

Jumpchain CYOA

Version 1.0

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Introduction

Welcome, Jumper, to a world much like your own. At first sight, at least. The same countries, the same people, it's all as you might remember. Go deeper, though, and you see differences. This is a world at war, an age-old conflict waged in the shadows as angels and demons fight for the souls of men, while a few among the men themselves try and get some independence from these games.

You arrive about a week before the events of the movie, a few days before the Spear of Destiny is unearthed and a long-prophesized plan involving it, the Son of Satan and a traitorous Archangel comes into motion, a dying Exorcist and a Cop-cum-unknowing-Oracle caught in the middle.

And, of course, you.

You'll probably need these **1000 CP** if you want to intervene, though.

Age and Gender

Your gender remains the same as it was before this jump, or you may change it for 50 CP. You roll 1d8+25 for your age. Add a couple of zeroes to it if you're an Angel or Demon, though what you roll remains how old you look.

Location

You're going to New York, the Big Apple.

Races

Human

The only ones with real right to be on this plane, if you look at it that way. You're a human, plain and simple.

Angel-200 CP

This world needs to be protected from the temptations of the Fallen One, and guided into His light. You are among those who have been sent down to make it happen. Don't fail.

As an Angel, you have beautiful wings that are invisible most of the time, though those with the right eyes can still see them. You can make them visible at will, though you don't need to do so to use them. You can fly at extremely rapid speeds, and have rather high durability, easily enough that you could come off the winner in a supersonic collision against a concrete wall.

You also have powerful Healing abilities, being able to bring people back from the brink of death at will, and heal pretty much all injuries and diseases effortlessly.

You also have powerful abilities when standing against demons and their like, with the power of God at your back. Your touch burns them, and you can purge their influences from places and people, though this can tire you out fast. You can turn water into wine. You also have the other 'typical' angelic powers, though at similar levels. Please fanwank responsibly.

Demon- 200 CP

Meh, goodness and light. You're from down below, and you'll show these mortals such a good time they'll forget all about that Heaven thing before they know it.

Being a demon, you have a hideous and terrifying form that you can shift into at will, and glowing red eyes that tend to strike terror into most people. You also have rather ridiculous durability, not in terms of resisting damage, but rather, in terms of surviving it. You could be burnt, cut up or literally torn apart, and you'd feel none of it, nor would any of that actually kill you, and you heal at a massively advanced rate.

You also have powerful abilities to curse people, directly or indirectly. You can use simple illusory tricks to make people kill themselves, or just will their hearts to stop, or summon an insect swarm to consume them, or a number of other myriad abilities consistent with what you'd expect from a low-to-mid level demon.

Both angels and demons have certain common powers, such as influencing people by word or will, appearing in and manipulating dreams to your will, or impose your presence through glowing eyes.

Origins

Drop-in

You arrive as you are, with no previous history in this world, other than a basic ID as a middle-class person.

Exorcist (Human Only)

You have decent abilities when it comes to the mystic arts, which you use to fight against the influence of hell and, if you have to, even heaven on this plane, trying to prevent the ordinary people from fates quite often much worse than death. You have made some allies and quite a lot more enemies in this plane and others.

Insider

You have some significant talents with magic and the occult, and can play a small but important role in the games of angels and demons. You might be a beginner or an established master who's already carved out your place, it depends.

Police

In a way you're as much a newcomer to this world as the Drop-in. That is, while you have lived a life here you had had little to no experience with the magical side of things, until a little while ago when something changed. Maybe you saw something, or maybe something saw *you*. Maybe someone close to you died, or something else happened. Whatever it was, you've been drawn into this world now, all that remains is to try as deal with it as best you can.

Perks

All origins get their 100 CP perk for free and the others at a discount.

Drop-in

A-List Star- 100 CP

You look *good*, Jumper. Like not just ordinary good, but one of the best looking people in the world. Movie stars and models feel shame looking at you, you look so fine.

Additionally, you're very fit in general, while not quite an olympic athlete you have a very well-maintained body and mind.

The Sight- Free/200 CP

There's something *more* to you, something that puts you beyond ordinary people. You can see things others can't, look past the curtain on this world. You have a ludicrously high resistance to any and all illusions, mind control and visual tricks, being able to pierce them without even trying at most times, and seeing the truth of things.

You can also 'see' magic and magical things, and always know when you're being influenced even if you can't break it. You get this power for free in this jump, but must pay 200 CP to retain it afterwards.

Craftsman- 400 CP

For humanity to resist against the supernatural, there's quite a lot that needs to be done. Frontline fighters are essential, of course, but no less needed are people like you. You are a master enchanter, artificer and craftsman, being an expert at making weapons and items that affect the supernatural, one way or another.

You know how to properly bottle dragonfire and how to contain insects that can affect demons, how to make weapons that have powerful holy or infernal powers, or just magical powers in general. Anything you can personally do, you know how to contain and use as an artefact, in general.

You're also a top-grade researcher and scholar in all things supernatural, but that comes with the territory.

Immunity- 600 CP

So many half-breeds out there, all with their own strange and terrifying abilities. What's a person to do? Not that you'd know, seeing how it just isn't a concern for you. You have a resistance to all harmful things supernatural that borders on the absolute ridiculous, being practically an immunity.

Fireballs that would vaporize others barely singe you, demons find you impossible to possess or command, and even beings like Archangels can't kill you with their powers alone. Indeed, when it comes to things like reality warping or timeline manipulation you're flat-out immune, being entirely unaffected, an established fact in the universe.

Note that that's the only case where you're immune. You still get hurt by 'ordinary' magical tricks like the aforementioned fireballs, and demons can still rip you apart. But their claws find your skin thicker than steel, and their powers tend to fizzle out before even reaching you.

Exorcist

The Body- 100 CP

After everything you do and have done, after defeating demons and spirits and defying devils, it would be outright silly for you to be done in by something like cancer or a paper cut of all things, wouldn't it?

Indeed it would. You're immune to all mundane diseases and poisons, no matter how powerful or normally deadly they might be. This even counts as a very potent resistance to magical versions of such things, but it isn't anywhere close to absolute in such cases.

Encyclopedic- 200 CP

You have been at this for a while now, and have assembled quite a stock of information on the supernatural, the threats in it and how to deal with it. You have at your fingertips a vast knowledge of the demons, spirits and similar beings of this world, their strengths and weaknesses, typical methods of operations, and how to deal with them.

Really, it's rather staggering how vast your knowledge is, to the extent that unless whatever you're facing is literally a 'once in a lifetime' or similar threat, you tend to know at least the minimum of whatever you're facing.

In future worlds too, your knowledge updates to the same level regarding the local threats, and you can always recall all of it, having a perfect steel trap of a memory, with unlimited storage, flawless indexing the the usual side benefits.

I command thee- 400 CP

Well, not always. You can also charm, or request, or 'request' them. But you have a considerable, massive skill and talent for all magic involving the summoning, binding and commanding of angels, demons and other spirits. You know the right words to summon them, the tricks they're likely to pull and also how to make them do what you want. You know the signs and marks that can compel them, and probably have them on you either in the form of tattoos or something else that helps you achieve the same effect.

While this won't help you survive if you call up something you can't put down, such as compelling a massively powerful archangel to reveal themselves against their will, you still *can* do it, and it's only with the Big Names that this screws you over. In normal cases, against lesser spirits or demons you find that they tend to be rather unbelievably obedient, almost always obeying you to the spirit and letter with very little effort.

Finally, this also helps you in manipulating these beings though simpler ways. You have an almost instinctive understanding into the minds of beings like this, knowing just what to say and do to influence and talk them into and/or out of pretty much anything. You can bluff and lie like no other, trick an age old demon into believing you'd send him to heaven, or similar tricks. Seriously, you could screw over the Devil himself without even knowing it at the time.

Constantine- 600 CP

There's something about you, Jumper. Something that marks you as different, as special. Maybe it's a blessing, maybe a curse, or it could be something in your bloodline. You find that the world warps and twists around you in ways large and small. Fate and chance rearrange themselves to suit your needs, conscious or unconscious, or even to just pull you into things. You find yourself close to people who can be of aid to you, making allies out of them just by happening to have helped them out some time before, or being able to help them now, or some combination thereof.

Similarly, while you may get banged up in your profession, you find that you almost always avoid death and serious injury, if by a hair's breadth. Maybe you get last second reinforcements, maybe the threat to your life is distracted or needs to attend to something else, or maybe you just survive. But your luck acts in the strangest ways to ensure your survival, and it succeeds nine times out of ten. Unless someone ensures that they have killed you, and then double and triple checks… something might just save your neck somehow.

Insider

Neutrality- 100 CP

Ah. This is a curious choice to make. But very well. If you wish, you can declare yourself a neutral party, uninvolved and divorced from the conflict. Not just the conflict between Heaven and Hell, but any conflict that you could be expected to be involved in.

And so long as you're not caught violating this declaration, all parties involved will respect this neutrality, none of them asking of you any participation you don't want to provide.

Collector- 200 CP

You have a gift for gathering things of power. Maybe it's a hobby, maybe it's a part of what you do, but you have a skill and talent at digging up lost and buried weapons, artefacts and general objects of power that's nothing short of ridiculous.

You seem to come across rare objects practically by accident, pretty much just stumbling across them now and then, and if you actively set out to track something down you have a sort of unerring instinct that guides you, allowing you to defy all the odds and find whatever it is. This doesn't protect you from any dangers you may encounter in the process, nor does it *ensure* that you'll find things, but it does make it very, very ridiculously likely.

Rules of the House- 400 CP

In your house people need to follow your rules. And they do. In every place where you can be said to hold power, which belongs to you, one way or another, you are able to lay down rules and strictures, codes of conduct, and find that barring the very, absolute outliers, people tend to obey them without question.

These cannot be rules that favor you or someone among them outright and unfairly. No 'If you step in here you must give me everything you have'. But short of things like that, your word is law in your domain and in any activity or operation you command, and people respect that law. Breaking it won't even occur to them, barring truly extreme situations or people, and even they tend to obey if reminded.

Talent- 600 CP

It takes some to be a name in the community, one way or another. Maybe you're famous, maybe you're infamous, but either way you're quite something, when it comes to magic and the arts. You have immense potential for pretty much every branch of magic, all to levels high enough to make you a significant power by themselves.

You can also develop this potential, being able to learn and master magic at dramatically advanced speeds, covering years worth of material in days and weeks, if not sooner. Magic comes naturally to you, almost by instinct, so much so that you can learn it just by watching someone perform it a few times.

Your ability to learn defies reason and limits, allowing you to learn even spells that others in your position simply can't, for whatever reason. While your ability to *use* it all is not assured by this, no memory problems, curses, or even facts of nature can stop you from learning spells and methods, or any other forms of magic.

Police

Police Training-100 CP

You're a police detective, and a damn good one. You have all the training required for the job, from investigation to combat, and are generally good enough at it to be one of the stars of your department with an impressive record and history.

How much this helps you in the things you're now delving into depends, but it can be no end of use on the mundane side of things.

End of Schemes- 200 CP

But beyond being just an ordinary detective, there's something about you that makes you absolutely unbelievable at one particular part of your job, which is Investigation, of both things and people. You have a tremendous ability at finding things out and tracking down people, which would leave the best in the business in awe.

This works especially effective when there is some kind of plan or scheme going on around you. You tend to stumble across such things practically by accident, and more often than not at a time and place to send them careening straight into the dust.

This Can't be Happening- 400 CP

And so it isn't. If you wish, instead of embracing the Supernatural, you can reject it instead, and reject it with such force that it's very existence comes in doubt even to people who have lived and breathed it every day of their lives.

At will, you can impose 'reality' onto things, eliminating their supernatural aspects. The gangster isn't a half-breed demon, he's just a human gangster, so he finds his powers failing him and sputtering out. The person in front of you isn't cursed or possessed, she's just in shock, and she can recover. And so she does.

This isn't an absolute power, as when it comes to the more powerful beings it will only weaken them. But you can dispel any weaker supernatural effects you like, good or bad, pretty much at will, imposing the rules of mundane reality around you. This doesn't affect any of your own powers, curiously enough, and you can even, with practice, tune it to only affect certain targets or types of effects.

Oracle- 600 CP

The Sight is one thing. It allows you to look past the curtains blinding most people and into the truth of things. This is quite another, and a sight rarer. You're a full-blown Oracle now, every bit as powerful as the Dodson sisters, and even more perhaps.

You have strange abilities to see things no one else can, like events occurring in the Mexico while in LA. You can also predict the future with tremendous accuracy, and find out things like who committed a crime, or what places or people are relevant to whatever you;re looking for.You get snatches and glimpses of what people are thinking, and information about them in general, things they're likely to do in the past or the future.

The exact details of this gift are complicated, but by default it informs you of any 'important' people or events around you, anything that will have major consequences, affect the world significantly. With great effort, you can direct and control it to focus on different things instead, making it so you can see across vast distances, find out the past of things and people, all but read their minds, and even see into the future.

This also serves you well in combat, with how well depending on how you train it. But you instinctively know just where the next threat is coming from, where to aim and fire, so on and so forth.

Human

Beneath Notice- 100 CP

In this world of angels and demons, you are, after all, just a human. You find that people around you always underestimate you, never quite catching on to everything you can do and are. Even when they see evidence of you being beyond ordinary people, their first instinct remains to dismiss it as fake, considering you beneath their concern.

This makes it so you're unlikely to be drawn into their plans and schemes, and hostile attention in general, unless you do something that unequivocally shatters this illusion.

So Noble- 200 CP

You have an innate goodness, a nobility that stands you good in all things. Your moral fortitude and willpower are all massively boosted, so much so that it's virtually impossible for even the strongest demons or influence peddlers to corrupt or break you.

This also protects you from being driven insane or otherwise being mentally hurt, from all but the very strongest attacks, which are in turn heavily reduced and weakened against you.

Beloved of God- 400 CP

Humans are, for some reason, the most beloved children of god. Your can commit just about any sin and still find redemption just by repenting, just by regretting what you do. Angels were asked to bow to you and hold you higher than god himself.

And no human carries this gift more than you. You find that gods, spirits and similar beings always like you beyond all rhyme and reason, and always favor you above all others. They shower you with gifts abilities, and forgive any sin you commit if you just apologize.

In the future too, you're favored by all immortals, spirits and similar beings you encounter, so much so that unless you do something deliberately none of them ever starts with a negative opinion of you, and tend to go out of their way to exempt you from rules, and grant you powers and abilities that others would have to undergo all sorts of trials for.

Traveller- 600 CP

The material world is only one of the planes that exist here, there are others too. And while Heaven has some rather strict requirements before you can enter, Hell has none, and neither do many others.

You are extraordinarily talented in magic related to travelling from or to these planes, or even just using them to get around on the mortal plane faster. You know all the tricks, all the shortcuts for sneaking into and out of such places, and how to keep yourself safe while traveling through them.

It's not always as simple as just expressing your will and some power, or using a cat and water for that matter. Worlds have their rules and tricks that you need to go through if you want to get to them, but you have instinctive knowledge of all such rules, and tend to have a sort of SEP field that keeps the locals in such places from noticing you unless you want to be noticed, as well as being able to actually execute such tricks without the usual risks that come with it.

In future worlds too, you find that you can travel the local multiverse more or less at will, always knowing just what the right way to get to any planes or dimensions is. If you travel to them often enough and practice it well enough, you could even do so without the normally required tricks, just with power alone, and perhaps, eventually, even become capable of taking people along with you.

Angel

Grace - 100 CP

You are an Angel of the Lord, and it shows. You have a grace about you, a charm and calming aura that positively radiates peace and compassion. You have the ability to impart even the worst news to someone well, or just tell it to them however they would understand it best.

Your manners and etiquettes are perfect in all situations, and you always know just what to say and do. You could grant hope to a broken man with a word, or inspire a leader of the new age by appearing in his dreams.

Concealment - 200 CP

Sometimes angels need to do less than angelic things. And it wouldn't do for your fellows or superiors to find out, would it? You are a consummate liar and actor, capable of hiding your plans and schemes like a pro. You know what to bury and what to burn and who to silence, to make sure that word of your deeds doesn't get out.

This is helped along by the fact that your superiors seem to be oddly blind to you. Your scheming and planning just gets ignored by pretty much everyone, unless you're trying to do it completely out in the open or something. You could be an angel trying to bring about the apocalypse and drown the world in untold suffering, but you'd only fall if you somehow draw god's attention yourself.

Needful Things - 400 CP

It can be difficult to watch things going wrong, and not know just what you should do to correct them, or even knowing that but not understanding how to actually go about it. No more. You have a power, an instinct of sorts, that tells you whatever you need to do to accomplish your plans.

Whenever you designate a target, you find yourself having an instinctive understanding how best to go about doing it, what you need to do and in what order, and also how to ensure that it remains contained and secret.

This doesn't mean the things you'll need to do will be easy or simple. It might require you to do unspeakable things indeed, at least by normal standards. But either way you know with absolute certainty the moral position of whatever things you're trying to do, never needing to tell petty justifications to yourself or others.

Archangel - 600 CP

Woah. Okay, so you're not a run of the mill angel anymore. You're an Archangel, peer to the likes of Gabriel herself! Your powers and abilities, those gained from this world as well as elsewhere, as boosted and magnified massively, catapulting you so that you're among the strongest and most powerful beings in this world.

You have the light of God behind you, making you capable of smiting even entire legions of demons at will, and heal huge numbers of people of any and all diseases and injuries short of death with no effort whatsoever. Even magical diseases and poisons, or cursed injuries fall before your power, though they do require you to spend rather more of it.

Your speed of flight is easily supersonic now, and you can undo and destroy evil and corruptive influence of all kinds at will. Your ability to withstand damage is similarly boosted, to the extent that you can take most weapons mankind has to your face and not even notice, while your offensive abilities would let you go toe-to-toe with the Devil himself.

Demon

Mannerisms- 100 CP

While lesser demons are little more than ravening monsters hungry for flesh and souls, it behooves you to have a degree of personal *style*. Which you do, oh yes. You have a very distinct mannerisms, enough to creep out or terrify pretty much anyone if you play it right.

You can be a sort of creepy, in-your-face monster, always violating people's personal space and getting in their face, or maybe you're bombastic and energetic, full of off-note humor and generally fun enough that you could steal away an hours long movie with a minutes long appearance. Whatever you do, you do it spectacularly well.

In Time- 200 CP

What kind of demon doesn't have patience? Still, there's a difference between being patient and being, well, you. You patience is nothing short of legendary, allowing you to wait for virtual aeons without getting affected in any way.It helps that you're immune to boredom, always being able to amuse yourself in some way or another, even just in your own head.

But beyond these, there is another power you have. You can mark something as yours, either just to yourself or out loud, and from that point on you have an instinctual awareness of whatever goal it is, and if someone else is making designs at it, along with an idea as to who.

The exact details depend on our relative power as to the other person, if it's someone comparable to you you'd only get a rough idea, while if it's someone ordinary you would know their name, face and probably their address.

Schemer- 400 CP

What would a demon be, if not a schemer? Someone should get on finding out. Not you, though. You're a schemer and planner without peer. You have a grasp of the art of planning, and for layering plans within plans within plans that defies belief.

Not only are you an absolute master of strategy and tactics, you have an understanding of people, mortal and immortal, so fine that you can predict every move they're likely to make twenty moves in advance, and the skills to incorporate this understanding in plans vast and complex, yet robust enough to last aeons.

Seriously, while they may require a long shot or two, you find that you can spin together schemes and strategies to achieve practically anything and everything you set your mind to, and barring some very bad luck or variables truly and completely uncontrollable, they're overwhelmingly likely to succeed.

Demon Lord- 600 CP

You're not just a minor demon now, nor a middle one. You're at the very top, a mighty Demon Lord of Hell. While not *quite* his equal, your power is easily great enough to threaten Lucifer himself, and towers over all others.

You have extremely powerful Telekinesis, and possess an aura so terrifying it reduces even the strongest willed men to gibbering wrecks. Your powers over curses cross all boundaries, allowing you to kill or destroy men with just your will. You could curse someone to feel endless thirst until they drown themselves, or turn someone's bug enthusiasm on themselves by conjuring a swarm out of them that devours them, or a thousand other things.

You could lay down such curses for ages, to affect people for decades or centuries to come, and always know just what to say and do to corrupt people to decadence and hedonism, or to sadism or monstrosity. You can even corrupt things and places, turning even good things to foul, and a place of holiness to a hellish nightmare.

Items

All origins get their 100 CP item free, and the others discounted. Wherever applicable, you may import an existing item at no additional cost.

Drop-in

Cab- 100 CP

A simple Los Angeles city cab. It's not glamorous, but gets you from A to B. It doesn't require fuel, and is indestructible. Comes with NPC driver.

Mark of Belonging- 200 CP

Not everything you need comes on a neat list. This is a small mark denoting *you* in some specific, special way. So special that you may take whatever you place it on with you, and be assured of it working in future universes like any item bought with CP.

You can buy any number of these you want, but each only works on one thing, though you can switch them around.

The Bible of Hell- 400 CP

Also called the book of Ethenius, this is a copy of the Bible of Hell, with several additional books and verses, others rather different from what you may recall, especially the Book of Revelations. It has all sorts of information about Hell and it's denizens, and what they may be up to at any given time.

This version is special even then, being the most comprehensive set of prophecies that exists in the world. Pretty much every event of serious cosmic significance has at least a minor mention in this thing, others possibly having even detailed illustrations.

In future jumps too, this book updates with both whatever prophecies exist locally and new prophecies of it's own, detailing whatever major events are set to occur in the future. While it doesn't necessarily detail *all* important events, it does hold clues for the vast majority of them, going into more detail the more bigger the event is. Something like 'the world will end as the Son of Satan descends' will have names, times and 100% exact illustrations, while less important events will have proportionately less detail.

This book also updates in real time, so you might want to keep checking it.

Exorcist

Reputation-100 CP

Over the years you have earned a reputation through all the demons you have deported and all the people you have saved. You find that this reputation surrounds you now, cloaking you in myth and making you into a figure of some considerable renown, practically legendary yourself.

It's a pervasive thing, spreading like wildfire as your deeds are recounted over and over again, spreading your name and the feelings tied to it, good or bad, along with it. People find you a figure of awe and respect, and more than a little fear, and it shows in their dealings with you, though some may have contempt if you have fallen from those days.

In future worlds too, this reputation follows you, your deeds and achievements in past jumps taking the form of legends and myths, urban or otherwise. They insert themselves into a setting's background, adapting and distorting at times to be understandable to the locals. You can choose what legends spread, and also how identifiable you are with them.

Contacts- 200 CP

The kind of business you're in, you've made some very good contacts in the supernatural community. People good at research, people with access to all sorts of items, supernaturally talented people… and others.

It's not a vast group, but you have quite a few people scattered here and there, and will likely make more and you continue working your trade. These contacts always tend to be very loyal and trustworthy, if a tad unlucky now and then. They also always have useful skills, if not anything truly ridiculous.

In future jumps too, you have the skills to develop a vast, wide-ranging network of contacts and allies, who you can turn to whenever you need something specific. You find that there's always a favor or two you can do people, and the more of these you do and the more people you do it for, the bigger it grows. Play your cards right and you could be sitting on a network spanning multiple cities, maybe even international, in no time.

Arsenal- 400 CP

The tools of your trade. These are a golden, high-power Holy Shotgun with matching blessed bullets that can kill weaker demons with a single shot, a set of knuckle dusters made of pure gold appropriately blessed by a holy person that counters demons' durability and supernatural

strength, ampules full of Holy Water, a piece of Moses's shroud that, when burnt destroys any demon in its proximity, screech beetles that are like nails on a chalkboard to the fallen, and Dragon's Breath, which is, well, the breath of a dragon, and potentially a lot more.

This is a complete arsenal, a stockpile of everything one would need to wage an all-out war, One Man or otherwise, against the things that go bump in the night. You find that there's something to counter and hurt pretty much every kind of supernatural being in the world in here, requiring only someone who knows how to use it all.

In future worlds too, the stockpile upgrades to generate powerful weapons capable of hurting and killing every supernatural being in the world that can be hurt or killed, and of the very absolute highest quality possible.

Insider

Cross of Isteria- 100 CP

Well now, this is a find. One of the two crosses of Isteria, this cross can be used by anyone, well, in this case anyone you allow, to create Holy Water of the very highest, purest potency. The merest touch of the water causes horrible burns and pain to all demons, vampires, dark spirits and similar beings, regardless of whether or not they would normally be affected.

In addition, the cross itself is an extraordinarily powerful Holy Artefact, and the mere sight of it pains and hurts the fallen hideously.

The Club- 200 CP

Your own chunk of Supernatural Switzerland, if you will. This is your club, a place where both sides of the war can come in and forget all about it, and freely let their hair down. A full-fledged Bar and Club, you have an unlimited stock of the very highest quality alcohol and wines, and as much space for people and storage as you need.

The neutrality of this place is well known and respected by all patrons, and none will even think of violating it. You can set whatever rules for entry you deem appropriate, and get NPC enforcers to ensure they're followed. You can also run additional businesses out of here if you want, such as a magical artefact trade or similar. If you want you can have this place be something else instead of a club, maybe a cafe house, or a casino or something, or even have it be all of these at the same time, so long as it retains its primary function, which is to be a Neutral ground for all factions.

Stockpile- 400 CP

Okay, now this is quite something. A stockpile of magical items of all kinds, with some of the rarest and most powerful goodies in the world among them. This is a collection of myriad objects, from spell and ritual components to artefacts of true power, all here for your use.

While not quite the ultra-letha collection of firepower that the **Arsenal** is, this tends to be a far more well-rounded selection, with a little something for all types. Components that can be made into weapons, incense and magic components, an old electric chair thick with the dying energies of those who passed through it to hell, that sort of thing.

In future worlds too, it updates to generate a similar collection of items from the local setting, being rich and varied enough that no matter what it is you're trying to do, you can *probably* find at least one or two things of whatever you need for it in here.

Police

Amulet of Protection- 100 CP

This is a complex runic design, done in metal on a chain. Your basic amulet of protection, it protects you from supernatural influence such as curses or even physical effects. While it's on any powers used against you weaken by an order of magnitude if not more, most failing entirely.

It also protects you from any hostile magic used against you normally, and guides you away from danger. If you have powers of your own it can be used to suppress them and any negative effects they may have on you, including drawing the attention of beings due to using your abilities.

Badge and Gun- 200 CP

While it might not matter quite as much in this strange new world you find yourself, you are still a cop, and that means something. This is your badge and gun, identifying you as a member of law enforcement, and everything that comes with it.

You can use your badge to talk to people trying to avoid you, or get into places that would otherwise bar you, and most law abiding people will respect it. It also places the resources of the police at your disposal, as well as the legitimacy.

In future worlds too, this allows you to be a member of whatever law enforcement organizations exist, and a rather senior, privileged position at that, like a veteran, extraordinarily well-performing detective would be on a city police force. You get access to all the resources

such organizations have to offer, along with a steady salary, though they curiously always seem to forget to actually give you things to do.

Weapon of Power- 400 CP

It takes quite a bit of work to balance the scales so a mortal can stand a chance against angels and demons, what with their ridiculous powers and your extreme fragility. This should, however, help quite a lot.

It's a weapon, what kind to be decided by you. Maybe it's a dagger, or a gun, or a sword… it depends. But what it does is very simple in all forms. It kills. No matter what you use it on, no matter how unkillable they may normally be, it kills them stone dead regardless.

Furthermore, it takes care of any loose ends that would arise from such a situation. Anything that depended on them being alive to stand or function somehow continues to do so, barring further complications.

Human

Cigarettes- 100 CP

A neverending pack of cigarettes is now yours! Seriously, though, you can pull out any number of coffin nails out of this and there will always be more. Not that these ones count as coffin nails. While they're perfectly normal, tobacco-nicotine-full cigarettes, you find that they don't harm anyone's health at all, first or second-hand.

In addition, smoking one clears your head and relieves any stress you might be feeling, no matter how bad it may be..

Apartment- 200 CP

A place to live, more or less. This is nothing too fancy, very clearly a bachelor pad, but it's yours free and clear. More to the point, it has some very powerful protections from the magical side of things, in the form of wards and runes and other similar measures that either you cast or someone else did to repay a favor.

They're some very solid work, and make it so that no matter what you do on the outside, none of your problems can find you here. Nothing, spirit, angel, demon, god or mortal, that holds ill intent towards you can even find this place without being explicitly told of it or watching you go in, and even then getting inside is a virtual impossibility for even the greatest of them.

Magic used against it fails, traps laid down around it break down, and hostile beings find that it's hard to stand here, every breath constricts and their skin crawls every second they're here. The

weaker ones would be destroyed by it's magic over time, and even the stronger ones would find themselves weakened. You can upgrade this place to be higher luxury by paying an additional 100 CP, which would make it a penthouse apartment with just about every luxury you'd care to have. Or, by paying an additional 200 CP you can apply these protections to every residence you own, through jump-fiat or otherwise.

Spear of Destiny- 400 CP

Well, let's face it, you knew this one was going to be here *somewhere*. This is the Spear of Destiny, either a 100% perfect copy or the original, which will completely derail the plot in the latter case.

Simply holding this spear makes you utterly invulnerable to all harm, no matter how strong the perpetrator. You gain minor superhuman strength. You also become aware of things around you on a magical and spiritual level, being able to detect if someone is scrying you or Astral Projecting to you, and can even shut down such effects.

On top of all that, this spear counts as a perfect reagent in all rituals or events requiring something of the sort. A lock that will only open to a key? The spear will do. Only a certain weapon can kill someone? Now this one can too. Speaking of which, you can, at will, cause it to radiate a Death Aura that kills everything around you for several meters, though it doesn't work on the supernatural.

Angel

Wardrobe- 100 CP

Being an angel doesn't always mean dressing in white robes with halos, you know. Actually, it doesn't mean that at all, here and now. You need outfits that belong here, and there are few better than these.

This is a complete Wardrobe of such outfits, each of them the very finest pieces money can buy. There are clothes for every situation, and more. Furthermore, the real power of these outfits is subtler. They can conceal your supernatural nature from all eyes, making you appear as a completely normal person even to people who have powers that let them see through such illusions normally, let alone others.

Wings- 200 CP

You are an agent of Heaven on this plane, a champion for good. And you shall remain so in future jumps. Well, hopefully. Your wings serve as official proof of this, as well as of your status.

You can now carry your ‘status’ along with you across jumps, allowing you to get a position similar to what you leave jumps with in the ones after them.

This doesn’t mean you can become the absolute leader of all organizations by becoming the leader of one, given as it doesn’t work on leadership positions at all. But anything short of that, privilege, access to information, resources and funds, all are translated across jump, so if you leave this jump as a highly respected and valued archangel, you can be assured that an equivalent position is waiting for you in whatever ‘forces of good’ exist in future jumps.

Slice of Heaven- 400 CP

A small piece of your own heaven. This is a wondrous place, a whole city built amidst the clouds, full of golden light and wonderful serenity. This is a small pocket dimension, you very own piece of Heaven to do with as you please.

This place can grow with occupants, to house as many people as you deem fit in the height of luxury and happiness, with the exact details being up to you. You can set whatever rules for entry you like, even whether or not someone needs to be dead to get in here.

In addition, no one can get here without fulfilling whatever rules it is you do set, no matter what or how great their abilities. In addition, you can cast out anyone who *is* in at any time you want, with no downsides.

In future jumps this place follows you along either as a pocket dimension or a warehouse attachment, up to you. You can control every single aspect of it, even creating things or expanding it by feeding it more energy, at will.

Demon

The Sign- 100 CP

It helps to have a something that identifies *you* personally in a unique way. It lets the trash know just who and what they’re dealing with in a given situation, and how far away they should run if they’ve made you angry.

This is *your* very own mark. It doesn’t specifically need to be a mark, it can be a physical object, a word, or something else that can be used as a signature. Whatever it is, anyone looking at it knows without a shadow of a doubt that it belongs to you and you alone.

You can use this in any way you want, from granting it to an emissary so everyone knows to treat them with respect, or as an object of your wrath, so everyone knows to ‘treat them with respect’.

Prince of Hell- 200 CP

Whoa. Okay. So you're not just an ordinary demon, nor are you 'just' a Demon Lord. You're a legitimate Prince of Hell, a brother to Mammon himself, or at least a contemporary of him somehow.

You have a status second only to Lucifer himself, and every bit equal to Mammon. You have command over vast legions of the demons here, as is your right as their prince, along with all the other benefits that come with being royalty.

In future worlds too, you can choose to be a prince, though not the crown prince, of any races or nations you come to become part of, and retain the ability to command and compel the lessers of your kind and have them obey.

Personal Hell- 400 CP

Okay… why would you want this? Whatever the reason may be, you have your own miniature Hell following you now, a post-apocalyptic hellscape choking with smoke and death, a world that's, well, hell.

It's also full of ravening demons of all kinds, soldier demons and ashrak and all the rest, all numbering in the thousands upon thousands, all bound to your command. There are also damned souls in rather greater numbers, all assured to be the very worst of the worst humanity has to offer and available to guilt-free utilization for whatever purposes you deem appropriate.

You can generate more of both by feeding power into this realm, as well as increasing the size of this realm, temporarily or permanently. In future jumps, this world can be changed according to your will to become whatever you want, and you can switch from generating this world's demons to ordinary members of whatever race or species you become yourself, or otherwise come to be able to command.

To be clear, the absolute strongest any being generated through this realm is a tenth as strong as you.

Companions

Import/Creation- 50 CP

You know the drill. Create a new companion or import an existing one. They get 800 CP to spend on whatever they want.

Canon Companion- 100/200 CP

Or maybe you'd like to take someone from here? 100 CP for a human, 200 for demons/angels.

Drawbacks

Crossover +0 CP

Technically this world is supposed to be a standalone universe, but with this you may freely make this world's events into any DC/Hellblazer related world you can justify. Maybe Keanu is the cousin of british Constantine?

Rain +100 CP

Wherever you go, you seem to be followed by your own personal raincloud. Things will be wet and slippery, and the colour seems to have been bleached out of the world.

Peddling Forgeries +200 CP

Is not a healthy thing to do, especially with the kind of clientele that tends to deal in souls as often as dollars. You did it anyway, sometime in the past. Point is, you're a pretty disliked person on the supernatural scene.

Many important people are pissed at you, not quite enough to send people at you, but you have a really hard time getting anyone other than a small (less than five) group of friends to do things for you.

Wrong Side of the Bed +200 CP

Or maybe it's you pissed at everyone. You're just not a pleasant person, Jumper. Always rude and sarcastic and snarky, you don't care for anyone else's feelings and generally tend to be a total bastard as often as not.

Red Delights +300 CP

Something you did has offended the Lord of Hell himself, and done so really, really badly, so bad he's prepared a whole infernal amusement park just for you! Jokes aside, he's angry, and while most of the time he's contained in Hell, expect him to send demons at you, maybe come at you while he's around collecting here on Earth, and so on.

His anger grows worse the longer you remain out of his grasp, so much so that it's possible that towards the end of your stay he may very well go 'hang the balance' and do something… unwise.

They Made it Worse +300

You're mad. Completely, utterly insane, with a laundry list of illnesses and symptoms. Such as seeing demons and monsters in ordinary people, maybe, or thinking that the world is going to end soon, or believing in magic.

Point is, your actual mental condition is actually fine, but the world considers you mad. You start in an asylum, and over the course of your stay no one not a companion is likely to believe a word you say, nor treat you as anything but a nutcase.

Cancerous +300 CP

Pretty much what it sounds like. You have late-stage cancer, bad enough that you have only month, or *maybe*, at the worst, a couple years to live. Or perhaps it's some other terminal illness with similar effects. Point is, this cannot be healed with mundane means, and nor can it be fixed by any magic you wield.

It can, however, be healed, as there is nothing actually preventing that apart from things already said. You must find a way to get yourself fixed before ten years pass, as this body of yours, worsening as it is, will certainly give out before then, and with that your chain.

Balanced +400

This world operates on a careful balance between heaven and hell, between good and evil. For every major act that violates this balance by one side, the other gets to retaliate. Normally you are beyond this, being what you are. No more. Indeed, you suffer it worse than anyone else.

Any action you take to aid harm one side of this conflict, to put your finger on one side of the scales, you find that it is mirrored twofold on the other. Go out and kill a dozen people for the kicks, angel first responders managed to save two dozen hopeless cases. Slaughter a hundred demons? Two hundred new ones arrived somehow, or a hundred angels and priests are eliminated.

Possessed +400 CP

Well, not much to say about this. You have been rendered into a portal between Hell and Earth. Your body is being used by a soldier demon of hell to try and cross over physically to the mortal plane, so that it can run about and do usual soldier demony things.

This causes you horrendous pain and mental anguish, enough that a normal person would be rendered utterly helpless, and if this is not dealt with, the demon will likely burst through in time. Sooner if it gets to a mirror.

Stick with me, that will change +400 CP

There's something about you, Jumper. Something that causes bad things to happen to people around you. Maybe it's you 'stealing their luck' somehow, maybe it's the enemies you've made or the plans you're interfering in, but people around you keep getting injured, ruined or dead, often a combination of the three.

Your companions are mercifully left unaffected from this, but anyone else had better thing very carefully before agreeing to do anything for you.

Something Suffering Noble Something +500

Okay, so there's something *wrong* with you. You make plans that make *no fucking sense*. At all. And you have a habit of remaining ridiculously smug and self-righteous through it all.

Seriously, you could be an Archangel and *somehow* convince yourself that literally bringing about The Apocalypse and delivering Earth to the Son of Satan is a good idea.. Or maybe you could be opposing them… but this would still be the caliber of plans you make. That is, you would make a plan that would boil down to… well, someone being impulsive in a moment. Or maybe it would be. You would leave crucial factors like the 'main opposing party' in play, convinced they're harmless or just forgetting about them.

All while remaining utterly, insufferably smug, don't forget that part.

Wanted +500 CP

You are. Very much. Not how you'd enjoy it, though, unless you're into some freaky shit. You are considered a crucial element in the plot to bring about the Apocalypse, being brewed by Gabriel and Mammon.

Maybe Gabriel needs to use your Heart's blood to re-christen the Spear of Destiny, or maybe you're a psychic that can be used in place of Angela, or maybe using two will make Mammon twice as powerful, or let Gabriel cross over too, or *something*. Point is, they want you as much, if not more than they want her, and they'll stop at nothing short of daddy beating one up and the other one's daddy tossing her in the 'fallen' bin.

Work to Do +600

You have. A lot. As it turns out, the plot between Gabriel and Mammon kinda… isn't the only apocalypse scheduled this decade. There are more. Nineteen more, to be exact.

Twice every year, there will be enacted a scheme just as significant as this one, with comparable results if it succeeds. And somehow, *somehow*, you're the only one who can stop them. Maybe you can't tell anyone, maybe it's just happening too fast, perhaps they don't believe you or it could be that they just don't care, but it always comes down to you and any companions you have to stop this from happening.

If you insist on working with the locals you may have *one* set of people, four-five strong, assist you through this. If one or more of them dies you don't get to recruit more, and if you try *something* will always intervene.

If, at the end of the decade you manage to get through this whole thing with an intact group, they all become companions for you, and receive 4000 CP, two hundred for every apocalypse stop and two hundred extra, to be used by *them* as they please, however you and they may wish to split it.

Damned for it +600 CP

Well, you are. Maybe a suicide, maybe you just sinned a lot, but you're in hell. And you might have noticed, but it's not a very pleasant place to be.

Your goal here of simple, to get out of this place. No dimensional-travelling powers you have work, so you must either do Lucifer or someone close to him a favor, or your companions must pull something on their, distinctly *non* hell end, or whatever else you feel like. Oh, and your companions all know you're in there, don't worry about that, nor can they be made to forget by any means.

Thing is, if you haven't left before your decade is up… you aren't. Ever.

Choices

Stay: Really?

Go Home: You know the drill. Time restarts, affairs settled, and the rest.

Move On: Now we're talking.

Notes

Both the Slice of Heaven and the Personal Hell can be merged with any other pocket dimensions you come to possess or rule in the future, including each other if you buy both. The resulting dimension(s) tend to be slightly bigger than the sum of the parts, for mystical reasons, and they possess the best features of both while covering whatever downsides they can of each other. Other than these guidelines, you have full control over the process and the result.

You can even do something like merging parts of one to to another to create more of them, or break them apart… pretty much whatever you want.