bullshit he goes up against is his unrelenting love in his family and lovers. Even facing Astaroth all he could think of is to protect his family from the fate that would befall the world. You inspire this kind of devotion and willpower in those who are in love with you, whether platonic or romantic love. They will be inspired to do their best when presented with any challenges, and will be able to withstand far greater fear. This inspiration will also push them harder in their training and preparations, pushing them to go further than ever before.

Trading Favors [400 CP] - You're able to convince people to help you in exchange for nebulous favors in the future quite easily, though they will expect you to fulfill these favors and will not trust you anymore if you break their trust. On the flip side, you are also able to help people in exchange for a future favor from them, and they are compelled to actually follow through when you cash in that favor as long as it is somewhat equal to what they initially asked of you.

Investigator [600 CP] - Step 1 out of 32: Investigate the West Wing. Okay, okay, it won't be that direct, but you're quite good at looking into things and finding answers, you might even be able to uncover a high-ranking member of a secret cabal with the right searching, and you seem to have a sixth sense for what areas might be leads and what areas might be duds and not worth looking in to. Finally, while investigating things you seem to know the proper order to do them in so you aren't encountering situations where you find a random painted number yet don't know you should keep it in mind because you haven't found a keypad yet.

Prodigious Talent [600 CP] - Lauren might not be as smart as her younger sister in most subjects, but she's an absolute natural at Chemistry, able to manufacture an advanced compound that erases a person's memory as well as understand some of the underlying mechanics of the Compound AAR when introduced to it. Similar to her, you have a talent in a single area, which can be a subject as broad as Math or Chemistry, or something equivalent. If you want you may 'bank' this talent to be utilized later, in a different jump where a skill exists that may not exist here such as magic.

Bystander

Gypsy Eye Reading [100 CP] - Tom, local meathead and bully, claims to have a gypsy grandmother who taught him to 'read a person's eyes'. While it sounds completely bogus, it seemingly works in his favor and allows him to put up a significant challenge in a game of chance and knowing a number his opponent is thinking in a guessing game. You have a talent similar to this, by focusing on another person you are able to 'read' what they are thinking of, but only while doing games of chance or gambling with them. This works even if they have on a mask or other facial obstruction. Unlike Tom, your ability will always work, at least as long as you can see an approximation of their face.

Soul Reading [100 CP] - Midoriko, a priestess of the temple of Amaterasu in the town of Funakanai is known for her ability to read a person's soul through their eyes and divine their future from that. Well, sometimes, at least, and only part of it. You've also obtained such a talent, and are able to divine a person's secrets in order to give them advice and guide them to their best future. While many would not consider the actions of an allegedly seer, people seem to take your words and advice to heart as long as you truly believe it will lead them to their happiest future.

Great Teacher [200 CP] - While the main character's prodigious learning speed has a lot to do with his rapid improvement once he actually starts trying, a near equal half of the reason has to do with the quality and aptitude of his teachers. Similar to them, you are fantastic at breaking down concepts into easily digestible chunks, able to make even the dimmest of students understand them. In addition, you know how to keep control over a classroom, and how to properly motivate students of all kinds. You can only teach what you actually know, though.

Street Brawling [200 CP] - Sometimes, you just need to get into a good fight in order to settle things, even if just for a bit. You've got fantastic combat intuition, able to rapidly analyze someone you are fighting in order to pinpoint potential weaknesses and upcoming attacks. Honestly it is almost like you have a mental guide almost, telling you which moves are the best for the situation. Though it isn't entirely foolproof, some situations just aren't winnable, and knowing just what to do won't really help when your body can't keep up with the other person.

Dedicated to the GRIND [400 CP] - The body is a grosser form of mind which needs to be trained. You are part of the body, rather than the body being part of you. Honor the body as a way of honoring the soul. These are the words of Fit Jack, formerly Fat Jack, after being sprayed with a memory erasing compound and being disgusted by his fat self. In a single day he managed to transform himself from a fat man into an absolutely ripped one, and even as thirsty women throw themselves at him he remains dedicated to the grind. Like him, any workouts you do will have their effects magnified greatly, able to go from fat to fit in a single night, and you no longer have a limit to how strong you can become. In addition, this makes it easier to reject the advances of the flesh. You have only one mistress now, and that is the eternal grind.

Man of Many Talents [400 CP] - Stabby Mike, despite his name and... criminal status, seems to be able to get a great number of jobs he should be unqualified for. Such as a Catholic priest or an airline pilot. More bizarre is his ability to actually do these jobs well, administering to a town so well he becomes a beloved member of the community or flying an overcrowded plane. Now, much like our beloved Mike, you too can get jobs you are wildly unqualified for and should likely be prohibited from! People will never think to actually check your credentials when you apply for a job, nor even do a basic background check to see if you are a criminal or not. In addition, even if you have no idea what you are doing you will somehow manage to actually perform decently well at whatever job you are working, though this isn't actually knowledge, it's more just... luck that is always working.

An Actual Ninja [600 CP] - Azazel, as seems to be tradition for criminals from Japan, was trained in the arts of a ninja growing up, and would later pass these on to his niece Aiko. You, too, have learned the art of the modern ninja. From stalking your prey silently, jumping incredibly high, running with greater speed than a normal man, throwing a kunai with pinpoint accuracy, knowing several forms of martial arts, and knowledge of how to properly fire a gun. What? Yes, ninjas use guns. This is the modern age, Jumper, keep up.

Defector from Evil [600 CP] - Both the Asmodeus from four years ago, and the Asmodeus of today would defect from the Sons of Astaroth out of dislike of the organization's actions even if they participated in them. Both were nearly able to make a clean break, and their crimes forgotten if not forgiven. Similar to them you are able to easily break free from a group whose objectives you no longer agree with, and even if you participated in horrible crimes while a part of that group people will be willing to forgive you as long as you do what you can to bring the rest of them in. This also makes it a bit harder for those from your prior organization to find you, even if you aren't trying very hard to hide.

Sons of Astaroth

Easy Cover [100 CP] - Despite being part of a secretive cult, many of the Sons of Astaroth have completely normal lives that they lead. Even if they spend most of their time murdering others, trafficking weapons, or being apocalyptic threats to humanity, they do hang up their hats and go home to a family at the end of the day. No matter what kind of thing you do for a living, you will be able to assume the identity of a normal person when interacting with others, and people will seem to buy this unless they are extremely paranoid or have another reason to doubt you. This also extends to financial transactions, even if you make your money by drug smuggling you know how to disguise it as a legitimate job and launder the money.

Clean Up Operation [100 CP] - With enough power and money, you can cover up anything. Though, sometimes, you won't have the power or money to do that, so it helps to know how to clean up your own messes, so to speak. Similar to the travel guide and cocaine salesman Hiromi, you know how to perfectly clean up a crime scene of any kind, up to and including disposing of dead bodies in a way that won't bring trouble to yourself or those around you. This could be how to properly dispose of one, or how to falsify certain police records and get them in the right hands.

Sons of Jumper [200 CP] - Founded centuries ago, the Sons of Astaroth are a group dedicated to Astaroth, following him and his will in an indirect manner for both of them. Led by five princes, who only know each other by codenames, each with a dozen subordinates who themselves have hundreds of followers. Not all of them know the true aims of the group but the upper echelons, but all are following Astaroth's guidance. You are now skilled at constructing a secretive cult-like organization, knowing how best to keep others separate from other groups to avoid too much of your cult being busted at once, as well as knowing who to tell of your ultimate aims and who should think the goals are something else entirely.

Insane Devotion [200 CP] - Lilith's devotion to Astaroth is perhaps the most unhinged among the five princes. Willing to work even in lethal conditions in order to reach his goal of immortality, and only wanting him to not see her lose control in her final moments. Even at the verge of death, upon realizing she had been deceived she continued to fight and nearly killed those who would attempt to stop him. Now you inspire this level of devotion in those who truly love you, no matter how you got them to love you. Even manipulating them would make them insanely devoted and willing to break all their limits for your sake. You can turn this off selectively before making someone love you, if you desire, but cannot turn off the devotion once a person falls under its sway.

Honeyed Words [400 CP] - Astaroth's so-called gift, his ability to influence people and convince them to follow him. You, too, now have this gift. While not a direct form of mind control, it does make your words more... tempting, making a person want to believe what you tell them. Obviously someone should know that your offer of sharing power with them if they just give you what you want is completely ridiculous, but it sounds so enticing, and what if you're telling the truth. Works best if you know a person's weak points or personality in order to exploit what they actually want.

Five Princes [400 CP] - Samael, Lilith, Moloch, Azazel, and Asmodeus. The five princes of the Sons of Astaroth and the only ones who have seen him in person. Five in number perhaps due to his apparent love of the inverted pentagram, but perhaps there is power in such a number regardless. Any organization or group you run that has five direct underlings who report to you will find itself stronger in all ways from operations running smoother, efficiency increasing, hell they're even less likely to break ranks or otherwise spill your or your organization's secrets.

Mind Manipulation [600 CP] - The special ability of Samael, the dagger of God. In truth, the soul of Astaroth slumbered away in an ordinary man after his power was sealed, and Samael was the one to discover him and bring him to the surface, taking over while the main consciousness of the shared body slept. Now you have inherited his power. You are able to draw out any hidden consciousness that lay in a person, or just bring their subconscious to the surface. As a bonus, you also obtain Astaroth's power to break someone into a puppet by eroding their own will, making them a slave to you and otherwise muddling their mind when they aren't being commanded, though this may fail against foes with great willpower. Note, those you have enslaved this way gain oddly glowing eyes, so invest in sunglasses. This also comes with an understanding of modern psychology, in case you wanna moonlight as one.

Esse Est Deus [600 CP] - Mankind created gods out of fear of the unknown, but there is a true god now. You. Or, at least, you could be. Within you is something that could one day obtain real divinity. But for now, it slumbers. You are not completely without benefit, however. Your physical abilities are dramatically increased, an ordinary man could easily lift a heavyset man by their neck, with appropriate increases if you were already strong. Your magical potential also increases dramatically. But perhaps most useful of all is you no longer die, at least technically. If your mortal body should perish, you will be 'reborn' as a split personality inside of another person, able to take over slowly over time and reshape their body into one you prefer as you slowly carve away their mind in order to take over permanently. Do be aware, unless you completely subsume their mind before your jump should end, this will still count as dying in your chain.

Items:

All Origins receive discounts on their items, with their 100CP purchases being free.

Ridiculous Goggles [50 CP] - A pair of swimming goggles that fit you perfectly, and will automatically adjust your vision to a perfect 20/20. While wearing them you are able to see perfectly well in all kinds of water, and are able to hold your breath for much longer periods than you would normally be able to. Unfortunately you also look completely ridiculous while wearing them, but perhaps that is worth the price?

Night Vision Goggles [50 CP] - A pair of night vision goggles, triple-lensed to make you look more like Sam Fisher. As obvious by the name, they allow you to see in dark and other low light conditions much easier, and unlike normal NVGs they will automatically dim incoming light above a certain threshold so you aren't blinded by someone flashing a bright light in your face or accidentally walking outside with them on. Additionally, they also have an integrated communication system so you can talk between the pair. Can be purchased multiple times if you want more than two.

Tickets to Japan [50 CP] - Well, okay, not just to Japan. Much like the winners of the hit game show "Kicked in the nuts" you have access to a fun trip to anywhere in the world! Simply think of a location you really want to visit and bam, you receive tickets for yourself as well as members of your immediate family and companions. This can be anywhere as long as you are legally allowed entry. You only get a single vacation per jump or ten years with this, whichever comes first. Only valid in settings where public transit is a thing.

Godspawn

Concealing Costume [100 CP] - A full-body costume fit for Halloween, or any other time you want to dress up for a bit. It completely masks your identity even if you are the only person of your height or build, and even people familiar with your voice might not recognize you. As a bit of a bonus, you find you are more persuasive while wearing it, talking people into things they normally wouldn't consider.

Mystery Key [200 CP] - A strange key that you find in your pocket at the start of each jump. It will open a door somewhere in the world to a room that will aid you in unraveling mysteries that lurk under the surface of each jump you visit, even if such a place shouldn't exist. These mysteries can be something like the existence of the occult, how the world is structured, some ancient secret, or things of that nature. Even a slice-of-life adventure typically has intrigues below the surface, after all.

Ember's Moan & Angel's Breath [400 CP] - Two special concoctions made by Ulric the Apothecary. Ember's Moan is a powerful aphrodisiac, and according to him it will make a woman throw herself at you like an animal in heat, and the pleasure she feels during sex will be dramatically magnified. Angel's Breath is a failed muscle relaxant, that is an incredibly potent hallucinogen that lasts only a few minutes with no side effects. Some people become smarter, faster, or stronger, yet others only see flying dragons and bright colors, with the effect depending on the person and never changing. For you, however, they will give you incredibly detailed hallucinations as well as visions of your greatest foe in your current jump. Both bottles will refill daily if used.

Grimoire of Magnus [600 CP] - The Grimoire of Magnus, so named for the one who originally owned it and used it to become immortal, or so the legends go. In truth, the Grimoire is far more ancient than Magnus himself, the result of a priest locking up the soul of a powerful demon over 1,000 years ago. Astaroth's soul, to be exact. And only he, or his spawn, can utilize it. Thankfully, this replica of the Grimoire of Magnus is not cursed as the original, and will not trap you in a hellish immortality. Instead, it's a simple tome that increases its wielder's magical strength, as well as being full of ancient magics in a language that is quite hard to decipher. Spells to prolong life, spells to destroy the minds of others, spells to enslave. Similar to the original Grimoire, this one will grow more powerful the more people are killed near it, further enhancing its user's magical abilities and even adding new spells to itself. It will always return to your hand if lost.

Forgotten Family

Cosplay Costumes [100 CP] - A nigh-endless supply of cosplay costumes that fit you perfectly, that cover every fictional character you come across. They will self-clean and repair if they are damaged or dirtied while wearing them, and they always bring out the best in you. The quality of these costumes is always top-notch, and anyone familiar with the origin will recognize you for whoever you are cosplaying as. Even as you encounter new fictional works this will expand to add costumes of characters you like to itself.

Explorer's Backpack [200 CP] - Much like a certain little sister, you have a backpack that is incredibly helpful for when you are exploring. Featuring a change of clothes, a map, a compass, a portable charger, a camera, bandages, pepper spray, pillows, a folding mattress, a sleeping pad, a lamp, as well as a day's worth of food for two people. Despite the absurd amount of items, this doesn't weigh more than an ordinary school backpack and everything is safely packed inside through excellent use of folding. It will always be extremely easy to repack after, and the food will restock once used. Any items lost or destroyed will be replaced the next day inside the bag. There is room for a little more, but it won't benefit from the special folding techniques that allow you to fit everything else, unless you can do that normally.

Romantic Massage Table [400 CP] - A portable massage table that your family had kept in your attic, until you found it. While the mattress on top is quite comfortable, the real utility of this table is that it seems to enhance both the feelings of love and lust of a person you are massaging on it, making them more likely to go further than they otherwise would, scaling with how talented you are at massages. A good enough masseur might even be able to tempt his own sister into doing something erotic. As a bonus, this also aids the person massaging in knowing just where to massage for the best results.

Memory-Erasing Spray [600 CP] - A spray bottle that looks suspiciously like a shampoo bottle, this contains the formula that Judie and Lauren came up with in order to non-lethally neutralize the Sons of Astaroth. It erases a person's memories, though not necessarily all of them as Fat Jack and Moloch seemed to remember much about their lives, only having a new focus in life, while Tom seemed to nearly change completely once hit by the spray. While the chemistry behind it might be a bit much for you, you luckily don't need to know it to make more. This bottle has enough for four uses, and will refill in a month after emptied.

Bystander

Combat Knife [100 CP] - You never know when you need a knife. Similar to the one Tom pulls out when humiliated in a fight, this is a fairly normal combat knife with one bladed edge, and the other serrated about half the length of a person's forearm. It can be broken with enough force or just knocked out of your hand, and doesn't have any real special properties that would make it better than any other knife for attacking people. What it does have is the ability to appear in your hands whenever you need it, even if it was previously broken. Never be tied up again!

Apology Flowers [200 CP] - A bouquet of lovely flowers that will appear in your hand whenever you need them. Giving them to someone along with a heartfelt apology will lead to them forgiving you for whatever you are asking for an apology for, as long as you do genuinely regret it, and they will like you more afterwards. Even people who don't like flowers will love being gifted these. They also don't necessarily have to be given as an apology, if you wanna give someone flowers they will also appear and be just as cherished.

Re-directed Email [400 CP] - This thumb drive is quite special, Jumper. By plugging it into someone's computer, a near-undetectable virus is planted on said computer that redirects their emails to an address you can specify. By plugging it into a computer you own, you are able to customize this virus by specifically filtering out certain messages in case you don't care about the rest of a person's emails, or just don't want them to get suspicious. You can additionally forward ingoing or outgoing emails after checking them back to their original destination, with any changes you wish to add.

Escape Plan(e) [600 CP] - Sometimes things are completely fucked, and your only option is to escape the country and lay low somewhere else for a while. If, at any point, you desire to flee the country you are currently in, an airplane will appear at the nearest airport, ready to smuggle you and up to eight others out of the country. This comes with appropriate passports and some small amount of local currency for wherever you are heading for everyone aboard. This can be utilized unlimited times, but if you are using it to get away from trivial things your ability to summon it may be revoked, and if you try to farm money it will also be revoked. This revocation lasts about two weeks. In settings where planes don't exist, it becomes a boat, and in space settings it will become a spaceship.

Sons of Astaroth

Ceremonial Tunics & Mask [100 CP] - A set of five voluminous black robes, they will resize to fit whoever you give them to and will repair themselves if damaged. These robes will completely conceal a person's identity and will change perception of their body shape to be an average man even if they are abnormally muscled, or a woman. You also get a skull-shaped mask for yourself to wear that also hides your identity, as well as masking your voice from those who'd know you. This mask also gives you an aura of authority and allows you to 'call out' to those wearing the robes, in order to gather them for meetings. If one of your inner circle should betray you, you find their robe back in your possession.

Personal Assistant [200 CP] - A wonderful tall and well-built Cambodian man who you hired a while back who now works as your personal assistant, taking care of just about anything you need done. He is willing to aid you in anything you set out to do, and he does it quite well, boosting efficiency of projects he is assigned to aid with. In addition to his duties as your personal assistant, he is also a competent security guard, gardener, and bartender. As a bonus he's also a fantastic masseur. May also be a woman if you prefer.

Smuggling Operation [400 CP] - The Sons of Astaroth obtain much of their mortal influence and power through the use of smuggling and trafficking of all kinds, from weapons, drugs, and even people. Similar to them, you have quite a little operation of your own. You may decide if you want to smuggle or traffick a specific thing like how Moloch specializes in guns, or if you'd prefer to dabble in it all. This operation will largely run itself and bring in quite a profit for you. In future worlds your people will adapt to the local world and quickly make their way in the underworld, but if the world you are going to doesn't have what you are specialized in, such as weapon trafficking, you won't make much of a profit while there.

Compound AAR [600 CP] - Standing for 'Compound Ab Alio Renascetur', a serum developed by Victoria Swango, otherwise known as Lilith in her pursuit of immortality for Astaroth. While alleged to bestow immortality, the complex serum is carefully crafted to only work on Astaroth's biology, and anyone else exposed to it suffers quite a bit, with Lilith herself on the verge of death when it is recovered... Only to transform into a monster after she learns Astaroth didn't get the serum himself. This is a copy of her serum and notes to make more, while it does turn a person immortal, since it isn't crafted for your specific biology it will also cause uncontrolled mutations, even if you aren't injured. Maybe you can adapt it to yourself or others, if you're smart enough?

Companions:

Import [50 CP, 300 CP for 8] - It's dangerous to go alone, Jumper. You might wanna bring some friends, dismantling a cult is hard work. Or aiding a cult. You can import a person as a companion for **50 CP** each, or bring a full eight at a bundled discount of **300 CP**. These companions will have an origin, related discounts, and **600 CP** of their own to spend. Companions cannot take **General** perks. You can freely choose to make them related to you, and how exactly your family tree is laid out, for this jump as a bonus.

Canon [50 CP] - Someone here catches your fancy, huh? I'd be almost offended if they didn't. For the low price of **50 CP**, you may ensure a positive first meeting with a person of your choice from this setting, and are guaranteed to encounter them many more times no matter where you go. As long as they agree to it at the end of your jump, they will join you as a companion from then on.

Drawbacks:

Insert Name Here [0] - Who doesn't want the main character's beautiful sisters and mother? Or maybe you just want to be the only son of Astaroth. Either way, taking this you can replace him in the story. You should probably only do this if you are **Godspawn**, but I'm not gonna force you.

Easily Distracted [+100 CP] - You have quite a hard time paying attention, Jumper. You frequently find yourself daydreaming, or just distracted from what you plan to do by various events and people asking to hang out. While these will probably be enjoyable to you and might end up as a positive, it really doesn't help if your grades are a bit low and you desperately need to study.

Undressing With Your Eyes [+100 CP] - You have a bit of an odd tendency to stare at women (or men, whatever your preferred gender is) and slowly undress them with your mind. While in this state your focus is completely gone, and you basically don't hear anyone else. This tendency will lessen the more sexual actions you perform with others, but it won't ever truly go away until the end of the jump.

Face of a Thug [+100 CP] - Something about our lovely protagonist's face just manages to come across as evil, when he doesn't look outright confused or dumb. While it doesn't affect him much socially, it is somewhat off-putting. Similar to him you've got a face that only a mother could love, though perhaps not the same way his mother loves him. Thankfully it isn't impossible to get people to look past your face, but first impressions do matter.

Competitive Spirit [+100 CP] - How do I put this delicately... You're a bit too obsessed with making everything into a competition, now. And you are determined to win. Even something as silly as a race across a playground will have you giving 110% and using every bit of power available to you. You aren't necessarily a bad loser (or winner) unless you were before, but it is kind of embarrassing to get challenged to a minor game and then pull out all the stops. You'll even have trouble holding back on any superpowers or other abilities that might enhance you in these competitions.

Bad Grades [+200 CP] - Well, this isn't good, Jumper. Your grades are shit, and it is your senior year in school. If you fail to graduate while having this drawback you will automatically chainfall. Better buckle up and work to raise those grades, thankfully the teachers in your school are a bit lenient with end of the year work. If you aren't a student, instead your boss isn't very happy with your performance at work and you need to step up, as being fired carries the same penalty. They will back off after a year of you performing to their expectations.

Obvious Guilt [+200 CP] - Jumper, you're not telling the whole truth, are you? Be prepared to hear this a lot in your time here, you can't seem to keep guilt off of your face, even if you don't feel guilt you're just kind of a bad liar. People will be able to see through just about anything you tell them, and even a half-truth will come off fairly hollow. You don't have to tell them the truth regardless, but your face and behavior will make it obvious

Unhinged Bully [+200 CP] - Similar to a certain protagonist and Tom, you have a bit of a bully problem. This guy seems to make it his goal to try to fuck with you as much as he can, and frequently tries to hit on people you are related to or interested in. Worst of all is he is quick to violence, and even fighting back won't do you much good as being beaten in a fight will result in him doing things like pulling a knife on you, or calling in a favor with his equally tough and unhinged cousin to beat the shit out of you at a public pool. Perhaps there is a way to change his mind about some things?

Will to live -37 [+200 CP] - Best friend. I could even talk to him about boys I like. Like a brother to me. Get prepared to hear a lot of this kind of talk, Jumper, because you are gonna end up firmly in what is known as the friend zone for a lot of people, particularly those you are interested in sexually or romantically. You will tend to think things are going well, and then overhear situations where they describe you as a great friend, and it will be emotionally crushing every time. Nothing says you can't move out of the friend zone with enough effort but it will still sting each time you encounter it.

Ab alio renascetur [+300 CP] - Strength and life everlasting, the ultimate goal of the cult known as the Sons of Astaroth and in particular the enigmatic Astaroth himself. Somehow he has managed to figure out your existence as a Jumper, and believes that taking your powers for himself will achieve all of his goals. In order to do that, he needs you. He will focus the Sons of Astaroth to hunt you down, and should you be captured will perform a ritual that will kill you and grant your powers to himself. Luckily, you have two things going for you at first. His organization doesn't know who you are exactly, and may never find you if you are good at blending in, and even if they do know who you are, the infighting between his disciples may be utilized in your favor.

Distant Lover [+300 CP] - You know you should be spending more time with your significant others, but you're just... so busy. During your time here you'll find that you seem to put just about anything over spending time with your loved ones. You'll have justifications, of course, can't they see you are working hard in doing this for the sake of both of you having a better life? Or maybe they just don't know that, once you help a certain someone accomplish their goals, you'll be handsomely rewarded, but telling them about it is dangerous? Even if you have accomplished your goals you'll find that new things keep coming up, and it'll be difficult for you to put them off in order to spend time with those you love. Unique among these drawbacks, your companions may take this drawback themselves, though they only obtained **+100 CP** from it, at the cost of them being distant from you in the same way.

Split Personality [+300 CP] - Now how did this happen? It seems that much of your power has been locked away inside of yourself, under the control of a split personality that you aren't entirely aware of. You lose access to all of your perks except those you gained in this jump and your bodymod, unless this other personality is in control, while also forgetting you had taken this drawback. In times of duress your other personality can come out and bring to bear the full power of all your perks in order to keep you safe or accomplish a particular goal, but something about this split self is off. It doesn't seem to have the same level of emotional attachment to others as you do, and may not be as careful as you would with your powers. It's also got a bit of an arrogance to it. It may be possible to merge your two personalities into one and regain your perks while maintaining your emotional attachments, but you wouldn't know where to begin.

Unhelpful Bystanders [+300 CP] - Much of what the protagonist and his family accomplished was due to the aid of others over the course of their journey, from surprisingly compliant school mates, to helpful prison inmates, completely insane mental patients, and more. Without them their story would have ended much earlier, and they would have likely died or failed in their endeavors. I hope you aren't replacing one of them, for with this you'll find that everyone you encounter is kind of a jerk and just unwilling to help unless you can talk them into it or have some other method to enforce compliance, which isn't likely to make friends. Nothing is stopping you from eventually making friends with these people if you need to, but do you really have time for that?

On a Sunset Beach:

Ten years already, huh? Well, one final choice for you.

Go Back

Nostalgic for home then? You may return to your original world with all you've attained on your chain so far.

Stay

It is a pretty nice world, now that all that cult business is taken care of. I've heard there's some exciting news coming up regarding virtual reality, maybe you should check that out?

Continue

Another decade, another jump.

Notes

-Item imports?

You can freely import any item you have into a similar item.

-Esse Est Deus clarifications

What you get by becoming a god is up in the air, but most people saw it either as a Bad Thing or something that would secure them for life, depending on which side they were on. Unlike the regular Astaroth, your power doesn't fragment when you have children.

-Escape Plan(e) clarifications

This plane is untrackable, and anyone hunting for you won't think to search it, or notice it.

Thanks to the random anon from /tg/ who helped me with origin names