

The story of the Village of Shadows

Long ago, a young girl went with her mother to pick berries for her father who was hard at work.

But the forest greeted them with a dark, cold silence, the bushes empty.

Yet, determined to find the berries, the rascal broke free from Mother's grasp and vanished into the trees. Mother's worried cries faded fast as the girl ran on; over vine, and under branch and into the forest deep.

Feeling strange eyes upon her, the girl recalled Mother's scary bedtime tales and her throat became bone dry.

Then the Bat Lord appeared! He greeted her warmly and bit his own wing.

"Come, child. Quench your thirst," he said.

So she drank the thick, dark blood and smiled with joy.

Passing through a graveyard, menacing storm clouds loomed and the air turned bitingly cold.

The girl was shivering in her thin clothes.

Then a Dark Weaver appeared, and with a click of his fingers, crafted mist into a beautiful dress.

"Come, child, warm yourself," he coaxed.

So she clothed herself and smiled with joy.

Across waters deep and ominous she went, hoping a boat she found would carry her home.

But hunger's grip tightened and her heart grew heavy.

Then the Fish King appeared and offered one of his many fins.

"Come, child. Eat your fill."

So the girl ate and smiled with joy once more.

Continuing on, she soon entered the forest's dark heart.

Then an Iron Steed appeared, bearing a beautiful, golden gear.

The creature said nothing as the girl approached…

and snatched what she thought was another gift.

The horse grew angry and summoned the other monsters.

Terror filled the girl's heart as a wild wind rose about the beasts.

Suddenly, a witch appeared – dark, yet regal.

"Gifts we gave, but more you took," she snarled.

"So more, in turn, is due." In a blink, the girl was trapped inside a mirror.



Ah, such a lovely story. Oh, you're finally awake!

No, no, calm down. You're not in that drab place.

Here, allow me to set the scene for you.

In this world, my home, Ethan Winters escaped from a rather hellish situation in the 2017 Dulvey incident, and he was put into witness protection by his friend from the Bioterrorism Security Assessment Alliance (BSAA), Chris Redfield. One evening, just after putting his child to bed and sitting down to have dinner with his wife, gunfire erupted through the house, all striking her; apparently Chris must have changed his mind, because Ethan was knocked out and taken into the night. When he came to, the military transport had been hit, and after a little wandering, he found himself in…

The Village

Now then!

You look like you have the makings of a grand journey ahead of you. Of course, whether or not you can make that journey depends on the abilities and tools at your disposal.

Seeing as how I'm a Merchant and what not, I could...what was your name again? Oh, splendid!
Your lovely friend with the foreign sounding name came by, and dropped in for a chat. Lovely, if a bit...eccentric. But then again, who am I to judge? Whatever the case, it seems they've taken a shine to you. They even left you this!

+1000cp

Location:

I'm afraid I can't take you out of the Village here yet. I have to stick around for my second-best customer, a Mr. Winters to make his final stand...unless, you were to help him? If Miranda were to fall, perish the thought, I would be able to take you...well, just about anywhere else!



Origins:
Any origin can be taken as a drop-in.

Dukedom (20+1d8): Ah, a fellow Duke? Well, I'm sure you're more polite company than that fellow with the buzz cut. Do be advised, while we nobles are permitted certain...leniencies, I fear walking around aimlessly might find you at the mercy of the lycans.

Soldier (20+1d12): A military man! Capital. Your skills are in short supply around here, and need has never been higher. Ah, perhaps you're with Hound Wolf Squad?

Villager (16+1d8): A local! Well, I'll be happy to share my wares. Perhaps you could tell me your story?

House Jumper (200cp, 1d20+8 for physical age and 16+1d100 for true age): You poor thing. Or perhaps you like your current state of affairs? What I do know is that Miranda found you some time before now, and managed to turn you into one of her pawns. Though it seems like the brainwashing didn't take, now did it?

Perks:

Perks are discounted for their respective origins. 100cp discounted Perks are free, and other discounted Perks are 50%.

General Perks:
Your friend asked me to find only the finest things for you. Then, when I showed them my wares, they politely turned their nose up at it! A class act, to be sure. They said they'd procured some options for you, but lucky me, I get to keep the rest! Naturally, I won't be selling the rest to you at any point. Have to be sporting, you know.

Resident Beauty (100cp): *Ah, who doesn't want to be more appealing? You are a true 10/10, and for those of us wondering what that might look like? Well, it's up to you. Whether you have the aesthetic of a vampire jazz singer, a cowboy electromagnetic, a hidden*

mystery, the desperate survivor or an ideal soldier like Chris Redfield, you have that je ne sais quoi that ensures you a legion of admirers…and a rather hefty subcategory of fan art.

Everybody wants Ethan (100cp): *Your charisma is off the charts. It's a good thing you aren't Ethan, because you'll find that people of your preferred gender find you so utterly enthralling that, if they happened to be evil, they'd be very inclined to just lock you up so they could have you for eternity. Naturally, you could probably talk your way out of this, but that might depend on the person you're talking to. Regardless, you'll find enemies of your persuasion find it very difficult to outright kill you…but maiming and capturing you is that much more of an enticing option. Together with Resident Beauty, this Perk could cause a day in your life to give those Redfield memes a run for their money.*

Survivor (100cp): *No matter what, you have the willpower to push through anything. You could survive multiple traumatic injuries, push your body to it's absolute limits, and find you fought your way to the wrong end of the castle with no ammo left, only to turn right back around and continue on without missing a step. This willpower strengthens the more you're put through, making you come back mentally stronger for it. Keep on keeping on, Jumper.*

Biological Immunity (300cp, Capstone Booster):
With this perk, you gain biological immunity to any diseases, parasites, viruses and infections, except for the ones you want to affect you. They'll find you unassailable, as though you were negating their very existence. What's more, disease cannot spread from you yourself, as once it attempts to rest on or within your person, that specific instance is trapped or destroyed. You can't use this to cure everyone, I'm afraid, unless you could somehow copy and give out this perk.



Dukedom:

Gunsmithery (100cp): *I suppose I could show a fellow Duke how to clean, maintain and build weapons from scraps. You'll be able to put together a gun from all of it's constituent parts, blindfolded, while hanging upside down over the table in under a minute.*

You'll also be able to craft any gun, provided you have the raw materials and the schematics for it. Just don't forget to shop smart!

Gift of the Gab (200cp): *Skills pay the bills! Well, of course. You'll have all the talk for your walk, being able to sell ice to Eskimos and sand to a man in the desert. It's premium sand,*

you see. From the cold banks of Iceland! Doesn't allow you to convince anyone of anything, but it's a good start in negotiations. Makes you rather charming, if I do say so myself.

Stick to the Shadows (400cp): *It may sound rather deceitful, but a natural fact of life is doing business where others might not want you to tread. This perk makes you an excellent infiltrator, able to sneak as much as you have on your person, and up to one other individual across enemy lines. You're not invisible, however, and beings of high enough power or willpower would still be able to find you if you relied on this and nothing else. Stick to the shadows, Jumper.*

Merchant Teleportation (600cp, Capstone Perk): *Naturally, old sport. It wouldn't do to have you delivering wares and suddenly being unable to make your delivery! With this power, you now share my...je na sais quoi when it comes to movement. I may be a hefty fellow, but like me you can now move from place to place, making any trip in one hundredth the time across several kilometres.*
Naturally, this has some limitations. In order to do this, you must respect the rules of a Merchant; don't pick a side. Oh, I'm helping Mr. Winters, of course, but I've been supplying Miranda with wares for years now. As long as you are a neutral party, you'll find that your ability allows you to enter even the most guarded fortresses, and minions will pay you no mind.
That cannot be said, however, if you decide to renege on your truce. Doing so will undo whatever actions you've taken inside their home that benefit you, keep the ones that benefit the opposite side to the one you've chosen, and block you from using this ability for the rest of the Jump. What a funny word.

Not just a Merchant…(Capstone Boosted): *...You're a Duke. A man of elegance, refinement, and sheer tenacity. It wouldn't do to restrict such a noble person, would it? Whichever side you find yourself favouring, you now have more leeway in what you do for either side; you can't plant a bomb in the enemy castle, but you can whisk away an injured man, allow him to recover, and transport him to the final battleground...unless he's in active combat, of course.*

Soldier:

Hound Wolf Squad (100cp): *Fast reflexes, ensuring you can react to threats at the peak of human ability, and dexterity enough to reload a gun in between shots while running away from zombies and not mess up, somehow. Oh, and standard soldier training, on the house.*

Lone Wolf (200cp): *Standard? Why, balderdash. You are given the equivalent of a lifetime of elite soldier training, equivalent to an experienced SAS or Navy SEAL and equally skilled in every facet of that grisly position.*

Biological Resistance (400cp): *Now, isn't the human body a resilient thing? Your immune system has been bolstered to impressive levels! While you're not immune by any stretch of*

the imagination, your resistance to any kind of poison, disease or virus is at least 10x that of the average person when it comes to something 100% fatal, and as long as you don't jump into a vat of toxic waste, you can briefly engage in biohazard environments for a day or two without needing to worry about a suit.

Jumper Redfield (600cp, Capstone Perk)
My my, what a physical specimen we have here! You could be Chris Redfield's stunt double! You have a peak human physique, you have the stamina to run all day and never grow tired, and you can run about as fast as any olympic world record holder. In addition, you have a frankly considerable durability, able to take dozens of bullets to the gut and remain standing, and even gain a small growth factor, allowing you to maintain this physique and strength without working out or consuming the calories that would be needed to sustain it.

Boulder Pushing strength (Capstone Boosted) *Your incredible body gives you a rather blatant level of superhuman strength, capable of punching oncoming boulders out of your way. Your speed is now closer to that of a motorcycle, and with your stamina you could effectively run forever, were it not for the need to drink, sleep and eat.*

In addition, your growth factor from before is now truly that, and as long as you train, you will see growth in your physical abilities. With this, a normal human could punch boulders away over the course of a decade, but be warned; this is less and less effective the further away from a human level that you get, so to punch a house down with this perk alone could be the work of a century, and a skyscraper the work of 10 thousand years.



Villager:

Green Acres (100cp): *Farming, brewing alcohol and basic blacksmith work. You can do all three of these to an impressive degree, raising crops or livestock efficiently and making a good living from it. Ah, this provincial life.*

Whether the Weather (200cp): *Wherever you go, unless there is some higher force or technology in play, you'll find that the weather improves within a 2 kilometre radius around you. Moving through would leave a slight improvement in places you passed, but staying put would harden this effect, meaning that your continued residence for 5 years would guarantee good farming weather in that spot year round for a hundred years.*

Seeking favour (400cp): *All of these dangerous factions at play, how is a simple villager supposed to live? As long as you do not attempt to hinder them and provide some tangible benefit, others will allow you to live on their property. This protection lessens the closer to their actual home you stay. Being on the edge of Miranda's control would allow humble villagers to live comfortably for decades, but moving closer or attempting to attack her minions would result in such an unwelcome guest losing their protection.*

Going unnoticed (600cp, Capstone Perk): *Naturally, it's somewhat dangerous to live in the village. Lycans, mold creatures, all sorts of dangerous threats lurk out there. You'll be able to instinctually find good places to hide, and have a sort of sixth sense for when you're going to be in a person's field of view. Be careful, however, because with enough eyes there won't be anywhere left to hide.*

Villager (Capstone Boosted): *With this Perk, you have become a master of the shadows. One could be forgiven for thinking you were some kind of Hollywood ninja, a master of hiding and avoiding being seen. You could be one of five people in a empty castle or a village of hundreds, and for some reason you would manage to stealth your way through without making noise or drawing any kind of attention. This stealth ends when you attempt to attack something, and any effects or traps that would activate based on pressure or some kind of magical or technological detection would still pick you up.*

House Jumper:

Governor (100cp): *You have all the skills of a capable leader for a small village, being skilled at logistics, project management and a dab hand with finding the right job for the right person.*

Resource management (200cp): *You'll find that any organisation under your direct control is run as efficiently as it can be based on the resources you have without any actual effort from you. This doesn't create anything ex nihilo, but somehow your subordinates will automatically make any necessary efforts to keep your organisation running effectively.*

House head (400cp): *Charisma is a difficult thing to describe, but this should suffice. You not only have the ability to lead an entire small country's worth of people, but despite being very clearly an inhuman monster, you could have those people see you in relation to how much power you actually have over them and how you treat them. A human king might be seen as particularly favourable, a politician could expect to be re-elected a maximum amount of terms, but a leader who could physically crush their populace would be tolerated for much longer than is sensible.*

Such a leader who chose to lead their subjects with kindness, would find those people overlooking horrific appearances and poor conditions, and someone capable of cosmic feats and putting their people above themselves would find an eternal respect from their people, much like a Latverian doctor.

Cadou compatibility (600cp, Capstone Perk): *Much like Heisenberg, you are a near-perfect match for Miranda's project of fusing a host with their Cadou. Yours is not so much a parasite, hiding in your body, and now more like a limb, functioning at your*

command.

Aesthetically, it won't change your appearance, unless that change would be a cosmetic improvement.

Fungilicious (Capstone Boosted): *Not only this, but with future parasites and symbiotes, you find yourself turning these parasites into symbiotic organisms, functioning within your body at an ideal equilibrium. This doesn't make you immune to its natural weaknesses, but any negative impact a virus or parasite would have is mitigated, so you never have to worry about a Symbiote eating you from the inside, or a virus meant to make super soldiers turning you into an Abomination.*
Keep in mind, if the parasite needs something to fuel it, you'll still notice a growing hunger for that thing...it just won't feed on you, like any organ, unless it's forced to eat itself alive.



Power section:

(House Jumper gets a **+600cp** stipend to spend in this section, villagers get **+200cp**)

Herbed Lycans (200cp): *Lycans, the fearsome foot soldiers of Heisenberg. With this mutation, you become physically renewed, twice as strong as a man, and four times as fast. In addition, you gain a healing factor that allows you to recover over days what would take a normal man weeks.*
-New fur coat, optional.

Three-Flavored Dimitrescu (300cp): *Why, however did you manage this? It seems that, much like the lovely Dimitrescu sisters, you've been eaten alive by flies infected with the Cadou parasite. Luckily, this has not ended in your death, and instead each one of these flies works as a swarm, each one embedded with everything that makes up the new, ageless you.*
In effect, this means that while you can interact and do almost everything that an able-bodied person can do, you can also take advantage of your new nature and transform, becoming a swarm of flies that can each take a miniscule, viscous bite out of something.

Like a swarm of tiny, flying piranhas, one might say! Though not enough to eat a man whole, you're better off in your human form for that sort of intimacy.

Regardless, there are some downsides. While your mutation allows you to replenish your swarm over time, much like the healing factor of a Lycan, you now possess a frightening weakness to the cold. I'd stay indoors if I were you, lest you be frozen solid.

Drinking blood could extend the amount of time you can withstand the cold, but no more than a few minutes at best for a man sized meal.

Perhaps Bella, Daniela and Cassandra would invite you over for dinner? Though, be wary...even if you're not on the menu, they are still man-eaters.

Salvatore de Peste (400cp): *You now have a mutation, visible from your back. This mutation has a number of benefits, allowing you to breathe underwater at all times, resistance to toxic waters, and a grand transformation into a fearsome amphibious sea beast. But unlike poor Salvatore Moreau, your mutation in human form is more like an elegant series of scales, providing a significant increase to the durability of your spine. Your fish form is largely up to you, though it cannot be larger than the size of a bus, cannot be stronger than Moreau's form, must be grotesque, and can only spray acid. This form takes a considerable amount of stamina to transform into, but you're guaranteed not to be in constant pain as a result of this mutation, or lose control over which form you're in.*
Don't let Dr. Moreau find out, he may just go mad with envy.

Mer-MAN, Pa! (Capstone-Boosted): *You're no longer just a monstrous fish. You're no longer just human. You're some sort of...Mer-Man. Actually, you're better than that. Where Dr. Moreau's form had 'the beauty of the grotesque', as I so eloquently put it, you have the beauty of...well, beauty. Your form, if you so choose, is no longer a monstrosity, but a thing of majestic beauty, a look befitting the king of the ocean.*

Naturally, the king of the ocean's size must reflect this status. Do you recall when I said, "no larger than the size of a bus?" Well, make that an 18 wheeler and we'll call it square. Even better, in addition to the strength that comes with your leviathan size, you've taken on a few traits of the delicious animals of the underwater kingdom.

Your speed in the water as a fish is now Mach 1, and even as a human, your strength, speed and durability are four times that of the average man. In your fish form, you can even squeeze through holes much, much smaller than yourself, like the noble octopus. Your acid spit can switch itself to ink, venom, or a paralytic equivalent to morphine on command, and you gain the ability to eat otherwise inedible materials (like, say, that of a boat or the concrete and timber of a fishing village) with little to no issues in terms of digestion.

Regardless of your form, your human shape is still present as the...tongue of the creature. Do keep in mind that this and whatever eyes you use to see in this form are weak points.

Lastly, your stamina consumption in regards to transformation is now reduced to effectively nothing. Do be a dear and collect some delicious delicacies for us to share? With a net, of course.

Tochituri de Donna (400cp): *Oh, what's that? It seems as though you've got a bit of a fungal infection...hmhmhm, sorry, couldn't help myself. Like sweet Donna Beneviento, your biology's reaction to the Cadou parasite is...unique. You have some degree of control over it, and can actually split your Cadou into several pieces, controlling them remotely. Keep in mind, while they can move around on their own, they're terribly slow, and would function much better if given a sort of husk to operate...like a doll, perhaps? When equipped in such a darling ensemble, they become much faster, capable of sneaking around and attacking with whatever they can get their new hands on.*

Your real hidden talent, however, is the capacity to control plants; by releasing a special pheromone, you can influence any plant infected by the Mold, and cause hallucinogenic effects in those who've inhaled the pollen from said plants...reminds me of my days in college.

Your Cadou will also not have a side effect of mental illness; however you were before, so now you are. Don't let Ms. Beneviento find out, her Angie is very...how do you say it? Yandere, I suppose.

Bellissimo, Beneviento! (Capstone Boosted): *Oh, your proficiency with the Cadou is like Mozart on the ivory! Whereas before you could split your cadou up into 3 to 7 doll sized pieces, it seems now you can get the plants to do the heavy lifting! You can control any plant that is infected with the Mold to create new pieces of your cadou, though this requires some blood and ruins the plant afterwards.*
Moreover, your control of plants extends beyond the flora infected by the Mold, being able to control any plant, tree or fungi within a kilometre's distance! Keep in mind, while this ability allows you to control them, only plants infected with the Mold can be grown and distorted to monstrous heights; were you without the Mold, you may only force the grass to grasp onto feet and the trees to fall onto your opponents, but with the Mold...well, in time you could create an underground mushroom network, connecting every living plant within the size of a small state.

Bird and Beast Dimitrescu (600cp): *What can be said of the lovely, statuesque Lady of Castle Dimitrescu that cannot be applied to you? You are her match in every way; your height reaches 9 feet and 7 inches, your frame adapts, skin smooth and marble-like, and even your...assets, become equally pronounced.*
Your strength, naturally, is enhanced as well; why, you could lift a fully grown man around and toss him like a ragdoll, if you were feeling impolite. In addition, your rate of healing is nothing short of astounding; wounds that would take weeks to heal take you only minutes, and short of completely destroying your cadou or decapitating your head, no amount of bodily destruction can keep you from healing, even from the rigors of time.

Of course, drinking blood to fuel the cadou could shrink those minutes into mere seconds, but that's a bit gauche, isn't it? Regardless, you also gain retractable claws from your fingers. There seems to be something missing from this package, where could...oh, but of course.

Lady/Lord Dimitrescu (Capstone boosted): *Now you truly are her equal, if not her better! ...Don't tell her I said that. You can now at will turn into a form resembling that of a powerful dragon. If this is sounding a little too similar to Dr. Moreau's transformation, worry not. Where the Mer-Man rules the seas, you now rule the skies. You can fly at a speed equal to about 520 kilometres per hour, possess tremendous strength capable of destroying a castle, and even have the durability to fend off most conventional weaponry.*
In your human form, your resilience is boosted, to the point where no mundane bullet or blade can truly harm you. That being said, this does not protect you from toxins, and a particularly powerful concoction could render you forced into your dragon form, unable to turn back until a week has passed.
In this form, your human shape is still present, riding majestically on top of...yourself. Please be mindful that this is a weak point, still vulnerable to conventional weaponry.

Heisenberg (800cp): *Well now, aren't you and that crude visionary just a pair? You now possess the same mutation as one Karl Heisenberg, possessing a Cadou parasite that exists as an electrical organ in your chest, tied into your very nervous system. In addition to your inhuman strength and resilience, your Cadou enhanced muscles also act in a similar way to the Japanese Sleeper Ray; you can create and alter electromagnetic currents, flexing them through simple hand motions, extending the field out and controlling ferrous materials. In addition to a limited telekinetic effect, you also gain the power to heal and recover in hours what would take a normal man weeks, you're returned to your biological prime, and even gain some level of resistance to mind controlling effects, due to the erratic pattern of your electromagnetic field.*

I Am The One Who Knocks (Capstone Boosted): *Oh, oh my. It seems you've exceeded even the patriarch of House Heisenberg. Not only have you gained a similar transformation, able to spread and grow your biomass out to the same size as Dr. Moreau in his fish form while armoring yourself with whatever crude machinery is lying around, but in addition you can extend your electromagnetism to true Technopathy; you can now interact with technology by extending your electromagnetic field towards them.*

Do be delicate, as computers are such fickle things. This works best with anything made mostly of gears and pistons, but the better your understanding of how technology works and functions (both hardware and programming) the finer an effect you can have on technology without frying it.

In addition to this, your magnetism's telekinesis is increased, and you are no longer limited to ferrous materials. How that works, I'm afraid I'm unaware. In fact, you'll find you can now manipulate anything up to the size of a truck in your human form, and up to 10 times that amount in your...perhaps the term monstrous form, is accurate. I'm afraid that's one advantage a Mer-Man possesses, for whatever reason.

You even have the ability to use your electromagnetic field on living matter, even a person, though this is much harder and without some way of boosting your powers, pushing a human off their feet or throwing them around in your larger form is all you can really manage. Oh, and you can't use this to affect them internally either, though nice try. Perhaps you do have more in common with Heisenberg than Ethan Winters?



Items:
(Naturally, I'm something of a tinkerer myself. If any of the following wares are a bit too similar to things you already have, I can tune them together so they possess the qualities of both! Any items you have that match the general function of the items offered can be imported into their respective counterparts, keeping the form of whichever you prefer. Knives into swords, yes. Knives into a Merchant Caravan, no.)

Dukes and **Soldiers**, of course, get a bonus **+400cp** stipend for this section alone.

Duke:
Supplies (100cp): *You'll find everything a wandering man could need in this supply bag. A small delicatessen tray of fine food, a beautiful sherry to wash it down with, flint and tinder, writing implements, and several knick-knacks that will be guaranteed to be tradeable for the equivalent of a single night of stay at a tavern. Refills daily.*

Beneviento Manor (200cp): *Ah, a house. And what a lovely house it is! This manor is everything you could want in a home, five bedrooms, four bathrooms, and all of the utilities run endlessly, without paying a thing! Follows you across Jumps, of course, like all of the properties here for sale.*

Merchant Caravan (400cp): *I see you like more than my wares! This baby's Lycan proof, and can go anywhere from a comfortable gallop to 100 kilometres per hour! Naturally, you may be thinking; "But Duke", I hear you say, "Why does this cost so much?"*

Well, in addition to a generous capacity that will function as a storage inventory, it can also channel any teleportation and other travel Perks you possess, so long as you are driving it. Why, with this you could bring someone like Ethan Winters straight into the heart of Miranda's lair! Though naturally, if you're using Merchant Teleportation, you'd be violating your neutrality, unless it were the final battle.

Viral/Genetic Laboratory (600cp): *This hidden beauty stays out of the way of everything but the most dogged adventurer, magical scrying, and drawbacks. Everything else will have*

no way of finding this lair, hidden carefully within the folds of another building. Speeds up the development of viral research and genetic manipulation, as well as increasing the odds of a success rate from 1 in a million to 8 in 1,000. Such a specific number, I wonder why?

Soldier:

Guns (100cp): *Lots of guns. Enough to supply a whole squadron, everything from handheld pistols to rocket launchers. Spent ammunition and lost or damaged weapons are replaced weekly.*

Boulder (200cp): *I'm not sure why you'd want this, but here it is. This boulder is about 8 feet tall, weighs as much as that should imply, and despite being made of solid rock, once stationary, can be moved by your fists and your fists alone. This won't stop something from tunneling under, flying over or just moving around it, but you could start an interesting rumour with this sort of thing.*

Killdozer (400cp): *This baby can take so much damage! …Ah, my apologies, Ethan. I was referring to this remarkable piece of engineering, the latest in murder technology, the Killdozer! Comes with the basics, unlimited fuel, repairs itself over time, but where it really shines is in it's offensive potential.*

Why, something this powerful could take Heisenberg's true form down a peg! Or weaken and blow most of him to smithereens, if that's what you prefer. As a plus, it's made of completely non-ferrous materials, and immune to electromagnetic powers. Aside from yours, of course.

The Factory (600cp): *This building is a massive factory that would put Ford to shame. With this, you could produce nearly anything you could already make yourself at 100 times the speed, though of course you need to be present in the building while this effect takes place. In addition, you'll find all sorts of interesting modifications for turning humans into mindless cyborgs. Crude, but interesting.*

Villager:

Farm (100cp): *Well, can't let the rich have all the fun, can we? This is a moderately sized farm, and what's more, will make you a property owner of this small nation...though do keep in mind, Miranda is planning to clean house of the human population pretty soon. If you have a Cadou, though, you could watch the destruction from here! But where's the fun in that? Follows you into other jumps, where it becomes a self-maintaining farm, Lycan-free.*

Village of Shadows (200cp): *This little fairytale book is special. Inside, you will see a fairytale that closely mirrors, in vague terms, the threats you will face in the current Jump. It shows you a grim fairytale, one layered in vague poetry, but simple enough that a child could make the connection once the threats emerge. It updates to whatever Jump you're in, but it will never show the ending before it's already happened...some fairytales can have a happy ending, too. This gives you a sort of warning, on what to prepare for. I'll even throw in a set of fairy tale books that reflects the full jumps you've been to in the past and a new one every jump.*

The Isle of Dr. Moreau (400cp): *...More like a large lake, really. This property will follow you into future endeavours, every new world you go to. It keeps and incorporates any local aquatic life brought into it, and continues on.*

The Dagger of Death Flowers (600cp): *But...however did you find this! I couldn't possibly...well, of course. It's for sale. But...this blade is coated so thoroughly in deadly poisons, you couldn't possibly get it off. This blade, a perfect replica of the one currently sitting in house Dimitrescu, might even be the original. As such, it can horribly wound anything with a healing factor, slowing that healing factor down to a crawl and forcing the user's control over their abilities and transformations to waver. Naturally, I'll throw in the sheath for free. Just...do be careful. Please?*

House Jumper:

Jars (100cp): *These Jars may look antique, but they're perfect for preserving things. Even more so, if you're a fast enough hand, these things will preserve any living thing chopped up and placed within them! ...What?*

Jazz club (200cp): *What? A Jazz club? I...ah, I see, you old dog! What better way to enjoy the music and atmosphere of some of the greatest music around. Needless to say, this might spark some memories and...emotions in one of the House members, I won't tell who. It also contains a few pacifistic Lycans who've mastered every song from "Miss D and the Pallboys." All they need is a singer.*

I'll throw this in whatever property you want, two drinks, and a nice suit to match, you debonair son of a gun.

Red, red wine (400cp): *Stay close to me, we're getting to a very fine vintage. This particular red wine, Sanginus Virginus, is a lovely blend with hints of oak, cherry and iron. Curiously enough, it also satiates the need of any vampiric thirst, despite not being made from human blood. In future jumps it will also lessen other cravings, though of course it cannot override the drawbacks present below. Comes in several large barrels that are refilled weekly.*

Castle Jumpetrescu (600cp): *Why, what a beautiful sight! Such majesty in this ancient castle upon a hill. It's arguably worth it for the sheer value of the fully furnished interior alone, but it also comes with millions of dollars worth of artworks, and a sizable treasury. The only thing it doesn't have that Castle Dimitrescu does, is the Dagger of Death Flowers.*

Companions:

Import/Create (50cp/200cp): *Ah, this option is the best thing since sliced bread. You get to import a previous companion or create a new one for 50cp per person, and for 200cp you can mix and match the two options for up to 8 people. Each one gets 600cp to spend, and an origin of their choice, with all of the discounts that entails. Do try not to just use them as item-monkeys, my dear Jumper? My poor heart can only take so much.*

Canon companion (50cp): *Any person here that isn't listed in the below options is yours for the taking. Maybe Ethan Winters? Chris Redfield? Or perhaps you've taken an alternate timeline from the list below?*

Dr. Salvatore Moreau (Free): *Well, the poor chap's just lost everything. His home, his work, his self respect. Even the last scraps of Miranda's attention. If you can convince him to come with you, he's yours. In fact, he's a surprisingly intelligent marine biologist and surgeon, when he's not being kindly asked to craft horrors. Though he'd do those for you too, of course. Anything for Jumper.*

Donna Beneviento (100cp): *Ah, the poor thing. She's terribly agoraphobic, I don't know...wait, is that her behind you? Outdoors? Well, it seems that around you, she's not as terribly afraid of the outside world. Perhaps it's your kind smile. Regardless, Donna will take some time to open up, and in the meantime, since Angie will do all the speaking for her, I'll throw her in too. Angie is terribly possessive of Donna, and defensive to boot, but for some reason she's made a small exception for you. Just don't break Donna's heart, Jumper. Angie wouldn't like that.*

Dommy Dommy Vampire Mommy (200cp): *Mommy. I'm sorry, I don't know what came over me. I mean, wow. She's really kept her figure, hasn't she? You get the one lovely Lady Dimitrescu, as it seems she's taken a liking to you; whether it's your personality or your blood is up to you to find out, but for some reason...I think you might be into that.*

Bela, Cassandra, Daniela (100cp): *Yes, yes, they come as a three pair. Of course, they're inseparable. And wouldn't you know it, they're actually quite eager to find out what lies beyond Castle Dimitrescu. Bela is a talented chef, Cassandra likes military weaponry, and Daniela loves books. Naturally, if you were a benevolent person, I'd suggest lessons in manners; the kind where you don't sickle and eat your house guests, for starters.*

Additionally, if you purchased...Lady Dimitrescu, you can get Bela, Cassandra and Daniela at a discount. Whether you plan to be the patriarch of the Dimitrescu household or...something more erotic, is entirely up to you. I won't judge.

Heisenberg (200cp): *Jesse, we've got to cook! Apologies, I only just got the Breaking Bad series smuggled in, Miranda thinks television sets a bad example for the people here. I can't imagine why she thinks that, but for **200cp**, you can take Karl Heisenberg with you. He's just happy to get out of Miranda's grasp, and to finally have a friend. He's a bit...abrupt, but I'm sure if you logically explain to the super mutant calmly about why using people's daughters as weapons is a bad strategy to befriend them, you'll be thick as thieves. Oh, and one more thing...I'll throw in the rest of the Breaking Bad series. He's hooked. Keeps talking about finding a partner in crime and building something big. Maybe Miranda was right after all…*

~~Mother Miranda (1200cp):~~ No. Check the scenarios, if you must.

You, Duke! (400cp): *Moi? Why, I'm certainly charmed, to be sure, but I can't leave my business and go running about the Omniverse with nothing to show for it! …Well, how about this. You get access to the Merchant Guild I work for, and as such, wherever you go, I will pop in places where enemies aren't present to sell you my wares. Guns, ammunition, food, and whatever tools you've seen me produce during the course of my interactions with Mr. Winters are yours.*

Additionally, if you manage to sell me stock from the current threats you're facing, I'll be able to create and sell ammunition and weapons from whatever Jump you're in at the time! Naturally, this will be limited within reason. No doomsday devices, unless the mooks are tossing them around like candy.

I'll even throw in my friend from Spain, and his wares. He'll be travelling around on foot, says it's good for the legs, and will pop up in smaller pockets of respite I can't reach. Keep in mind, we won't be fighting for you, and we'll leave at the first sign of combat. Though I'm sure someone as resilient as yourself will survive, especially with our wares!



Scenarios:

Each scenario can be taken together, except where they are mentioned to be mutually exclusive. These scenarios will each take place in their own timeline, so you'll be picked up and plucked from each version to the next that you choose. Afterwards, I'll drop you in whatever timeline you'd like to spend the rest of the Jump in, but keep in mind...Drawbacks override Scenarios. You can't escape them that easily.

We're Not Gonna Take It!

It's treason, then. If you purchase Lady Dimitrescu, Dr. Salvatore Moreau, Donna Beneviento and Karl Heisenberg, then at the very start of this Jump, you must enter each of their homes, convince them to take up arms against Miranda, and lead the charge to her. This will be a lot easier than normal, considering you did purchase them as companions, but Miranda found time to find newer, better House lords and ladies; furthermore, the Cadou has enhanced them to such heights that even the four current House lords would need your help to defeat them.

In place of Dr. Moreau, the Licker. This toadie has mutated into a gargantuan creature that crawls through the earth as fast as Salvatore, and even faster through the water. He's going to need your help to overcome it. Please? You'll have his undying loyalty in return. In confronting a worse version of himself, like a frog prince, he will retain all of his powers while gaining the Perk Mer-MAN, Pa! and return to a true, human form. Which looks surprisingly like...a young Marlon Brando?!

As a substitute for Donna Beneviento, it seems Miranda has cobbled together her own Angie, with a lot more Cadou involved than a normal creature can take. This monstrosity has been driven mad by the many consciousnesses downloaded into it, but can offset this madness by injecting personalities into nearby plants...which become monstrous spore producing ents, tree monsters impossible for Donna to control. On the bright side, defeating this version of Angie is likely to help immensely in curing her agoraphobia and shyness, and strengthen her bond with you. She'll even speak without Angie. She doesn't need her anymore. She has you.

Imitating the inimitable Lady Dimitrescu, a version of the Nemesis. This Nemesis variant is stronger, tougher, wields an even stronger flying form, and even has the gall to mock Lady Dimitrescu by wearing the same outfit to this fight! Do be a gent and show it some manners, would you? Lady Dimitrescu would surely swoon over such a chivalrous act.

And aggravating Heisenberg, we have the rambunctious Alice of a certain other universe. This one has her telekinetic abilities boosted to well beyond her previous capabilities, now able to lift and topple a whole factory with her telekinetic might. If push comes to shove, she might even mutate into her own telekinetic whirlwind of flesh and steel, mentally deflecting any physical attack sent her way. In return, Heisenberg would not only put his brilliant mind and efforts into designing whatever you want, but he will invite you to watch Breaking Bad with him. For him, that's a blood bond right there.

And finally, Miranda. She will be empowered to be a being only the five of you can possibly hope to defeat, and you will need all the help you can get.

As a reward for leading these four against their brainwasher, you will not only retain each of these four House lords, but you will gain the other four House lords, humbled and depowered to match their counterparts, who will all follow you to the ends of the Earth and beyond.

Which is useful, considering you're all about what lies beyond, right?

Ethanised

Unfortunately it appears Mr. Winters wasn't feeling up to fighting Miranda and saving his daughter...Chris Redfield missed a shot, and Ethan was killed. However, that leaves you to take on the role of saving his daughter. Should you think this to be a simple task, I'm afraid not; your enemies have been empowered so that they will be every bit the challenge for you that they were for Ethan. Sporting chance and all that, you understand.

Reward: *Well, what's a single mother to do? It appears you've had quite the effect on Ms. Mia, and she's decided to take Rose and follow you. Mia has the Metamycine Perk (which will be added later on), and Rose, though still a child, possesses the Every Rose Has It's Thorns Scenario Perk mentioned in Shadows of Jumper.*

Don't worry about breaking up a happy family. In this timeline…let's just say maybe Chris didn't miss, and for good reason.

Megamycete:
With this Perk, Mia is able to call upon inhuman strength, able to throw a grown man across 5 metres. More impressively, Mia has a surprising amount of durability, able to withstand normally fatal blows, heal several times faster than a regular human and reattach any pieces of her removed by reattaching them with any healing agents available. She has control over the mold's influence inside her, though it may pose a risk against those capable of controlling plants or the mold specifically.

The Ethaniser
Fight fire with fire, Ethan with Ethan. Wait, that's not right. You're being sent into the fray with nothing but your wits, your body mod, a pistol, and your mission…kill Ethan Winters.

Keep in mind that this man went on a murder spree that took out Dimitrescu, Moreau, Beneviento and Heisenberg…he's like Liam Neeson on steroids. Speaking of which, this scenario doesn't mean Miranda or Chris are on your side, either. Lycans will still attack, the House lords will kill you on sight…and Chris will punch you like a boulder.

Reward: *Your reward for this incredible task? You now have an additional +200 cp to spend, along with Chris Redfield and the Hound Wolf Squad. Chris has taken a shine to you, and now that Ethan's dead…say, have you met Claire Redfield?*



Shadows of Jumper
Well, that's…are you sure? If you take this drawback, you will be forced to return to the Megamycete's remains, and connect with it psychically. Once you do so, you will be restricted in the level of powers you use; your physical abilities including healing factors and durability will be reduced to the equivalent of a sixteen year old girl. In addition, your other powers will be somewhat locked, and in a game-like fashion you will have to earn each one

back, with the weakest powers coming back immediately and the strongest ones likely not appearing until you've completed your mission.

Your mission? To find the heart of the Fungal Root in this mindscape, and reawaken your full Jumper powers. Standing in your way are darker, stronger versions of both friend and foe aside from any companions or followers you import.

I should warn you. I will be working as a fifth - or sixth, if you took House Jumper - House lord, and would be forced to use a…rather unsavoury ability of mine. I have a mask that allows me to summon undead, somewhat stronger than Lycans and more efficient under my direction. Here's a tip; knock the mask off, and the pseudo-Me will lose that power, since it's the only one the Fungal Root is aware I have, in addition to my teleportation.

While this is the psychic realm, I'm afraid that dying does affect you in the real world. You would not fail your chain, but this scenario's rewards would be lost to you.

Rewards:
Firstly, an additional +200cp, and what's more, you can keep the Mask of Undead. It will only be visible to those with the ability to see into minds or when you're in a psychic plane, but you will have the effects of the Mask available to you at any time. Keep in mind, you must focus on the Undead to direct them; they have a rather nasty habit of trying to feast on the heads of anyone nearby that isn't you.

You can also banish them away with a thought! They're more mold than undead, and being psychic in nature, they'll appear out of a black goo that you summon from the earth. They're zombies, not soldiers; though stronger than Lycans, they're not much good at following complex tasks.

Thirdly, you gain an additional set of abilities; the powers that Rose was trying to shed, and apparently succeeded in doing so. This gives you a rather terrifying ability:

Every Rose Has It's Thorns
Your mind is intrinsically linked to the Mold, capable of shaping it however you see fit. This gives you a tremendous psychic ability of Florakinesis, or the ability to manipulate plant-life, but where it differs from Bellissimo, Beneviento! Is the rate at which you can grow plant-life. Where the latter can influence plants to sway and move to their whim, you could be a match for Poison Ivy; your ability could grow a seed into a towering version of itself within seconds, or cultivate mutated plants that have unique functions, like venus fly traps that move around and stalk their prey, or even sentient plants.

Beware, however, for you don't just control plants; using this ability infects the plants you control with a piece of the Mold, generated from you by a psychic link with plantlife. This means that, for edible plants, you could cause issues when trying to use this power to cultivate herbs for Cultivation, or produce from a farm. In fact, you'll find that anyone who eats from these resulting plants leaves behind a residual psychic imprint when they die, leaving you with parts of their knowledge. To access their full mind, you would need to find a suitable, living body and impart this psychic imprint onto the body.

This isn't a true revival, of course, it's just a mental copy of their personality, memories and knowledge. But they will be somewhat predisposed to liking you, unless you did something horrible like kill them.

Fourth; you have a frankly mind-boggling level of resilience. Why, you could be chopped up into your head, limbs, and torso, and stay like that for several days while still being perfectly healthy. You can even reattach them and they'll reform perfectly, provided you didn't cauterize the wound at all.

You are still vulnerable, however. Fire presents slightly more of a danger than before, destroying your head will kill you, and if your body parts are kept separated for more than five days, you will die.

House Jumper: Jumper of the People
Hmm? The villagers? Well, I suppose one such as yourself could assist them. You…want to protect them? The second you enter, they'll already be under attack…oh, alright. For the kinder hearts amongst us, this scenario will involve a unique trial; you must protect the lives and interests of the villagers here, including from the machinations of Miranda.

Your origin will shape how you're expected to do this. House Jumper will have a long history of…questionable leaders, though it is known amongst the common folk that you seem the kinder sort. As the old leader finally bites it due to displeasing Miranda for the last time, you are finally elevated to the leadership position; this means you'll be finally able to use your position to help the villagers, but you'll be under much greater scrutiny from Miranda and the other Houses. You'll need to spend a year without rebelling against Miranda, while trying to petition her for the many needs of your people or manage them yourself. After that, go nuts! During that year, however, they cannot fall below 80% of their hundred strong population.

Soldiers arrive and must make contact with a small rebellion group unattached to any of the Houses. You have been selected by Hound Wolf Squad to teach these people how to conduct a guerilla war, and must do so for a year before you are allowed to personally intervene.

Dukes must simply act within their means; you will be tasked with supplying all manner of banned goods into the village. Televisions, newspapers, books; anything that could possibly educate or entertain the locals. Not only must you do this, but you'll have to do so using only the perks and items available to you here, bargaining with the outside world for goods and services the villagers would desperately require. After a year like the above, you may then begin the canon events of the series.

Villagers will have a difficult task ahead of them; within 5 years of living as a villager, you must persuade at least 80% of the village to abandon their worship of "Mother" Miranda, and take up arms against her. This will be difficult considering she can monitor much within her domain and sometimes shapeshifts to watch the locals.

Rewards: House Lucien
Well, what did you think would happen? I was going to just let the good deed be it's own reward, but those villagers just kept pestering me, the darlings. "Where is lord/lady Jumper going? Can we come?" Of course, I couldn't say no! Your reward is the village itself, it's people and a sizeable land of about 10 acres, including arable land. The people and their…quaint homes will also follow, retaining any improvements you may make. In the future, they will appear in any european-esque land, though at your discretion you can place them somewhere not too close to the plot. The quiet life, as they say.

Mother, Daughter, Father. (Incompatible with Parents):
"Mother Miranda". Ah, yes, Miranda. I've not heard that name in a long time...well, not from anyone other than those villagers, I suppose. You know, she was once a very driven scientist. Beautiful, intelligent, charismatic...and even kind. Hard to believe, with the sacrilege she surrounds herself with now. Regardless, she lost her daughter, and thus has

been driven to this. Trying to use the living corpse of a man's daughter and a Mold that retains facimilies of the minds of anyone who was ever buried in this land…

...What's that? You want to help her?

Well, I suppose you'll be a member of the Fifth House after all. I've been asked to inform you that, should you succeed in your task, let me check...really? Well, I'll be Moreau's uncle.

If you manage to assist Miranda in her grizzly task, she'll be so delighted that she will use the remainder of the Mold to make you more like her, giving you the same abilities listed here.

Reward: Miranda: *Your body is now effectively made of the Mold, and what's more, your abilities from other Mutations purchased here are strengthened ten fold. In addition, you gain complete cellular control, effectively shapeshifting as you please and healing wounds in seconds, with no need for blood to speed the process.*

Additionally, you can control the Mold in ways even Ms. Beneviento couldn't, actively interacting with it in the psychic sense, able to store copies of the minds of others and transfer them, should you find hosts who are roughly equal to them in power. This does not, however, restore the true them...no matter how much I might want it to.

Parents: (Incompatible with Mother, Daughter, Father.)
You're saying you want to help her...by helping her daughter? Very well. If you can help heal our-I mean, Miranda's child, somehow truly raising her from the dead without killing little Rose, I'll take what your Benefactor offered you and up the ante.

Reward(s): Best Jumper Ever: *In exchange for bringing her child back without sacrificing anyone, you've restored something thought lost to Miranda; faith in humanity. This sheer act of goodwill has struck a chord in her, and though she can't undo the past, she will take her daughter and follow you, Jumper.*

-Edited in by the Duke-: *In addition, I will extend to you...200cp's worth, to continue browsing my wares here. I know it doesn't sound like much, but I'm putting all of this somewhere it can't be misused by...interested parties. This is all I can allow to remain above ground.*
If you do manage this, just once...would you let me see her?

The Family: (Incompatible with Mother, Daughter, Father, and Parents.)
I see. You've…really fallen for her. I understand, Jumper.

…Very well.

Instead of starting as Ethan Winters approaches the Village, you instead appear back in 1908, when the bright and ambitious Miranda has just begun her research into studying genetics and biology.

This is where you begin. You must woo her, Jumper, with only your body mod and yourself. If you're feeling nervous, keep in mind that all her life, she's just wanted someone to believe in her. Show her you care, and she'll no doubt fall for someone who thinks she's destined for more than just this provincial town.

This is where the hard part comes. You must convince her to stay in the village. Without your items and Perks, and knowing what will arrive, you must convince her to stay and build a life here, studying materials sent by mail to the library, helping her study until late into the night, getting her doctorate and raising your child together.

Then, in 1919, the Spanish Flu will wreak havoc across the village, decimating its population to a quarter of what it was. No matter what you do, this will claim the life of your child. You must grieve with her, until she finds the Mold.

When she does, she will return changed. Different. Infected.

The knowledge of hundreds, if not thousands of people within her head. Power enough to overcome any enemy currently alive. And a burning will to revive her daughter, whose memories she glimpsed within the Mold.

You must stay by her side, and do your best to stay her hand from madness. Eventually, she will allow you to touch the Mold, which will restore a small measure of your Jumper powers, granting you agelessness even if you didn't have it before and making you the equal of a house lord, if your abilities exceeded that already.

And thus, you must continue. Keep her from despair as best you can. Supporting her over decades, then a century, while trying to persuade her not to revive a simulacrum.

You cannot leave the village, you are bound to it. Miranda is not, but should she leave before the year 2000, this will count as a fail condition.

Lastly, you have another possible method of success. Using only the methods in this world, without sacrificing another's life, you must create a true host for Eva's mind. You must succeed where Miranda, with all of her genius, knowledge, and tenacity, could not.

When even a clone made from Eva's DNA turned into a failed experiment that drove the events of Ethan's first adventure, mad and malicious, what other road could there be?

Rewards:
Miranda: *If you can manage to keep Miranda from delving into black arts to revive her daughter, you gain her as a companion.*

Eva: *And if you can surprise me further, Jumper, by reviving Eva without requiring the death of another, you may take along your darling daughter as well, who possesses the unique abilities of:*

Eveline: *Eva has the ability to psychically control anyone who has come into physical contact with her or the mold, unless they have the ability to remove or suppress contaminants from*

their system. How much control she has depends on the target's willpower, with sufficiently strong minded people being capable of ignoring her control.

Additionally, she has the ability to induce hallucinations in others who fit the above criteria, a strong healing factor, slowed ageing, shapeshifting, and the ability to psychically connect with the Mold.

It's awfully difficult to raise a child you can't say no to, Jumper. I hope you're prepared.



Drawbacks:

+0cp (Self Insert): *You may choose a fanfiction variant of this setting that doesn't alter the danger or powers available too greatly, and/or to take the place of any character who you have the requisite Perks to match. That's the Soldier Perkline for Ethan and Chris, the House Jumper Perkline for any of the four, and if you feel like taking over the store for a bit, you can take my place during these events. This won't start until canon start, of course, but do keep in mind, I can't just give Ethan a rocket launcher without him paying for it. Business, not charity, you understand.*

+0cp (Anderverse): *...Oh my. Well, there's no accounting for taste. You have the delightful privilege of having everything outside this village being replaced with the events of the cinematic Resident Evil movie series, involving Wesker and Alice. Don't worry about the village, none of these events can alter what happens here, and once you leave the village to interact with this world, you can't return until the canon start. Oh, if you try to stay there, I'll 'escort' you back into the Village.*

+0cp (Resident Evil): *Ah, a Romantic. You have a taste for the exquisite, my friend. I'll put in a call with the other merchants and explain how we'll make the other games' histories mesh here. With this, you can choose to have the events of your previous Resident Evil Jump be melded in with the history here. Or you could live through those events yourself, but however would you go back in time?*

+0cp (7 games...): *Ah, the source of this new, fresh breath of air that brought you to my wares! Forgive the poetry. You'll be starting off, instead, in the lovely swamps of Louisana, just as a younger Ethan Winters arrives to look for his fiance. Alternatively, you can import the history of your Resident Evil 7 Jump in here.*

+0cp (You choose...ALL!!!): *Wait, what? How is this even an option? Whatever the case, you now have the events of the Andersverse, which somehow lead into the events of the Resident evil games, which somehow lead into the events of 7 and then this Village. I don't*

know how you're going to fit it all in, but I suppose it will take up the remaining 9 and a half years here. One must keep busy, after all.

+100cp (Sequels): *Ah, that's how. 10 years more in this world. You can take this up to three times, though I should warn you; these 30 years are retroactive, and while waiting for the events of this Village to come to pass, you cannot interfere until the canon start.*

+100cp (Letsplayer): *It seems your adventurers look pretty fun for other people to play and watch. You'll hear someone talking over you whenever you're doing something noteworthy, and sometimes just commenting whenever.*

This person isn't too annoying, but if you take Dommy Dommy Jumper Daddy they will be routinely reading messages from your fans, who will actively mislead you in your quest in order to keep watching you. For another +100cp, your body is taken control of occasionally, and you will waste time trying to find useless knick knacks known as "collectables", or grinding away at pointless skills for achievements.

This won't ever affect you in battle, but otherwise it will be annoying. Alternatively, you can take this drawback for no cp, and choose a Letsplayer to comment on your adventures.

+100cp (The thirst): *Oh, dear. It seems that you've developed a biological need for blood. Worse still, it has to be fresh, and living. I suppose you could feed on livestock...though that population will dry up pretty soon, what with the Lycans and all. Not drinking blood will lead to your abilities weakening and your weakened powers going out of your control.*

+200cp (The hunger): *Forget blood, you now need human flesh to survive, with the same caveats as the thirst. Again, a scarce commodity, and the infected are too far from humans to be of much use.*

+200cp (Dummy Thicc): *…I'm hesitant to read this aloud. Your benefactor had a smile a mile wide when handing it to me…*ahem*. "Dummy…" I'll summarise. Your posterior will become pronounced, almost comically so, to the point that the mere act of walking will create a hall-echoing clap, even if you're out in the open. Careful, careful movement can mitigate this sound to a barely noticeable slap, but would involve moving at a snail's pace.*

On the bright side, after this Jump you can continue to use this…thickness for whatever reason you might want it.

Let's hope the following drawbacks are less…crass. Oh, and you get an extra +100cp each for taking this with the Ethanised, Ethaniser and GET BACK HERE! Scenarios.

+200cp (Dommy Dommy Jumper Daddy): *…Ah. It seems you have some rather unwanted attention. These fans, as the most polite term I can use for them, will pop up at unexpected moments. They adore you, and they show you this by being as annoying as humanly possible. Every tender moment, every thrill, and every scare will be interrupted by these obsessed fans.*

You won't be attracted to any of them, of course, but they're not even good bait for monsters; when they appear, they do so in the most inconvenient way possible, pushing you towards your enemies or alerting an enemy to you while you're sneaking. They can't even be used as fodder for the Thirst and Hunger drawbacks.

If that wasn't enough, you could swear that whenever you're alone and getting undressed, they're watching…and recording. Benefactor, what were you thinking?!

+200cp (The Isle of Dr. Unfortunate): *...looking. For the entirety of this jump, you will be distractingly, disgustingly ugly, to the point that even your allies will want to interact with you as little as possible. Though I suppose there's beauty in the grotesque?*

+200cp (Why…is it always…my hands?!): *For some reason, Jumper, circumstance will align it so that your hands are constantly being maimed, at a frequent rate. Far more than is normal, even for one in your dangerous line of work. This damage will penetrate and bypass any defences you may have when it comes to your hands, and any attempts to grow them back will be rendered futile. You must instead reattach them, using either a First Aid Med (trademarked by Umbrella Corp), or whatever regenerative serum can be cobbled together from local ingredients. Out of context items cannot heal this damage, but your hands won't ever be so damaged that Umbrella Corp can't fix it.*

If you take this with Research, gain an extra +100cp, as Umbrella corp will remove all traces of their first aid meds.

+300cp (Jumperberg): *I'm reluctant to inform you that you've contracted a rather nasty case of arrogance, Jumper. You won't really be able to help the idea that everyone else around you is an idiot, can't help, and that you can only trust yourself and what you create. Even your companions will be no better than lackeys to you in this state, and if someone were to actually prove themselves worthy as an ally? You'd somehow manage to add terms that would cause even a father desperate to get his daughter back to turn on the one solid chance he'd have, just because of the way you said it.*

+300cp (GET BACK HERE!): *Where are they?! Where is Jumper!! They need to get back here and marry my sister!*
...He's gone. It would appear that you've become the apple of Ms. Redfield's eye, that or Chris Redfield has finally gone insane. He will stop at nothing to unite you in holy matrimony with his sister...and unlike without this drawback, she now makes Moreau look like Brad Pitt. Chris is smart, resourceful, nigh-immortal, and as time goes on he seems to develop counters for every one of your abilities. By the end of your jump, he will come at you with everything he has.

Should you think that a simple paper marriage would suffice...think again. He's going to ensure you don't break his sister's heart, in addition to consummating the marriage. Even if he has to watch you 24/7.

+300cp (Research): *It seems that Umbrella Corp finds you an interesting subject...and they want to experiment. I could go on about how their global empire dwarfs even my wares, your*

Benefactor's donations notwithstanding. How they have armies of mutants and more plagues and viruses than every hospital combined...but that goes without saying, doesn't it?

+300cp (Powered down): *Your abilities from outside this world have been rescinded, for the remainder of your time here. I don't suppose you'd like to review my wares?*

+200cp (No backup): *Ah, and no access to your items or warehouse, I'm afraid. You can use those points to gain some armoury in my Items list above.*

+300cp (Body-Mod, Requires Powered Down): *Are...are you insane? Going through all of this, with only your body modifications, and whatever items you purchased here? Well, it's not impossible, but...ah, the frontier spirit. None of that fancy, "I've got powers and Perks embedded in my body mod" tomfoolery either! I'm afraid you're restricted to whatever you can get from the standard body mod. Do remember to come back and visit should you survive!*

+400cp (Winters Blues, Incompatible with Lady Dimitrescu, Donna Beneviento, or Dr. Salvatore Moreau as companions): *It appears one of your companions has been relieved of their body parts, since Miranda needs them to complete the ritual. Worry not, they're still alive, but it is upon you to defeat every one of Miranda's four lords. Moreover, she and her group have been empowered to become a true challenge for you. Even Heisenberg seems more loyal than usual.*

+400cp (Miranda's little Jumper): *Ah, you love Miranda, don't you, Jumper. More than your companions. More than your items. More than your Perks. You must, because with this drawback you have taken, you are now fully brainwashed, and love Miranda even more than Dr. Salvatore Moreau does. What's worse, she doesn't seem to return your affection, and if Rose is successfully sacrificed to bring back her daughter, she'll deem you unnecessary and order you to self terminate. Your only chance to break free of this brainwashing is one of two paths, Jumper. Either your companions must break you free of this brainwashing, with the appropriate powers or items, or you must break free on your own, by suffering heart wrenching sadness. The amount of this heart wrenching sadness will increase for every willpower perk you have, since your heart and mind can bear so much more.*

+600cp (..., Cannot be taken with Winter Blues, GET BACK HERE!, or Ethanised): *Well, it seems you possess some bad manners of your own. I've tried to be a gracious host, but you had to go along and say something like that. Whatever possessed you to say such a cruel, vile thing? As a gentleman, (Something you clearly have no concept of), I will allow you to keep your purchases here, and a 5 minute head start. I am obliged to inform you if you take this option, our bond is irreparably severed and I will be taking the gloves off. I don't just travel through space, you know, and my clientele are more than willing to do a favour for a good discount…*

Weskers, from every reality and timeline. The entirety of Umbrellacorp throughout each of their variations, unified and efficient under my command. My full power, finally brought to bear. Versions of Miranda, the sweet thing, now convinced that you are both the ambrosia to revive her daughter and the one who killed her.

Why, who could ever have convinced so many of her of that?

Well, you shouldn't have said what you did.

You have 3 minutes.

Run.



End of Jump:
...Whatever happened before, old sport, we can put it behind us now. The Drawbacks have no more sway over you anymore. Don't worry about that last drawback, you weren't obliged to take it. And if you did...well, I certainly did enough to you to make up for it.

Nevertheless! A new chapter opens for us both, and I hope you'll keep my services in mind for your future needs. Perhaps you'll visit again!

Home, James, and don't spare the horses!: *Ah, I understand the yearning to return home. I often do, even if it is to deliver young Ernest his papers about the outside world. You return home, with all that you have purchased here and brought with you.*

Stay: *Why, I'm touched. This world is your oyster, and in exchange, you may have another +400cp to spend. I can trust it with you, can't I?*

Continue Jumping: *Of course. It's in your nature, indescribable, just as it is in mine to wander as well. Fare well, Jumper. May we meet again.*

Notes:

Thanks to Bright Khaos for suggesting including the Viral/Genetic Laboratory in my wares, PastryPyff for their suggestions for land items and Metamycine revival, Nerx for just being so helpful in general and Iron Angel Mk 69 along with Atma Stand and Rexen2, who reminded me why I'm doing this. This jump was made by TheSilverSerpent, in case anyone wanted to know.

For the Dommy Dommy Vampire Mommy.

Additional credit goes to Nightmare Shadow and Anonymous, who went through and extensively assisted me with the bold and italic structure you see above. Thanks to Lucienz1 for their suggestion of the House Jumper: Jumper of the People scenario idea.

- “Careless, Bad, survive this.” If you take Ethaniser and Ethanised, it turns out that in this timeline the events of Resident Evil 7 and the mold infection caused Ethan to turn out like the Baker patriarch, slowly losing his sanity. By the time Chris realises this, Miranda has already made her way into the family, having only that day knocked out Mia and taken her form. Chris decides to put Ethan out of his misery.
- That doesn’t kill Ethan, as he’s more mold than he was before this point. Again, he’s on a warpath, as a John Wick murder machine hopped up on the Mold to the point that he has action hero logic working for him. This isn’t fatebending, just a ridiculous tendency to survive, though a bullet from you as his destined rival to the head or heart would end it right there and then.
- Taking Lord/Lady Dimitrescu and Three-Flavoured Dimitrescu allows you to split yourself into larger vampire flies, this time able to actually feed on someone in your swarm form. Additionally, your healing rate is multiplied by 2.
- Taking Lycan and Heisenberg gives you even greater physical strength, and the power to control any wolf or wolf-like creature, provided you prove yourself to be the Alpha among them.
- Taking Lord/Lady Dimitrescu and Heisenberg increases your electromagnetic abilities, allowing you a minor but deadly level of telekinesis within the bodies of others, able to alter and control the flow of blood in their bodies by manipulating the minute amount of iron in their blood. You can’t control their movements, but even with this weaker telekinesis, you could easily clot the blood of enemies or wreak havoc before they know what’s going on. This is less effective on beings with healing factors, or who are more mold than human.
- Taking Salvatore De Peste and Tochituri de Donna gives you the power to command fish, psychically, in the same manner that Belissimo, Beneviento! Does. Over time, around the order of 80 years or so, this could grow into being able to control anything even remotely descended from fish or fish-like creatures, which would include every animal on earth, including to a limited degree, humans. This control only affects their basal ganglia, the part responsible for motor control and executive functions, and a target’s willpower or psychic powers can reduce the effectiveness and scope.
- Taking Mer-MAN, Pa!, Lord/Lady Dimitrescu and The One Who Knocks allows you to combine all three of your forms, while retaining the ability to turn into each separate one. In the case of your humanoid form, your must choose whether it appears on the tongue of your form, on top, or possesses the weak points that Heisenberg’s mutated form does.
- Taking all four of the House lords powers gives you both of the above boons, as well as the capacity to make lesser versions of these powers for your followers. This will roughly translate to a Lycan in terms of power if spread amongst many, and closer to the Dimitrescu sisters if kept between 5 or less. If you choose to use this on a single follower or companion, they would gain power equivalent to Lady Dimitrescu. The nature of these powers must be a subset to at least one of the four house’s abilities.

(i.e. Lady Dimitrescu's vampire nature was reflected in her 'daughters' vampiric nature, though this came with a significant weakness Alcina did not possess.)