

JOHN CONSTANTINE HELLBLAZER

WELCOME TO THE WORLD OF HELLBLAZER. FROM THE OUTSIDE LOOKING IN, IT RESEMBLES OUR MODERN WORLD. BUT AS YOU GET CLOSER, YOU START TO SEE THE SEAMS, AND YOU REALIZE THAT UNDER THE SURFACE IS A DARK WORLD OF MAGIC AND CORRUPTION. THE BUSINESSMAN WALKING DOWN THE STREET IS A HALF-DEMON SPREADING CORRUPTION, THE FORTUNE TELLER DOWN BY THE PUB IS MORE THAN ACCURATE, AND ALL THE NORMAL LOOKING PEOPLE HAVE AN UGLY GLEAM TO THEIR EYES.

THE AVERAGE PERSON WILL UNCONCIOUSLY FORGET THE WORLD'S EVILS AND OVERLOOK ITS WONDERS, BUT YOU SEE THE DARKNESS AS IT BILLOWS AND FEEL THE MAGIC AS IT SWIRLS. AND AS YOU NOTICE THE DARKNESS, YOU RECOGNIZE THAT THE DARKNESS HAS TURNED ITS GAZE TO YOU.

YOU HAVE 1000 CHOICE POINTS

YOU ALSO RECIEVE:



FUNDS:

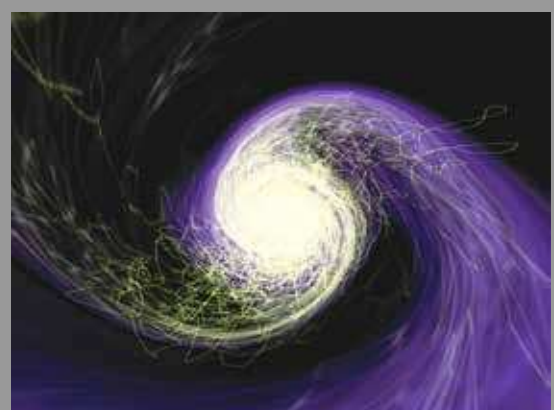
YOU GAIN 10000 DOLLARS CASH IN THE LOCAL CURRENCY.
YOU OWN A SMALL HOUSE OR CONDO IN YOUR STARTING LOCATION.



MANA:

YOU GAIN THE ABILITY TO PRACTICE MAGIC AND A POOL OF MANA, RAW MAGICAL POWER. YOUR POWER AND EFFICIENCY WILL GROW WITH PRACTICE.

THIS POWER IS SEPERATE FROM NON-MAGICAL ENERGY, LIKE KI OR CONDUIT ENERGY.



SYNCHRONICITY:

YOU GAIN THE TALENT OF SYNCHRONICITY, MEANING YOU HAVE A TENDENCY TO SHOW UP AT THE RIGHT PLACE, MAKE IT IN THE NICK OF TIME, OR TO HAVE JUST THE ITEM YOU NEED. THIS CAN BE ENHANCED WITH PRACTICE OR WITH MANA.



LAST MAN STANDING:

YOU ARE A SURVIVOR, IN EVEN THE WORST OF SITUATIONS. ALL AROUND YOU, FRIENDS, LOVERS AND ALLIES WILL DIE. EVERY MISTAKE YOU MAKE, EVERY ACCIDENT, EVERY POTENTIAL WOUND OR BEATING, WILL SOMEHOW SPARE YOU AND TAKE SOMEONE ELSE INSTEAD. COMPANIONS WILL NOT RESPAWN DURING THIS JUMP.

IN CASE YOU CAN'T TELL, THIS IS A MANDATORY DISADVANTAGE.

YOU ALSO BENEFIT FROM PERKS AND TALENTS ACQUIRED PREVIOUSLY.

BEAR IN MIND THAT MOST OF THE TRUELY MALEVOLENT FORCES IN THIS WORLD ARE EXTREMELY POWERFUL, BUT BOUND BY IMMUTABLE RULES. EVEN SUPERHUMAN FORCE WILL BE INSUFFICIENT FOR SUCH CHALLENGES.

Starting Location

YOUR STARTING LOCATION WILL INFLUENCE YOU IN A FEW WAYS. YOU WILL GAIN A NEW ACCENT REGARDLESS OF YOUR BACKGROUND.

IF YOUR BACKGROUND PROVIDES RELATIONSHIPS, YOUR FAMILY AND FRIENDS WILL LIVE NEARBY.

ADDITIONALLY, YOU HAVE CONTACTS IN THE LOCAL OCCULT COMMUNITY, AND YOU WILL KNOW LOCAL HAZARDS AND MYTHS.



NOT REALLY THAT IMPORTANT, IS IT? MAGIC IS EVERYWHERE, AND IF YOU DON'T FIND IT, IT WILL FIND YOU. BUT SOME PLACES ARE BETTER THAN OTHERS. YOU CAN ROLL A D8, OR PAY **100** TO CHOOSE.



1: LIVERPOOL - A NICE ENOUGH BRITISH CITY, GOT A GOOD ROCK SCENE ACCORDING TO SOME, AND SOME FINE PUBS. IF YOU AREN'T A DROP IN, THIS IS WHERE YOUR FAMILY WILL BE. NOT TOO MUCH GOING ON HERE MYSTICALLY, SO ITS AS GOOD A SAFE HAVEN AS YOU'LL FIND.



5: FAERIE - FAERIE IS FILLED WITH LUSH LANDSCAPES, AND THE PEOPLE ARE GORGEOUS AND POLITE. THEY ARE ALSO POWERFUL, AND FOLLOW THEIR OWN STRANGE RULES. BREAKING A RULE MIGHT END UP WITH YOU RECEIVING A QUEST, OR IT MIGHT END UP WITH YOU TURNED INTO A SHEEP. EVEN IF YOU MIND YOUR OWN BUSINESS, THERE ARE PLENTY OF PRANKSTERS.



2: LONDON - YOU HAVE A SMALL FLAT IN LONDON PROPER. NOT THE BEST NEIGHBORHOOD BUT THE AREA'S WELL MAINTAINED. YOU HAVE SOME NICE NEIGHBORS AND ARE KNOWN IN THE LOCAL SCENE. THERE' A FAIR AMOUNT OF OCCULT ACTIVITY GOING ON HERE, AS WELL.



6: LOS ANGELES - LA IS CRAWLING WITH DEMONS. THERE'S A MYSTICAL SCENE, BUT THE GOOD GUYS SEEM TO DIE FAIRLY OFTEN. ON THE OTHER HAND, IF YOU HAVE FLEXIBLE MORALITY, THERE'S A LOT OF MONEY AND POWER TO ACCUMULATE, AND MOST OF THE BLACK HATS DON'T WANT TO END THE WORLD.



3: NEW YORK - LOTS OF STUFF GOING ON HERE. THERE'S WHITE HATS AND BLACK HATS. A GREAT PLACE TO FIND WHATEVER YOU NEED, BUT ITS NOT CHEAP. ON THE PLUS SIDE, YOU HAVE CONTACTS ON BOTH SIDES OF THE LINE, AND THERE IS LOTS OF MAGIC UNDER THE SURFACE.



7: HELL - THE ULTIMATE BAD NEIGHBORHOOD, BUT YOU AREN'T DEAD AND HAVE SOME AUTONOMY AS A PERSON WITH POWER. YOU HAVE BEEN GRANTED THE SAME RIGHTS AS A DEVIL, BUT THIS IS SCANT PROTECTION. IF YOU ARE RUTHLESS AND CLEVER, YOU CAN AMASS POWER HERE. ON THE OTHER HAND, A MISSTEP MIGHT BE VERY BAD. ALSO, GETTING BACK TO EARTH MIGHT BE TRICKY.



4: MILWAUKEE - THE BEER ISN'T EVEN ALL THAT GOOD. AN OCCULT WASTELAND, MOST MAGIC FAILS TO WORK IN WISCONSIN. WISCONSIN IS OFTEN USED AS A DIMENSIONAL PRISON, AND THOUGH YOU AREN'T TRAPPED, THE PRISON'S GUARDS ARE WATCHING YOU.

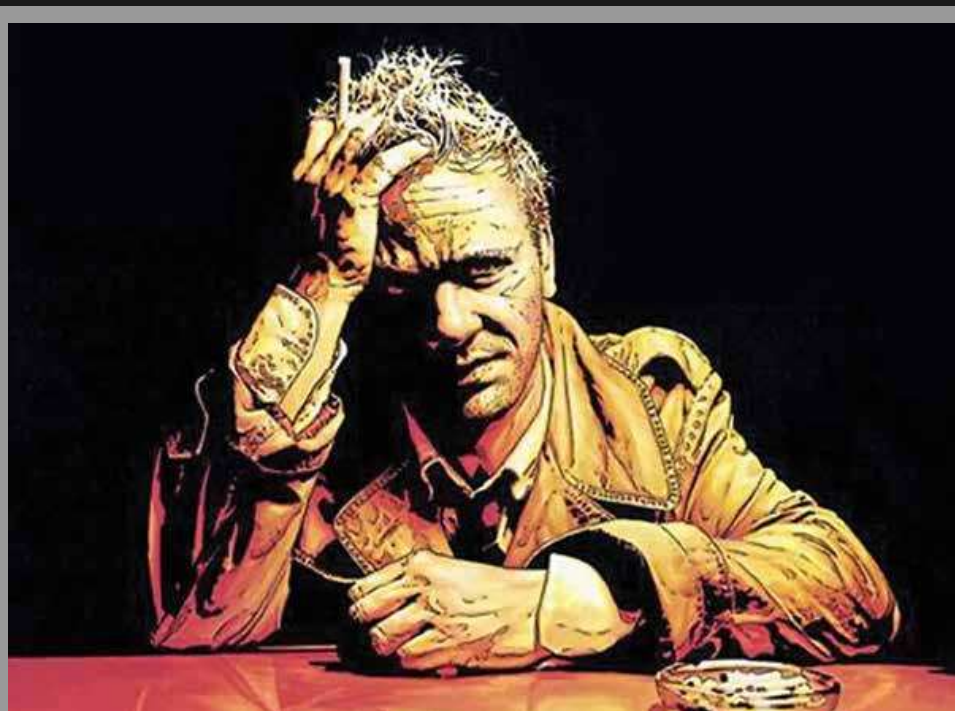


8: FREE CHOICE - CHOOSE YOUR STARTING LOCATION FROM ANY OF THE ABOVE. AS AN ADDED BONUS, YOU MAY MIX AND MATCH ACCENT AND STARTING LOCATION.

Origin

BEGIN AT AGE 17+D8, OR PAY **100** TO CHOOSE AGE AND GENDER.

YOU TURN THE WHEEL OF FORTUNE, AND DECIDE WHAT YOU WILL BE IN THIS WORLD. MANY OF THESE FORTUNES WILL ADD A NEW LIFE TO YOUR MIND. THOUGH YOU WILL RECALL YOUR PREVIOUS LIVES, YOU WILL HAVE NEW KNOWLEDGE, TRAINING AND INSTINCTS.

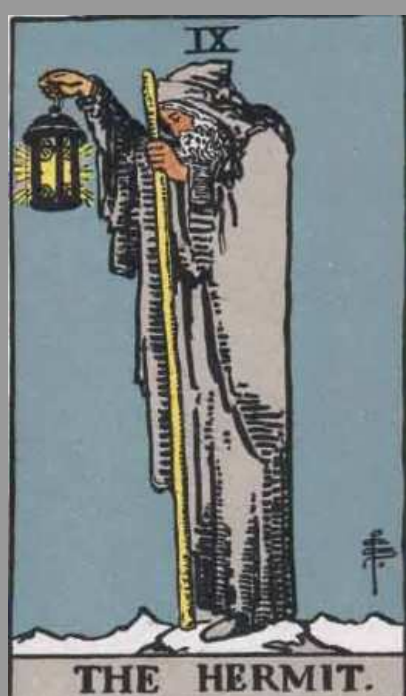


DROP-IN:

YOU AWAKEN ON THE FLOOR, WITH NO NEW MEMORIES. A NOTEBOOK SITS ON A RICKETY WOODEN DESK IN YOUR STUDY. OPENING IT, YOU FIND A HANDWRITTEN LIST OF CONTACTS, RAMBLING STORIES AND BIZARRE ILLUSTRATIONS. THE ENTIRE JOURNAL IS WRITTEN IN YOUR OWN HANDWRITING.

YOU HAVE NO RELATIVES OR FRIENDS EXCEPT THOSE YOU PURCHASE

FREE



SCHOLAR:

YOUR LIFE WAS ABNORMALLY DULL UNTIL YOU APPLIED TO UNIVERSITY. YOU RECEIVED A SCHOLARSHIP FROM YALE, IN THE DEPARTMENT OF ARCANE STUDIES. THOUGH YOU HAD NEVER HEARD OF THE PROGRAM, YOU TOOK A CHANCE. FOUR YEARS LATER, YOU HAVE LEARNED A VAST AMOUNT ABOUT A WORLD THAT YOU HAD NEVER BEFORE NOTICED. YOU ARE A RESEARCHER OF THE ARCANE WORLD, WITH A BROAD KNOWLEDGE BASE BUT LITTLE MAGICAL POWER, AND YOU RELY ON COMPLICATED RITUALS FOR MOST MAGIC.

100



MYSTIC:

WHEN YOU WERE A CHILD, YOU WERE POSSESSED BY A TRUE DEMON. AN EXORCISM FORCED THE DEMON OUT, BUT IT HAD ALREADY ALTERED YOUR MIND, GRANTING MYSTICAL SENTITIVITY. YOUR FAMILY UNDERSTOOD THE RISKS, AND TOOK YOU TO VARIOUS SPIRITUAL EXPERTS TO TRAIN. YOU MANAGED TO SURVIVE SINCE THEN BY LUCK AS MUCH AS SKILL. YOU LACK THE POWER OF A WIZARD OR THE KNOWLEDGE OF AN OCCULTIST, BUT INSTEAD HAVE AN INNATE UNDERSTANDING OF THE MYSTICAL FORCES AND HOW TO TIP THEM INTO YOUR FAVOR.

100



WIZARD:

YOU GREW UP AS THE PRODIGAL CHILD OF A POWERFUL MAGICAL FAMILY. YOU HAVE BEEN AWARE OF AND LEARNING MAGIC FOR YEARS, THOUGH EARLY TRAINING FOCUSED ON THEORY AND MENTAL DISCIPLINE. ON YOUR 17TH BIRTHDAY, YOU INHERITED YOUR GRANDFATHER'S SPELL BOOK. YOU WERE BORN WITH A GREAT BASE OF MAGICAL POWER, BUT HAVE BEEN SHIELDED FROM THE THREATS OF THE WORLD AND LACK PRACTICAL EXPERIENCE.

200



SLAYER:

GALVANIZED BY A TRAGIC EVENT IN YOUR YOUTH, YOU WERE FORCED TO SEE THE MAGICAL WORLD. YOU HAVE TRAINED SINCE THAT DAY TO HONE YOUR BODY INTO A LETHAL TOOL. YOU ARE THE LEAST MAGICAL OF ALL OF THE BACKGROUNDS, BUT YOU HAVE CONTACTS IN BOTH THE MAGIC AND HUNTER COMMUNITIES. YOU HAVE A REPUTATION AS A SERIOUS PLAYER, AND WILL BE RESPECTED AND FEARED.

200

Skills and Powers

YOU MAY PURCHASE AS MANY OR AS FEW OF THESE POWERS AS YOU WISH. EACH BACKGROUND GRANTS A 100 POINT POWER FREE AND HALVES THE COST OF MORE EXPENSIVE POWERS. MOST POWERS USE MANA, OR MAY BE ENHANCED BY SPENDING MANA.



Stage Magic - 100 - Drop-in

You become an expert at escape, sleight of hand, misdirection, and showmanship. Become the next David Copperfield.

Encyclopedic - 100 - Scholar

You gain a radically improved memory, and a broad knowledge base of the occult.

Mental fortitude - 100 - Mystic

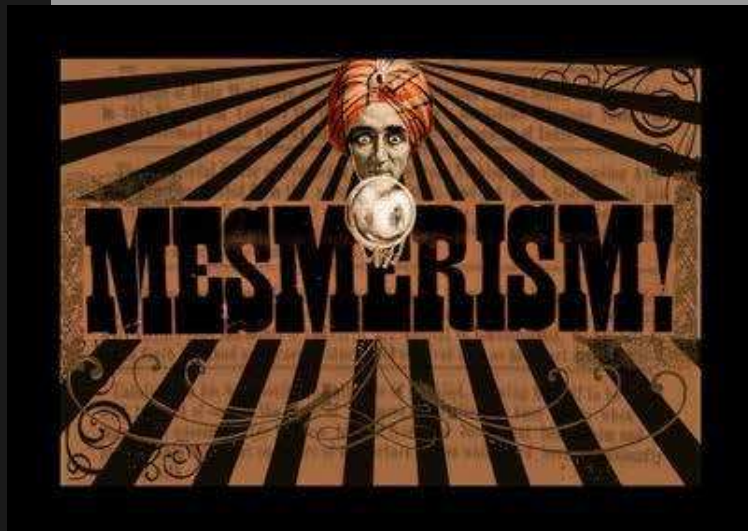
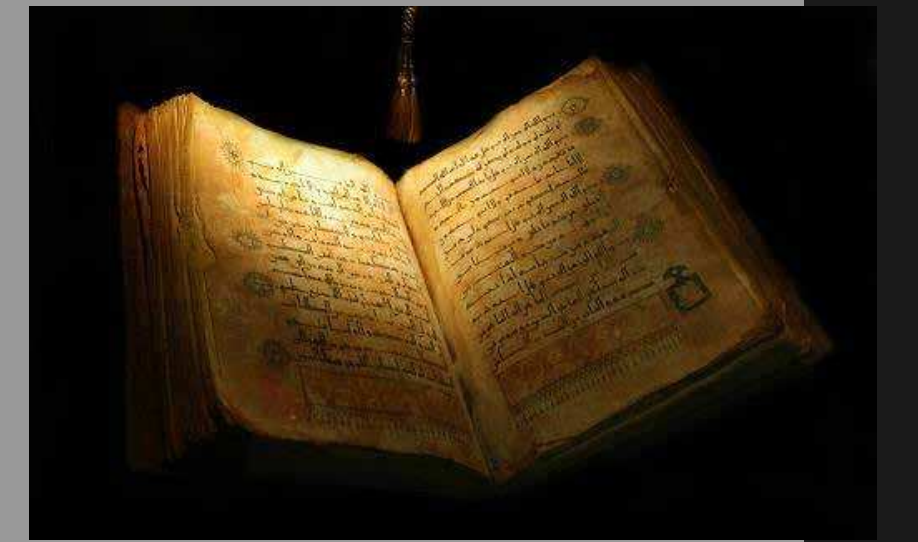
Resist possession and hypnosis. Impress your fiends!

Mesmerism - 100 - Magician

You know the techniques to hypnotize and control the minds of others. Requires mana.

Tough - 100 - Slayer

Take a beating and keep on ticking. You'll be fine tomorrow.



Mind's Eye - 300 - Drop-in

You have additional senses allowing you to perceive magic, both as it is cast and extant enchantments. You will also be able to pierce illusions and sense the possessed.

Signs and Portents - 300 - Scholar

You are well versed in prophecies, dream interpretation, fortune telling, and several forms of divination. Divination requires mana.

Gateways - 300 - Mystic

You know how to get around. You can find and travel paths to physically enter other worlds, such as hell, dream, and faerie, and may teleport within the real world. Teleportation requires mana.

Protective Magic - 300 - Magician

You are versed in sigils, wards and other rituals of protection. This can defend against physical and magical assault. Requires mana.

Prowess - 300 - Slayer

You are imbued with proficiency with a wide range of weapons and martial arts, and mastery of 2 armed or unarmed fighting styles.



Confidence - 600 - Drop-In

You become more charismatic, strategic, and intelligent.

Demonology - 600 - Mystic

You are able to summon and exorcise demons. You know how to draw protective circles and symbols needed for either of these techniques. You learn a great deal about contract law. Requires mana.

Necromancy - 600 - Scholar

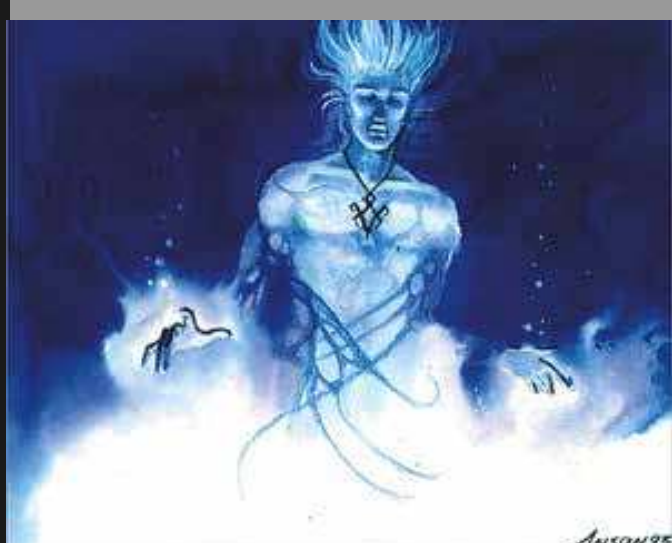
You are able to communicate with the dead, imbue dead bodies with movement, and bind spirits to your service. Requires mana.

Combat Magic - 600 - Magician

The Flashy Stuff. Throw fireballs, telekinesis, lightning, that sort of thing. Requires mana.

Empowered - 600 - Slayer

You become more agile, faster and stronger.



Items and Allies

USEFUL THINGS YOU HAVE UPON WAKING. FOR ITEMS LISTING A CLASS, ITEMS LESS THAN 100 POINTS ARE FREE, AND OTHER ITEM’S PRICES ARE HALVED.

Cigarettes - 10
You'll always have a crushed, half full pack in a pocket. May be given away but not sold.

Money - 10
Start with \$10,000 in a discrete bank account. May be taken repeatedly.

Armory - 25
An assortment of modern and ancient weapons.

Life Debt - 25
A regular person owes you a life debt. They will give you minor help freely, or major help once. They will probably die while providing major help.

Contacts - 50
You know a network of people within a community. This may be a network of informants, scholars, the police, or some other group. They will call you if anything vital transpires, and will freely offer you information related to their region of interest. Your contacts will expect assistance on some occasions.

Buddy - 100
You have a loyal supporter. Choose 3 of the following: Fit, Clever, Dangerous, Wealthy, Educated, Stable, Gorgeous

Trench-coat - 50 - **Drop In**
Its durable and doesn't look so bad. The coat will re sew, patch, and clean itself if unobserved. The coat acts as camouflage making the wearer less obvious.

Car - 100 - **Drop In**
A little more than it says on the label. Its a luxury sedan, it will always be parked nearby, it will self-repair and does not require refueling.

Ace of Winchesters - 150 - **Drop In**
This rifle won't break or jam, it's bearer is deadly accurate, and it can harm supernatural creatures - especially demons - as though they are mortal.

Tarot Cards & Crystal Ball - 50 - **Scholar**
Used for reading fortunes and seeing afar. These items are imbued with the magic and assist in divniation.

Ancient Books - 100 - **Scholar**
A handful of rare tomes. Take twice for a shelf. Take a third time for a small library. These tomes are expensive and rare.

Magic Skull - 150 - **Scholar**
Contains one spirit. Improves both your power and the rate at which you improve with your skills. Also, the spirit is easily able to refer you to relevant books.

Membership - 50 - **Mystic**
You are a member of an exclusive society dealing with the occult. The society, while occasionally helpful, might be evil.

Native Guide - 100 - **Mystic**
You have a servant who exists in another plane, such as heaven, hell or faerie. The guide is knowledgable and powerful, but can not leave their home plane.

Grimoire of True Names - 150 - **Mystic**
A small book of lesser and greater demons including each demon's true name. Whispering a demon's true name to it will bind it to your service for a year and a day. The demon will be prohibited from seeking vengeance. Shouting the demons true name will ruin the demon. It will assuredly seek vengeance.

Spell Book - 50 - **Magician**
A book of magical theory and spell craft that you may study. Will improve your magical abilities.

Wand - 100 - **Magician**
A fancy tool for casting spells. Although not required, will increase the power of your spells and your endurance.

Six Demon Bag - 150 - **Magician**
What's in it? Wind, fire, all that kind of thing. A magical trump card, but it has a long cooldown.

Demonology Notes - 50 - **Slayer**
A personal journal of an ancestor, describing demon species and weaknesses.

Relic - 100 - **Slayer**
A true holy relic. The sight of this item will repel demons and other monsters and its touch will burn.

Magic Weapon - 150 - **Slayer**
An unbreakable sword, axe or other archaic weapon. Makes you better, faster and stronger. Probably has a name that doesn't fit, like an ax called a scythe.

Demon Blood - 200
A single dose of blood voluntarily offered by a greater demon. Drink it to be fully healed of anything, including the incurable disease. The healing process is painful. Drinking demon blood will make you tougher, permentantly. Grants the disadvantage Demon Marked. If already Demon Marked, it increases the effect. Drink-ing several doses may turn you into a demon.

Mansion - 200
A huge, magical mansion. Secure and luxurious. Comes with a limo and a manservant. May be located in hell, dream, or faerie, if you'd prefer.

The Dreamstone - 300
A mystic stone imbued with the powers of dream. You gain the power to force waking dreams on others and, if asleep or in the dreamworld, near omnipotence.

Necronomicon - 300
A book containing the darkest rituals imaginable. It will quickly teach you powerful spells, but it will corrupt you if you are not strong of will.

The Book of Eternity - 300
On top of being the true history of the world, as written by Merlin, this book will teach you potent spells, though not as quickly as the necronomicon.

Flaws and Future

FLAWS OVERRIDE SKILLS AND ITEMS. YOU MAY TAKE 3.

+100 DISEASE
YOU ARE SUFFERING FROM AN INCURABLE DISEASE. YOU HAVE 9 YEARS TO LIVE. BETTER TRY TO SOLVE THAT PROBLEM.



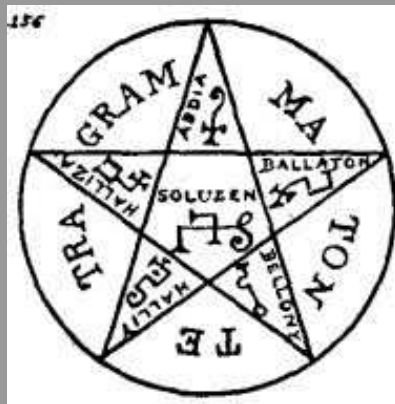
+100 SOLD SOUL
A DEMON OWNS YOUR SOUL. IF YOU DIE DURING THESE TEN YEARS, THE NORMAL JUMPCHAIN RULES DON'T APPLY. INSTEAD, YOU ARE SENT TO HELL.



+150 DEMONFOE
SOME PORTENT HAS STIRRED THE UNDERWORLD, AND YOUR NAME AND REPUTATION SPREAD AMONGST THE LESSER DEMONS.



+150 DEMON MARKED
YOU'VE BEEN TOUCHED BY A DEMON. GOOD GUYS WILL BE WARY AROUND YOU.



+200 CRIMINAL
ASIDE FROM ALL THE SUPERNATURAL EVENTS GOING ON AROUND YOU, YOU ALSO HAVE TO DEAL WITH ATTENTION FROM POLICE, FEDS AND SHADOW GROUPS.



+300 PERSONAL VENDETTA
YOU'VE OFFENDED A GREATER DEMON, AND HE IS FOCUSING HIS ATTENTION ON YOU. HE HAS INTRICATE PLANS, AND NEARLY LIMITLESS RESOURCES.



ONCE TEN YEARS PASS, CHOOSE ONE OF THE OPTIONS BELOW:

RETURN HOME

You return home and awake in bed. You have access to all the skills you have gained in this and prior jumps, as well as any gear or companions. Magic functions as expected. Do what you will.

STAY

You choose to stay with the life you have built in this world. As an added bonus, when you retire or die, you may Gg to "The Long Journey's End", a mystical pub, and watch other JUMPCHAIN adventures.

ONWARD

You embark on an additional jump.