

Highlander

Jumpchain v1.01

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Here we are, born to be kings, we're the princes of the universe...

This is not quite the Earth you know. Some rare individuals are born different. Blame it on aliens, or planetary alignments, or some undefined mystical force, no one knows. They will each go through their lives unknowing of their potential until killed. After this first death they will rise again, immortal, untouched by age or illness. All immortals can sense the presence of another, and when one immortal kills another the result is a quickening. A transfer of memories, skills, and strength from the slain to the victorious. All immortals are told that 'There can be only one!' and speak of the gathering, a final battle in which the last immortal standing will gain the prize. What the prize is, none can say. But then, no one can say from where the story originates, or if it is even true. After all, how can there 'be only one' when new immortals are constantly being born? Perhaps you will find out.

Despite this shared culture of dubious origin, a life of unending violence is not forced upon immortals. Like the mortals they once were, there are good and bad among their number, sinners and saints, heroes and madmen. Many immortals become friends, tutors, lovers to others of their kind, a web of relationships that span centuries without bloodshed between them. Some try to escape the violence entirely, having no interest in pursuing some vague legend that drives immortals to murder each other. A few succeed, at least for a little while. More often immortals simply live, whiling away the centuries in whatever pursuits appeal to them before circumstance or suspicion force them to move on and start a new life elsewhere.

A new period of your life among these people begins now, and will last for ten years.

Take +1000cp to prepare yourself. You may choose your sex for free. Your age must be appropriate to your background. Mortals should best begin at the peak of their vitality. As an immortal you are experienced but not ancient by far, up to four hundred years old at most.

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Location, Time Period, and Continuity

You may choose your starting location. This may be anywhere in the world, as long as it isn't a unique or restricted location like The Source of the fifth movie or the throne room of a dystopian fortress. You may also freely choose the date you enter the world, which may be within any era depicted within any part of the Highlander franchise, from around -3000BC to 2800AD.

That was the easy part.

The hard part is deciding which parts of the franchise are canon for your stay here.

The very first Highlander movie featured Connor MacLeod, a Scotsman who defeated the Kurgan and won the game. Except he didn't. And it turns out immortals were alien exiles. Or not. Duncan MacLeod was born decades after Connor to the same clan, and got his own series which incorporated elements of Connor's story without the alien angle. An animated movie and cartoon series with no connection to each other were each set centuries into the future. Both featured a post-apocalyptic world dominated by an immortal tyrant.

There's no real continuity between each movie and series. Some are connected, some are not, and some are technically part of the same timeline but directly contradict each other in some aspects. You must pick and choose which elements from the various series, movies, and comics exist during your stay here and which do not. You may take as much or as little from canon to define the world, just as long as you can make it work somehow and you don't introduce non-canon elements from fanfiction or other outside sources.

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Backgrounds

Free - Mortal

You are a bog-standard human. With the experience and resources of a short life to draw upon you're no better off than anyone else in the world. At least until you discovered the existence of Immortals. You may not have their advantages, but that doesn't mean you can't beat them.

400cp - Immortal

You were an ordinary human until you suffered a sudden, likely violent death. You didn't stay dead, and had little choice but to flee and leave those you knew behind. It wasn't until you met another of your kind who was willing to pass on their knowledge that you began to understand what you were, what you can do, and what you've been dragged into.

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Perks

Mortal

100cp - Don't stop me now

Staring blankly at something unexpected like a dead man jumping to their feet and charging at you with a sword is a good way to get killed. You may be surprised, and you may not know what's going on, but now at least you won't completely freeze up. You'll move, you'll react, certainly not at 100%, but at least you'll be a moving target.

100cp - Don't try so hard

Real life is trouble enough without immortal craziness making things difficult. You'll find that the world bends to help prevent supernatural troubles from ruining the more mundane parts of your life. Your boss will be more forgiving if immortal shenanigans make you constantly late for work, while the fallout of that same mess won't get you arrested. This protection isn't total, an evil immortal can still go after your family. At the very least it'll make sure the minor stuff is resolved quietly and help keep these two parts of your lives separate.

200cp - Body language

Other than, you know, not dying when killed, immortals have no obvious tells regarding their nature. Pay attention, take notice of the little things that others miss. You'll see the nervous ticks and situational oddities that most people miss or recognize for what they are. You'd make a decent detective with this talent, among other pursuits. Since you're probably the only one to notice that something strange is going on and might not be able to easily explain why, you can also come up with explanations on the fly for your insights that others are able to accept.

200cp - Action this day

How many immortals are there? There's no certain figure, but they've changed the lives of a great many mortals that were pulled into their wake. When you wish, you can let yourself go with the flow and circumstances will ensure you cross paths with the local movers and shakers. At most this allows for a quick meet-and-greet, but you'll never be short of lots of interesting shoulders to rub, and more, if you can find a way to manage it.

400cp - Fight from the inside

Mortals have just one life to live. Make it count. You have a core of stubbornness and sheer willpower that few can match. Impossible odds, unsolvable mysteries, fool's quests and thick-headed idiots with centuries on you are no obstacle when you set your mind on something. Should something try to corrupt you, like a demon or the combined evil of all the immortals you've decapitated over the years, it will be an uphill struggle for them to claim your soul.

400cp - Flash to the rescue

As a 'mere mortal' you may think you'll end up playing second fiddle to immortals. Not so, as even they can fall into dire straits at times and feel the reaper approach. It's your status as a mortal that makes you the wild card, something to be underestimated and ignored by those who think themselves powerful. Powerful people don't expect or plan for your interference, and when they do, they don't do it very well. You'll probably get the drop on them, and their response to your actions will be slower and weaker than it should be. The bigger the disadvantage you're at compared to the villain when it comes to power and resources, and especially when you're acting in defense of another, the greater this effect will be.

600cp - Breakthru

All immortals were once seemingly normal humans. Only death reveals and transforms them. Like them, you have the potential to awaken dormant power within yourself. When attempting to develop, acquire, or unlock new abilities, so long as you qualify for any conditions and follow the appropriate rituals exactly you are guaranteed to succeed. You will always at least survive the process, and you have a greater degree of control over any variables that might exist in how your new powers manifest. This perk only applies towards things that are possible for anyone to acquire. It will not compel entities to grant their blessings upon you or bend the rules of a setting to accommodate a second 'chosen one' for example. This perk will keep your chain from ending when undergoing a process that specifically requires you to die and then come back to something at least resembling 'life' but only so long as the process itself or an assistant in the ritual succeeds in completing the steps needed to revive you.

600cp - The invisible man

Operating in secret for thousands of years, the Watchers observed and catalogued the lives of almost every immortal to exist. Only a handful ever escaped their notice, and only a handful of watchers were ever revealed in all that time. With the talents needed to stalk a target and even ingratiate yourself into their lives, only incredible skill or luck would ever reveal who you really are. Beyond your personal skills at stealth and subterfuge, any people you set on a task are almost as sneaky, and benefit from enough luck that prevents anything so mundane as a quick search of their home or an overheard conversation from unravelling the conspiracy.

Immortal

Mandatory/Exclusive to Immortal - Princes of the universe

You are immortal and the ravages of time will never touch you. The only way to end your life is decapitation or the otherwise total destruction of your body. 'Death' from any other cause will never be permanent, and you will eventually perfectly recover from any physical injury or affliction. The only exception to this is injuries to the neck, which can scar and heal imperfectly.

Take care that no special protection is afforded to your sanity. It is entirely possible to repeatedly die and be revived from starvation or suffocation, but in some situations immortals will instead go into hibernation until roused by outside forces. When another immortal is nearby, even one who has not yet experienced their first death, you will sense their proximity but not their exact location or identity. Post-jump, this trait extends to includes all creatures whose nature you share. Other lycanthropes, wizards, half-breeds of the divine or infernal, etc.

100cp - Leaving home ain't easy

Dying can be a shock. It's something most people don't have to dwell on, unless they come back in defiance of everything they know. Getting through to someone in that state would be a chore for anyone but you. You can make someone sit down, shut up, and listen. They may not like what you have to say, understand it, or even accept it, but disbelief and anger will be held at bay just long enough for you to communicate the important bits.

100cp - Good company

A human mind was not meant to encompass centuries or more of life. An immortal mind is little different, picking and choosing only the most important things to commit to memory. Even then these tidbits will be buried in the fog of ages until needed. When you encounter something or someone that you have strong emotional ties to, your mind will flood with recalled memories playing out instantly across your awareness. The information will remain firmly in mind until no longer needed before quietly sinking back down among the rest of your vast past.

200cp - See what a fool I've been

Even the most bloodthirsty of immortals may grow sick of constant fear and death. Holy ground offers the only sure refuge, and monasteries have hosted many immortals turned monks over the years. There would be ways around this protection for a determined headhunter, but not when it comes to you. When you leave a conflict, truly desiring peace and not merely to hide out before the next battle then fate will ensure your retirement is respected. Hunters will not find you, petty circumstances will not eject you from your sanctuary. You can choose to leave and rejoin the game, but you will not be able to benefit from this perk again for the rest of the jump, and whatever unfinished business or grudges from before are likely still waiting for you.

200cp - Dead on time

There comes times when immortals need to die and move on, finding a new place to live and making a new identity. You're quite good at this from long practice, even when the process involves planning your own demise. These plans are guaranteed to keep you from getting tossed in an incinerator or such while 'dead' and your revival will be timed to the second to leave you awakening where and when people won't notice. You know how to set up new identities and quietly move assets, and you've got just enough talent with acting and disguise so that a casual observer won't notice the guy who died last week is now up and walking around.

400cp - Hijack my heart

Being sterile is a curse to some immortals, but combined with the knowledge that no disease can end you is a blessing to the rest. You've got the looks, the confidence, the sexy exotic accent and a talent in the bedroom that you know how to make work for you. A few hundred years experience with dalliances means you're never going to lack for a warm bed, at least in the short term. But if you stay with someone long enough that they begin to grow old while you don't then there's going to be questions, and this perk doesn't help with answering those.

400cp - The hero

To survive the Game, you must be a skilled warrior. To avoid becoming a monster you must have something in your life besides combat. To endure the ages, you must have a passion that won't wither. Unlike most immortals you have all three. You are one of the very best in the world with your chosen weapon, and no slouch with many others. When not fighting, you've cultivated another skill to similar levels, such as a trade or artistic pursuit. Finally, you have the drive to continue learning and training despite already spending centuries in pursuit of your skills, always being willing and able to consider new approaches, adapt your techniques to changing time, and recognize flaws in your abilities when something reveals them.

Free/600cp - Was it all worth it

The quickening. When one immortal slays another, a portion of their skills and strength is transferred to the slayer. How or why, none know. Or the reason for the electrical storm in the process, beyond dramatic effect. Though abundant decapitation may sound like a fast route to power, the benefits remain on the subtle side. True, the veterans of many battles are incredibly skilled and perhaps slightly stronger and faster than the human body should allow for, but you won't be flipping cars or bouncing bullets off your abs no matter how many heads you collect. Even ancients with hundreds of heads to their name can still be slain by their juniors. If you meet and defeat someone with demonstrably supernatural powers, then slaying them will transfer the beginnings of those powers to you. This perk is free for immortals during the jump, but they must pay to keep it in future jumps. In that case, the quickening won't stagger you, it applies to everything supernatural, and the giant electrical storm is optional.

600cp - A kind of magic

Beyond the existence of immortals, demonstrable magic is incredibly rare here. A compelling voice here, a mystic pool there, and what might be the Zoroastrian demon Ahriman popping up every thousand years. Like a whirlwind in your hand, by training, enlightenment, or sheer randomness you've grasped a bit of power beyond 'simple' immortality. You can sense the emotions and glean the surface thoughts of living beings and nudge the same in ways you desire. With great effort, you can boost your strength and speed far beyond human limits. The most advanced practitioners could create complex illusions, turn into animals, or exert telekinetic force. Using any of these powers requires discipline and focus. You're still far from mastery and on your own in developing them, but the potential for greatness is there. After all, in all of history less than a dozen other Immortals ever displayed any such powers and none have approached the range and scale of ability you currently possess.

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Items

Mortal

100cp - One great big eye

A GUN! The most efficient weapon mankind ever made, which immortals are strangely averse to using for some reason. The weapon is always legal to carry and is registered in your name, but your bullets won't be identified as coming from your gun if you don't want them to be.

100cp - On videos for hours and hours

A briefcase full of top-of-the-line surveillance equipment...for the time period. Whether that's shotgun microphones and cameras with telescopic lenses, high-tech scanners and an attached computer, or just telescopes and a sheaf of loose papers. It's high-quality stuff whatever era you're spying in, and can be set up or packed away quickly and easily when you're in a rush. The container is also period-appropriate, unassuming in design and quite forgettable.

200cp - Take this letter that I give you

This small symbol of your design is unique in all the world. When you tell someone to look for it, they will always recognize it and never confuse it with anything else. If someone isn't clued in to the conspiracy, they won't give it a second glance no matter how many times they see it unless something else draws their attention to it and gives them a reason to be suspicious.

200cp - I'm in love with my car

A nice, sturdy car of a model of your choice. It never seems to need a tune up or refueling, and will be restored and returned if damaged, lost or destroyed after 24 hours. The car isn't magic, but it does have one other interesting quirk. If you run something over with the car, even if they otherwise wouldn't be harmed they'll still be staggered by the impact. You'll have a very brief grace period, maybe only a few precious seconds before they can stand up and come after you.

400cp - In a shop in Alley Way

You are the proud owner of a small but respectable business. A bar, a bookstore, whatever you like. It's a nice little place, the kind that attracts regulars and gets good reviews as long as you don't mess things up too badly, and it'll reliably bring in small profit. The stream of customers helps hide any subterfuge you operate from here, and there's a small hidden room within the building. It's not on the plans and will never be found unless you show someone the way in.

400cp - Pardon me I have to get away

This little slice of land is considered Holy Ground for whatever reason, and anyone who enters that is sensitive to such things will immediately know it. Even those without mystical restrictions will view it as neutral territory, with a sort of 'don't cause trouble here' aura hanging over it.

Post-jump, if the setting has any kind of naturally-occurring or officially-enforced non-conflict areas then this area can count as that if you wish. This area can be on its own or attached to another property you own, as long as the combination isn't contrary to the sanctuary's nature.

600cp - Always wanted by the law

Every world has its conspiracies, great and small, that exist for any number of reasons. Taking this option ensures that one such secret society can always exist in every future world you visit, dedicated to the monitoring and study of something in that setting. It's your choice what cause they pursue, and the organization is always at least semi-secret and with a respectable amount of resources to draw on. You aren't the master of this group, but you'll always have an 'in' with them. Maybe you're a low-ranking member, a patron, or sit in an advisory position of some kind with clout to throw around but no official decision-making power. You are not stuck at this level, if you're the ambitious sort. You may choose if the group exists or not in each jump you visit.

600cp - Would you like to see?

Waiting in an unassuming filing cabinet are these folders that hold detailed personal information on people within the setting. On which people? Everyone. If it ever existed in public records, even if they've since been deleted, the full details are in here. More private information that you'd need a decent thief or a heavy bribe to acquire is here as well. If it was something that was only shared between a tight-knit group of people, high-security, or an act carefully performed to leave no evidence, then it won't be listed. A clever person could still infer a great deal with what the files give them, and the files are detailed and organized well enough that you'll have an easy time finding a place to begin if you wish to start an investigation of your own.

Immortal

100cp - The Master-Stroke

This weapon fits perfectly in your hands. It's a masterwork of craftsmanship, is likely very, very old, and still as sharp as the day it was made. A sword by default, you may choose any kind of bladed weapon if you prefer, which may be a pair. Basic maintenance is enough to repair any damage, and if lost or destroyed it will be returned to you 24 hours later.

100cp - Life is real so real

This is a chronicle, the collected records compiled by the watchers about a single immortal. You. It's an entirely truthful, if sometimes unflattering view of your life as if written by an outside observer. Given your long life, there's certain to be things in here you've forgotten about. At the very least, it may be useful for those with a need for self-reflection.

200cp - Fastidious and precise

This coat has a stylish design of your choice and is perfectly fitted to you. It will be cleaned and repaired if lost or destroyed, and has one other very useful quality. You can hide anything underneath the coat as long as it isn't bigger than you. Sword, spear, axe, shotgun. Whatever you shove in there won't make a bulge or be felt by casual contact and can be drawn instantly.

200cp - May be gold

Immortals often leave their wealth behind when changing lives, but the smarter ones make arrangements to recover some of it later. Whether you invested it in a bank for your 'descendant' to claim or just buried some in a secret location, you've got a lot of valuables waiting for you to reclaim. In this and each future jump there'll be a few small hidden or secure stockpiles of something easily converted into current currency for you to claim.

400cp - Searching for a guiding light

Within a hidden chamber is a small pool, glowing with a soft internal light. Anyone who bathes in it will find negativity and regrets come to the fore in their thoughts, but keep their focus so that they can contemplate these things calmly and objectively. If something external is corrupting your being such as evil you've absorbed or a demon attempting to possess you, then the pool will allow you to confront it in a mental battle. If your will is proven stronger than the evil attempting to control you then defeating it will destroy or at least cast it out, cleansing yourself and undoing any damage it did to your being.

400cp - Recommended at the price

A living space the size of a loft, nicely furnished and with all bills and utilities paid up. There's still some empty space after filling it with the essentials, if you'd like a training room or workshop. There is a hidden and well-secured basement beneath, and when you first arrive it will be filled with mementos appropriate to your background and it updates with each jump. New objects will automatically be added as time passes, knick-knacks to remind you of your adventures. Any value in these objects are personal rather than monetary, but depending on your age and background a collector or historian might turn giddy at the sight of your collection.

600cp - Here's the future I see

The Source of immortality, a not-at-all defined thing from a terrible movie. It's yours now, or at least a copy. Currently the version you get is empty, so pour in some immortal blood, werewolf spit, a sample of wizard DNA, whatever as long as it's vaguely magical. You may only infuse one power into the source per jump, and whatever you fill it with will be gifted to people within the world. They'll gain immortality, or lycanthropy, start tossing spells, etc. for as long as the source is intact. The distribution is entirely random, but you can set a rough percentage of how much of the population gets the chosen magic. Otherwise, the only control you have over the source is whether or not a copy remains behind and active in the world when you leave.

600cp - Guaranteed to blow your mind

A copy of the Methuselah Stone, an equally vague mystical item has come into your possession. Some believe it can grant immortality to a mortal, or make an immortal invincible. The truth is somewhere in between. The stone is an amplifier, taking what a person has and making them far more powerful. An ordinary human would become better in every way with a vastly extended lifespan, while an immortal could survive and keep moving despite a sword through the heart. Even decapitation might not be the end of them if the head can be reattached quickly enough. Any other supernatural powers the bearer may have will be amplified as well. Using the stone requires a simple ritual that you know which must be performed on a regular basis to keep the boost in power, and the stone can only benefit one person at a time. Keep it hidden, keep it secret. Such power is in very high demand.

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Companions

200cp - Canon

Did you meet someone during your time here that you took a shine to? For a small price you can convince them to come along with you on your chain. They have the 100cp, 200cp, and 400cp perks that match their nature, and 200cp to spend on items.

X00cp - Import

Existing companions can join you in this world if you'd like. They have 600cp to spend, but do not need to pay to choose the immortal background. For 100cp, you may import a single companion, for 200cp, up to four, and for 300cp, up to eight.

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Drawbacks

You may take a maximum of +1000cp from drawbacks.

Mandatory for Immortals - These are the days of our lives

All immortals are infertile, both before and after their first death. A blessing for some, a curse for others. And while there is little of a shared culture between them there is one that all immortals agree on, and that is they must not fight each other on holy ground. Churches of all faiths, graveyards, and sacred sites all qualify. Supposedly, the only time this rule was broken was in a temple to Apollo, in Pompeii. All immortals have an almost instinctive aversion to fighting in such places, but none know what will really happen if the rule is broken and a head is taken in such a place. In your case, the consequences are simple. Your chain will end.

+0cp - I'm a man that will go far

If you're immortal, ten years might not be enough for you. How much time would you like here? If you wish, you may enter as early as possible to stay up to the very limit of the franchise, about 2800AD. Almost six thousand years to explore. You may extend your stay if you're a mortal, but without a means to extend your life you'd best choose a smaller time frame to experience.

+100cp - Bohemian Rhapsody

Highlander is a product of the eighties, and it shows. The weirdness of that time has never really left the series, and you're going to be dealing with it constantly. For years at a time it'll seem to always be nighttime, or everyone speaks with a gravelly voice or punctuates every other word with an open-mouthed donkey-worthy facial expression. The music will be from the eighties, anything magical will look like cheap special FX, and at least once turning your time here someone (possibly you) will spin around so fast they drill themselves into the ground.

+100cp - A human body

Mortal or immortal, you've the misfortune of being in a body that's very young or very old. You've at a disadvantage, though not an absolute one. There are ways to survive that don't depend on brute strength, but there's still the annoyances that come with extremes of age.

+100cp - All god's people

You're going to have a very interesting life here. You're going to meet lots of interesting people and get pulled into lots of interesting situations, in the very chinese sense of the word. There will be entanglements and problems to deal with. Your life may well turn into something out of a soap opera, but you can be sure it'll never be boring.

+100cp - Your gun is loaded, and pointing my way

It seems like you just can't keep your little guy from making a bulge and letting everyone know you're packing. What? I meant your sword. You've never mastered the trick of keeping a weapon hidden, which will be particularly irksome given that battle can come at any time and the modern world in particular frowns on carrying a sword around. Any weapon you bring along takes a lot of work to hide without it being an obvious attempt at concealment, and anything you carry on your person leaves a dead giveaway you've got something under that jacket.

+200cp - Dreamer's ball

Whatever material you choose as canon, the non-canon stuff will pop up on occasion. The really, really weird stuff. The odd alien assassin, magical menace that needs a mcguffin to stop, or maybe a time-travel episode to a grimdark apocalyptic future. No one else will treat these things as anything other than normal. You're also the only one who'll remember them.

+200cp - My life has been saved

You've lived too long, seen too much death to treat life callously. You won't kill except in extreme circumstances, and a random immortal showing up to pick a fight and take your head or someone doing their damndest to gun you down isn't enough. Unless it's absolutely necessary to stop something truly horrible from happening, you'll never take someone's life. You're not a pacifist, so stabbing an immortal through the heart or shooting someone in the leg is fine. Killing, even to stop a true monster, will always leave you with grief and guilt.

+200cp - You and I

Most immortals have an odd sort of honor code when it comes to combat, and it seems like only the villainous would consider anything other than swords at dawn. As easy as it would make things you just can't bring yourself to bring a gun to a swordfight. You're the type to fight fair, never interfering in a one-on-one duel or shooting someone in the back. The usage of dirty tricks or traps are unthinkable. before decapitating their downed foe. Strategy and cunning are alright, and if a foe 'cheats' you can cheat right back, but only enough to even the odds once again. Then it's back to an upfront melee.

+200cp - I stand before you naked to the eyes

However or whenever it happened, the world has become aware of the existence of immortals. Despite the fears of some, views towards immortals are not uniform. It will take time for nations and religions to sort out their policy on the subject, and it's pretty much random whether individuals fear or venerate them. At the very least, decapitations will become much more common as a cause of death to make sure people stay dead. If you're a mortal you'll tend to get dragged into immortal problems, not unlike the trouble faced when dealing with celebrities on the regular...who happen to have a few haters willing and able to kill them and their friends.

+300cp - Who wants to live forever?

Age. Despair. Apathy. You've seen too much. Done things. Suffered. Now you only go through the motions, and routine is all that keeps you going. You live, you laugh, but there's a hollow inside of you where your will to live should be. You're just...tired of it all, and while you will fight to survive, when your life's on the line you won't push back. When death draws close, you'll simply stop, and accept it without any more struggling.

+300cp - Another one bites the dust

The quickening is a rush. A momentary burst of power, and something half-glimpsed just beyond your reach. Immortals are now quicker to anger around others of their kind, faster to draw a blade, as if something was actively pushing them to seek more quickenings. Friendship between immortals is very rare, the turnover rate is high, and those that aren't hermits on holy ground are sharp and always on the lookout for the next fight. If you're a mortal the world is simply more dangerous and violent as society begins breaking down, the weight of history's ills and mismanagement finally catching up as the system starts to crack. In the final years of your stay here you'll get front row seats to modern society's collapse.

+300cp - The loser in the end

The quickening gives an immortal a little more strength, a little more skill. Fragments of memories can be transferred as well. After enough time, the number of quickenings absorbed tends to dilute what is received into a half-remembered haze. But not for you. When you slay another immortal, much more of their identity is absorbed. Memories, habits, even preferences. Slay enough evil immortals, and you may undergo one of the rare Dark Quickenings and the evil you've absorbed begins to overwhelm your original personality. You risk becoming a monster if you cannot reassert your true nature somehow. If you're an evil bastard to begin with, a Light Quickening can just as easily shift your personality towards goodness. And too many quickenings, too many foreign minds taking root in your may simply drive you mad. If you're a mortal, you'll never get used to violence, killing, and loss. Keep a firm grip on your sanity, because it is easily lost is the face of the darker side of man.

+1000cp - Play the game

The gathering draws nigh. Called by some unknown force, immortals will feel compelled to gather at a certain place and battle until only one is left. It will begin at a random point into your time here. The feeling can be resisted, but only for a short time before it becomes overwhelming and the effort required to do so will leave you in a poor state to defend yourself. The call of the gathering will make even former friends and lovers fight to the death, and if any of your companions are immortals you'll be required to fight them as well. All bets are off during this time, as even the protection of holy ground is eventually lifted and any hesitation, ethics and self-control is slowly stripped away. What mad force compels this bloody contest you may never know. There is only one thing you need to care about. There can be only one.

Of course, if you're a mortal then perhaps you'd like to prevent whatever consequence of this bloodsport from coming to fruition. Your objective as a mortal is to kill the majority of immortals involved, causing enough quickenings to be lost that whatever is left for the last man standing cannot qualify as any kind of prize. On the other hand, if you have an immortal companion then helping them to win the game is instead a viable alternative. Better the devil you know?

Naturally, all out-of-jump powers and the cosmic warehouse are sealed if you take this drawback. And as for The Prize? I'm sorry, but your interference in this world means the cp from this drawback is the only reward you'll receive.

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THE END

Shall you **Stay Here, Move On**, or **Go Home**?

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NOTES

Yes, you can buy canon immortal companions and still take 'Play the game.' Expect them to be varying degrees of irate and grateful for not killing them permanently.

CHANGELOG

V1.01

Minor clarification on pricing of 'Was it all worth it'

Added extra examples of immortal magic in 'A kind of magic'