


Game by Colestia
Jump Doc by u/ChooChooMcgoobs

Witch of the City, hear our prayers.
We are getting poorer while the rich get richer
We go hungry while food is wasted
We freeze while the planet burns
Witch of the City, help us build a better future.

**[+1000=1000]**

# Body Insert

You can freely take on any form appropriate for this setting.
If you create a new form or alter an existing one, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

# Starting Time & Place:

You will start this jump right when and where the game starts, in a small, dense, nondescript, cyberpunk city; just as a witch has come to stir up a revolution.

# Background:

*(You may Drop-In if you wish, and just take a background for the discount.)*

## Witch of the City:

You are a witch of the city, a revolutionary figure who goes city to city reading the fortunes of the downtrodden and oppressed, spreading the specter of communism with you.

## City Folk:

You are the downtrodden and oppressed, any number of the cogs that have been forced to slave away for the dystopic capitalist machine you toil under. However, you have nothing to lose but your chains.

## Animal Familiar:

You are the witch of the city's companion, usually an owl and/or cat. You quip ideological remarks and flit about as you are needed.

# Toggles:

**Supplement Mode:** With this toggle you may use this doc and combine it with another document or setting in some fashion. This may mean just using this as a supplement, or it could be something more along the lines of full-on mashing the settings together, or otherwise having them connected some way; up to you how to use this.

**Stay Length:** By default, you'll be staying here for the standard decade. This toggle instead lets you decide how long you'll stay. You may either choose the

exact length now, pick a condition(s) to end on, or allow yourself to choose when you want to leave during the jump. Any choice you make here will still be subject to if you use the **Length of Stay** drawback.

**Setting Variation:** By using this drawback, you may instead insert into any of colestia's other games, notably "They Came from a Communist Planet" and "A Hand with Many Fingers".

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# Perks:

*(100 Point perks are free for your background with the others being 50% discounted.)*

## Witch of the City:

### **Tarot Expert** [-100]

Tarot is your bread and butter for political soap boxing. You are now an experienced and skilled tarot reader, both understanding the art and physically able to handle a deck. You can do more traditional readings of the future with this; but you are mainly trained to use tarot to diagnose the political causes and solutions of the problems for those you're doing a reading for or of.

### **Revolutionary Savant** [-200]

The revolution merely needs a spark to turn into a blaze, be the spark. This perk bestows you a generational talent for oration, political theorizing, political activism, simplification & directness for espousing your ideology, and quality with which you can move others to act with speed and effectiveness upon your words.

**Witchy Magic** [-400]

This is a catch-all for the sort of magic the witches of this world are capable of. Includes but is not limited to: Transforming objects into ones of roughly inverse purpose, growing plants incredibly fast, limited telekinesis, transforming people into animals temporarily, understanding animal speech, supernaturally enhanced tarot, transforming dilapidated rooms into livable furnished ones, entering locked doors,

# City Folk:

**From Each** [-100]

To be an effective part of the collective whole, you must know what you are able to do. This perk gives you the ability to perfectly understand your capabilities, limits, and potential in as much detail and in whatever format you want.

**To Each** [-200]

To be an effective part of the revolution, you must know how you can translate your abilities into useful action. This perk greatly expands upon your innate instincts for earned/purchased perks or powers, makes you an overall more insightful and empathetic individual, and allows you to better articulate your own wants, needs, and desires.

**Unite!** [-400]

To be an effective society, we must all support one another. Your very presence within a group makes it more functional, supportive, organized, Committed, Reliable, thoughtful, cohesive, and any other positive adjectives

along these lines. The more time, energy, resources, etc you expend for the good of the group, the greater this effect will be.

## Animal Familiar:

**Hear the Cries for Help** [-100]

Can you hear that? That's the voices of the oppressed calling for somebody, anybody, to please help them out! This perk allows you to listen out for systemic calls for assistance. This means you can quickly seek out areas that most need help. This perk also can tune into another frequency for individuals specifically seeking your help. Both are toggleable on/off.

**Familiar Form** [-200]

Can't be a Familiar if you don't look the part. This perk gives you the ability to possibly become any mundane animal you want, but by default only has a black cat and barn owl available. Other forms will take study and in person observation/touch to acquire.

**Teleportation** [-400]

An oddly common power for cats to have, so now you too can have it. This form of teleportation is seamless, instant, takes nothing away from you to use, and will bring you wherever you want to be, or would be best for you to arrive at. Fading out while leaving your smile and eyes briefly behind optional.

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# Items:

*(100 Point items are free for your background with the others being 50% discounted.)*

(You may freely import or combine any of these items into others you've bought of a similar type)

# General:

**Colestia Game Collection** [Free/-100]

This item will freely provide you with a copy of every game made by Colestia, able to be played on any platform. Also comes with a remastered and expand version of "*A Bewitching Revolution*".

For –100, this item will also provide you with a new game in Colestia's style every month. You may request some theming or inspiration for the game, but don't get to dictate the exact content.

# Witch of the City:

**Tarot Deck** [-100]

This is the same style of tarot deck that the witch uses in the game, with neon roman numerals, minimalist design with no labelling, and old-fashioned art.

**Flying Cyber-Bike** [-200]

This is exactly what it says on the tin. This bike has square neon wheels, but that's fine since this is meant to fly in the sky instead of being ridden on the ground. It has the same speed as a small plane, and insulates the rider & any passengers or items from the wind, debris, or falling off/out.

**Witch of the City: For Beginners** [-400]

These books can teach the perks from the Witch of the City Origin to anyone who properly reads and practices the information within. "*Tarot Expert*" will take half a year to learn, "*Revolutionary Savant*" will take a full year, and "*Witchy Magic*" will take two years. This cannot be augmented by

any other perk, power, or item; the reader must spend the full time to acquire each perk; although the learning process will be enjoyable and never tedious or dull.

# City Folk:

**Fruit Crates** [-100]

These crates contain a sort of apple. Unlike normal apples their seeds will grow true, the trees will grow much quicker, they'll grow a lot of apples, the apples will ripen quick while staying ripe longer, resists bugs and disease, and the fruit itself will be very tasty and nutritious. Comes with about a dozen apples that renews itself weekly.

**Potion Supplies** [-200]

This item comes with a cauldron and a book giving you the recipes for the "potions" from the game (magic spray paint, a healing potion, and a magic Molotov cocktail), as well as more not from the game that are in line with the three examples provided. These potions are simple and instant to make, just add to a cauldron full of boiling water and it'll come out already packaged in an instant. The ingredients are all simple items that can commonly and cheaply be found just about anywhere, and the recipes can be easily substituted.

**Heresy Press** [-400]

This independent worker owned newspaper can be inserted at the beginning of any jump wherever you want. It cannot be censored or stopped from publishing by any means. It'll always be staunchly truthful, responsible, and quality with its reporting. Is guaranteed to have a wide and

attentive readership wherever you set it up. All issues will be excellently preserved and archived in physical and digital formats.

## Animal Familiar:

**Theory Books** [-100]

This item provides you with a copy of every piece of literature or theory of/on/from every left-wing ideology in whichever format(s) you want. Updates for every jump you go to and backdates to any jump you've previously been to. Has a robust organization, search, and filtering system.

**Paper Boats** [-200]

These boats lead you wherever you are most needed at the moment. If ever you find yourself listless, aimless, or lacking purpose; these will always lead you true.

**The Jumpers Manifesto** [-400]

This item automatically updates and formulates an ideologic framework best suited to your views, your abilities, and the world you're currently in. It will take the form of two items. First is a book detailing every aspect and nuanced detail about this ideology, this cannot be lost or damaged in any way. Second is a bag containing an endless number of pamphlets understandable for any level of reader or political familiarly detailing the key points relevant to whoever you gave the manifesto to.

So, whether you want to spread the good word to a cyberpunk future or a medieval past, you can just hand these out and speed along the process significantly.

# Companions:

*(Any companion(s) of yours may freely import, gain points, and purchase from this doc as if they were a jumper)*

(The following options will either spawn a new individual, or you may bestow the qualities described below upon someone who agrees to join you as a companion. Each may be bought multiple times)

**Witch of the City** [-100]

This individual gains all the perks from the Witch of the City background and the Potion Supplies item.

**City Folk** [-100]

This individual gains all the perks from the City folk background and two instances of the Fruit Crates item.

**Animal Familiar** [-100]

This individual gains all the perks from the Animal Familiar background and the Paper Boats item.

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# Drawbacks:

**Year X** [+50/+X00]

The extended stay drawback, for every 5 years you add onto your stay here you'll gain +50 points.

Alternatively, you may use this as a toggle and leave this jump whenever you want or after a certain point in the plot. But if you take this drawback for points, you at least have to stay that long.

**Complicated Backstory/Story [+50/+X00]**

For every 200 words of backstory or story written about the personage or events that happened to the jumper in this jump, you'll receive +50.
This needn't be purely narrative; it could also include other aspects like your descriptions of powers, how they interact, side narratives about other characters who you interacted with, etc. Have fun, hell, if you write at least 1,000 words, then that's work at least an extra +250! (Credit to Agitated_Butterfly75 for the original idea for this Drawback)

**Spread the Revolution** [+200]

You find yourself compelled to spread your ideology from town to town, essentially working as a witch of the city full time and never being able to settle down or stay in one city for too long once your works complete.

**Tone Change** [+200]

Despite the drug pushing, the police state, the horribly packed and lifeless city, the populous are quick to find hope and comradery within their hearts. This drawback instead makes the setting gritty, depressing, and realistic in all the ways the game doesn't fully depict or focus on.

**Running Problems** [+100]

You find it difficult to move fast on your feet, with running for any extended period of time being nigh on impossible for you to achieve no matter how much work you put into it.

**Wanted!** [+100]

The police will be after you right from the get go, you'll need to either hide out and trust the discretion of those around your, or go more overt with your actions all the sooner.

**Character Flaw(s)** [+50/+X00]

You may add to yourself suitable character flaws for the duration of this jump.
These may be bought in 50 point increments, each are not on their own overwhelming, but will be noticeable, hard to change or overcome completely, and stack and synergize with each other. Must at minimum be on the level of something like being greedy, gluttonous, quick to anger, impatient, etc.

**Warehouse Lock-Out** [+100]
You will lose access to your warehouse for the duration of this jump.

**Item Lock-Out** [+100/+200]
For however long you stay here, you will lose access to your items not from this Jump.

For an additional +100 you will also lose access to any item bought from this document as well.

**Perk/Power Lock-Out** [+100/+200]
For however long you stay here, you will lose access to any perk or power not from this jump.

For an additional +100 you will also lose access to any perk or power bought from this document as well.

**Memory Erasure** [+100/+200/+300]
For +100 you will only lose your memories about this specific media property(s) and your purchases here for the duration of this jump.

For +100 you will forget all your memories since you started jumping for the duration of this jump.

Instead, For +300 total, you'll instead lose all memories (with only those remaining that you need to function depending on your personage & background story for this jump) for the duration of this jump.

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# Ending:

## *Departure*

**Socialism:** *Stay in this world? I don't blame you, there's still a lot of work to do and yet so much potential yet untapped. As a bonus receive an extra +10,000 points that may be spent here or on any previous doc you've jumped on this chain up until this point.*

**Or Barbarism**: *Home, likely a world riddled with capitalism, corruption, and inhumanity the world over. Much like this one but not so futuristic. Regardless of if that is the case or not, take what you've gained here and return home to spread some good.*

**Your skills are needed Elsewhere, but who can say when you might return?:** *This is but one world among many, surely another jump needs your assistance as well?*

# Notes:

• **Version 1.0:** 11/29/2022

-First Release