Abrahamic Mythology (Jumpchain/CYOA)
Posted originally on the Archive of Our Own at https://archiveofourown.org/works/78105991.

Rating:	General Audiences
Archive Warning:	No Archive Warnings Apply
Fandom:	Choose Your Own Adventure - Fandom
Language:	English
Stats:	Published: 2026-01-22 Words: 6,544 Chapters: 1/1

Abrahamic Mythology (Jumpchain/CYOA)

by ProtagNeptune

The World

In this reality, the Abrahamic faiths are undeniably true. Divine power flows through scripture and prayer. Miracles manifest. The supernatural permeates every layer of civilization. But so does the demonic. The world is locked in an eternal struggle between Good and Evil, Light and Darkness. Three great faiths contend for the souls of the faithful: Judaism awaits the Messiah's redemption, Christianity proclaims Jesus Christ as savior, and Islam declares Muhammad as the final prophet. Each believes their path leads toward salvation and the end times. However, they have never agreed on what salvation entails or who truly serves the divine. Yet the battle rages on. The Adversary works in shadows and whispers, in institutions and hearts alike. Some say the apocalypse draws near. Others believe the struggle will never end.

Divine power manifests in different ways. Some access it through sacred knowledge and mystical understanding, bending reality itself through arcane mastery. Others channel it through unwavering faith and righteous action, manifesting miracles and grace. Still others embody it as unshakeable conviction, an absolute certainty that becomes contagious to those around them. And some perceive it by seeing through deception, uncovering hidden truths that others cannot perceive.

You arrive in this world with **1000 Jump Points (JP)** for a decade seeking truth, faith, or perhaps simply survival in a cosmos locked between opposing infinities.

Origins

Choose your age and gender freely.

Drop-In (Free)[Rogue Path]
You arrive in this reality as an outsider. Fragments of something don't quite add up. The pieces refuse to fit together the way they should. You're skilled at uncovering what others miss, at seeing through deceptions and finding hidden patterns. Something fundamental feels wrong here, and your instincts tell you the truth lies buried beneath layers of conspiracy and lies.
"The Adversary's Attention" is mandatory for outsiders.

Jewish (Free)[Mage Path]
You were born into the Jewish faith and its traditions, inheriting not just belief but arcane knowledge. The Torah is more than scripture to you; it contains the fundamental structure of reality itself. You await the Messiah as your people have for millennia, and your connection to the covenant grants you access to mystical power encoded in the divine names and sacred patterns.

Christian (Free)[Paladin Path]
You were born into the Christian faith as a servant of divine will. Your salvation is tied to Christ, but so is your calling: to heal the broken, protect the faithful, and manifest divine grace in a corrupted world. Your faith is not passive; it is a force that flows through you, tangible and powerful.

Muslim (Free)[Warrior Path]
You were born into the Islamic faith with absolute conviction in Allah's will. Your submission is total, your purpose clear. You have devoted yourself to the eternal struggle against corruption and falsehood. Your devotion to the Qur'an and Muhammad's teachings is not ceremonial; it is the unshakeable foundation of who you are.

Heritages
Choose what blood flows through your veins freely.

Angelic Human (Free)
Divine heritage marks your bloodline. Somewhere in your ancestry, an angel left traces of celestial light that still flow through your veins. Others sense something luminous about your presence, something that seems touched by grace. You carry the weight of heavenly ancestry, a gift that sets you apart, though whether blessing or burden remains unclear.

Spiritual Human (Free)
Exceptional mortal ancestors shaped your lineage: saints, heroes, mystics whose virtue transcended the mundane. Their power flows through you, supernatural strength born not from celestial or infernal blood, but from mortal excellence elevated beyond the natural world. You walk in the shadow of their legacy, carrying their transcendent will forward.

Demonic Human (Free)
Infernal heritage marks your bloodline. Somewhere in your ancestry, a fallen angel left traces of corruption that still pulse through your veins. Others sense something fundamentally wrong about your presence, a shadow that doesn't quite align with the natural order. You carry the weight of fallen ancestry, a curse that sets you apart, though whether damnation or opportunity remains unclear.

Locations
Roll a 1d25 to determine where you start, or pay 100 JP to choose your starting Location.
The Adversary's power ebbs and flows with Christ's incarnation:
- **BC years:** the closest from his birth and infernal forces weaken.
- **AC years:** the farthest from his birth and infernal forces recover.

Note: BC denotes Before Christ and AC denotes After Christ.

1. Antediluvian Era (Pre-Flood Lands)[~3000 BC]
The world before the deluge. Watchers and Nephilim walk openly among mortals. Divine and demonic power flows raw and unbound, not yet crystallized into doctrine or faith. Truth is contested. Reality feels negotiable. You arrive in an age before the three faiths, where the Adversary's deception is still taking shape.

2. Noah's Time (Black Sea)[~2400-2300 BC]
The world after the great deluge. Waters recede from the land. The earth is remade. Mountains emerge from the flood. You walk in an age of renewal, where survivors rebuild civilization from the waters' edge. Scholars speak in hushed tones of a world destroyed and reborn.

3. Tower of Babel (Shinar)[~2200 BC]

Humanity speaks one language and builds a tower to reach heaven. Pride and ambition drive the construction higher each day. You arrive as divine judgment looms, the moment when God will scatter the nations and shatter the common tongue. Power flows freely here, but so does hubris. The Adversary whispers that unity against heaven is possible. Soon, nothing will be as it was.

4. Abraham's Time (Ur and Canaan)[~2000 BC]
The age of the Patriarchs. Ur and Canaan, where the first covenant is sworn. Tribes gather under starlit skies. The promise of countless descendants echoes across the desert. You are among those who first hear the call to faith.

5. Moses' Time (Mount Sinai)[~1300-1200 BC]
Mount Sinai burns with divine fire. The Exodus unfolds. The Torah is written in stone and spoken in thunder. Miracles part the sea. You witness the law itself being carved into existence. The wilderness holds sacred knowledge, patterns, and mysteries encoded in divine language that only the initiated can fully comprehend.

6. David's Time (Kingdom of Israel)[~1000 BC]
A kingdom is born. David's reign establishes Jewish sovereignty and makes Jerusalem its spiritual heart. The city rises as a center of power and faith. Psalms are composed. The house of David stands as the promise of coming redemption. You walk among prophets and kings.

7. Solomon's Time (Kingdom of Israel)[~960 BC]
The kingdom stands in its full glory. Solomon's wisdom draws scholars from across the world. The Temple rises as the seat of divine presence on earth. Knowledge and theology flourish. Sacred architecture and hidden mysteries are revealed. You walk in an age where the very structure of reality is studied and understood.

8. Elijah's Time (Kingdom of Israel)[~870 BC]
The kingdom has turned to Baal worship. A lone prophet stands against the tide. Elijah challenges the false priests on Mount Carmel, calling down fire from heaven. Divine power clashes with demonic deception in an open contest. You walk in an age where the battle between the true God and the Adversary's proxies is fought without pretense. Soon, a chariot of fire will descend.

9. Exile (Babylon)[~580 BC]
The First Temple lies in ruins. Jerusalem has fallen. The Jewish people are dragged into captivity in Babylon, their faith tested by foreign gods and imperial power. Daniel interprets dreams in the king's court. The faithful are thrown into furnaces and lion's dens. You walk among the exiled, where faith endures without a temple, without sovereignty, sustained only by scripture and hope.

10. Return from Exile (Jerusalem)[~540 BC]
The exile ends. Cyrus of Persia permits the Jews to return. Jerusalem rises again from rubble. The Second Temple is built, though elders weep, it is not what it was. You witness restoration born of loss, a people reclaiming their holy city and rebuilding what was destroyed. The covenant endures. The Adversary's attempt to break the faith has failed.

11. Jesus' Time (Judea)[~24 AC]
The turning point of ages unfolds. In the land of Judea, a teacher walks among the people. Miracles are whispered about. The sick are healed. The broken find peace. Disciples gather. The old world trembles at the arrival of something new. You are present as divine grace begins to manifest in tangible, transformative ways.

12. Fall of Jerusalem (Judea)[~70 AC]
Roman legions surround the holy city. The Second Temple burns. Jewish sovereignty ended for nearly two millennia. Refugees scatter across the empire. The covenant survives in

scripture and memory alone. You witness the destruction that will define Jewish identity for generations, and the moment Christianity fully separates from its roots.

13. Constantine (Rome)[~310 AC]
The Emperor has seen a vision. Christianity transforms from a persecuted sect to a state religion. Councils convene to define doctrine. Heresy becomes a political matter. The Church gains power, wealth, and the burden of empire. You walk in corridors where theology and politics merge, where the faith is shaped by compromise as much as revelation.

14. Arthur's Time (Britain)[~500 AC]
Pagan sorcery and Christian faith clash across misty Britain. The old gods are losing ground, making their last stand in this land. Merlin walks between worlds, fully committed to neither power. Arthur rises to unite a fractured kingdom, but his rule is built on pacts with ancient forces that refuse to fade. You witness Britain's transformation as Christianity advances and pagan magic retreats, caught between the Adversary's whispers flowing through both faiths. Magic and miracle contend for dominion over one land. Nothing here will ever be as it was.

15. Muhammad's Time (Arabian Peninsula)[~600 AC]
The Arabian Peninsula thrums with prophetic revelation. Muhammad walks among the tribes. The Qur'an is recited, memorized, and divine words take root in human hearts. Absolute certainty flows through the faithful. The Ummah forms. You witness the foundation of the Islamic faith in an age of profound spiritual awakening.

16. Split of Rome (Rome/Constantinople)[~1050 AC]
The Church tears itself apart. Rome and Constantinople exchange excommunications. East and West divide over theology, authority, and pride. The Catholic and Orthodox churches emerged from the schism, each claiming to be the true faith. You witness Christianity fracturing at its highest levels, and whispers suggest the Adversary's hand in the division that will never fully heal.
You can start at Rome or Constantinople.

17. Crusades (Holy Land)[~1100 AC]
All three faiths clash in open war over sacred ground. Christian knights march under the cross. Muslim warriors defend in Allah's name. Jewish communities are caught between. Jerusalem changes hands. Blood soaks holy sites. You witness the moment when the three faiths meet not in debate but in battle, and the Adversary's influence flows through all sides.

18. Ottoman (Constantinople)[~1450 AC]
The great Christian city falls. Constantinople becomes Istanbul. The Hagia Sophia's bells fall silent as the call to prayer rises. Islam stands triumphant over the heart of Eastern Christianity. You walk in a conquered city where one faith's glory becomes another's, and whispers suggest the Adversary celebrates regardless of which banner flies.

19. Holocaust (Europe)[~1940 AC]
Darkness descends on Europe. The Jewish people face systematic extermination. Six million perish in camps and ghettos. Faith is tested beyond all measure. Some find God in the ashes. Others lose Him forever. You walk through humanity's deepest evil and witness both the Adversary's greatest triumph and the seeds of Israel's restoration that will follow.

20. The Old World (Jerusalem)[2000 AC]
The ancient city at the heart of Jewish sovereignty, thriving in the modern era. Under Jewish control since the restoration of the country, it stands as the political and spiritual center of Israel. Contemporary universities and research institutions study scripture alongside ancient traditions. Scholars debate theology with modern sensibilities. Pilgrims arrive from across the Jewish diaspora. The city hums with the energy of a living faith in the modern world.
For a Jewish origin, you can start here at no cost.

21. The Old World (Vatican City)[1600 AC]

The seat of Christian authority in the age of the Renaissance and the Reformation. Marble corridors and vast libraries overflow with centuries of accumulated knowledge. The Counter-Reformation shapes doctrine and thought. As a Christian believer, you have easier access to the Church's scholarly resources and spiritual institutions, though not all doors open freely. Some archives remain restricted. Some questions are discouraged.
For a Christian origin, you can start here at no cost.

22. The Old World (Mecca)[1200 AC]
The holiest site in Islam during its Golden Age. Scholars from across the Islamic world converge to study theology, mathematics, and philosophy. The call to prayer echoes across the city. Millions circle the Kaaba in devotion and submission. Faith is lived with absolute clarity and certainty. Knowledge flows freely among the learned.
For a Muslim origin, you can start here at no cost.

23. The New World (America)[1600 AC]
A sprawling continent where the three faiths have taken early root in newly settled lands. Colonial settlements establish religious communities far from the oversight of the Old World. Yet the land itself seems to resist: whispers of wendigos in the deep woods, of spirits that do not recognize the three faiths, of older powers that predate the new religions. Scholars here ask questions their counterparts overseas might not dare ask. Truth lies hidden beneath layers of mystery and deception. Distance from the Old World has its price.
For a Drop-In origin, you can start here at no cost.

24. The New World (Australia)[2000 AC]
A distant land in the modern era, where the three faiths have arrived more recently but taken root with unexpected fervor. Remote communities, monasteries, and centers of learning dot the continent, though many are strategically built high or behind sturdy fences. The local fauna seems actively hostile to human theology, as if the land itself resists divine order. Some whisper of survivors from The Flood who fled here, building civilization beyond the covenant. Others claim the Adversary's influence runs particularly deep. The sacred takes many forms, and so does damnation.
For a Drop-In origin, you can start here at no cost.

25. Free Pick
You are free to choose where you start from the available options.

Perks
Origins/Heritages gets its 100 JP perks for free, and the rest are discounted to 50%.

General Perks (Undiscounted)

Living Scripture (-100 JP)
You speak, read, and write Hebrew, Latin, Arabic, and all languages of scripture and ritual as naturally as your native tongue. Sacred texts reveal their deeper meanings to you instinctively. Academic research using texts is both faster to read and easier to understand.

Divine Mandate (-200 JP)[Capstone Booster]
When you pursue action aligned with your faith's core principles, improbable luck follows. Guards fall asleep at crucial moments. Letters arrive exactly when needed. Enemy weapons jam in combat. The effect triggers reliably when your intent is genuinely righteous by your faith's standards, not every minor act, but meaningful efforts in service of your beliefs. Selfish acts receive no such blessing.
Capstone Booster: When combined with a 400 JP perk purchase, you gain both the base perk and its capstone boosted version.

Drop-In Perks

Fractured Sight (-100 JP)
You automatically detect lies and deception. When someone lies to you, you know it immediately. You spot inconsistencies in texts, notice hidden doors, and see through illusions. You can see in complete darkness as easily as daylight. However, you only know something is false or hidden, not what the truth actually is.

Hunter's Instinct (-200 JP)
Your reflexes react automatically to direct threats. Ambushes fail. Sniper shots miss. Assassins trip at the wrong moment. You move through shadows undetected and strike from darkness with lethal precision. Direct killing attempts fail through circumstance or your own rapid response. Slow poisons, pre-set traps, and indirect methods still work against you.

Pattern Hunter (-400 JP)
You track targets by reading behavioral patterns. You predict where hunted enemies will flee based on their desperation and habits. You follow conspiracies through negative space, the missing records, the silenced witnesses, the questions nobody asks. When hunting someone, you stay one step ahead of their attempts to escape or hide.

Truth Unveiled [Capstone Boosted]
You embody shadow itself. You move through darkness unseen and unheard, as naturally as breathing. Lies collapse in your presence. Those who deceive find it painful to maintain falsehood near you. Shadows obey you, concealing your movements, revealing your targets, bending to your will. You are both hunter and unveiler of hidden things.

Jewish Perks

Talmudic Mind (-100 JP)
Your text memory is perfect and instant. You recall any passage you've ever read, word for word. You construct logical arguments and counterarguments with supernatural precision.

Golem Shaper (-200 JP)
You animate clay constructs through ritual and the spoken word. You can maintain multiple golems simultaneously; the stronger your faith, the more you can control at once. Each is slow but powerful, obeys your commands perfectly, and persists until destroyed or dismissed. A wavering believer might sustain one or two, while a devout mystic could command a small army.

Kabbalistic Mastery (-400 JP)
You understand reality's divine structure through Kabbalistic knowledge. By invoking sacred geometry, divine names, and hidden letter combinations, you reshape reality itself. You heal wounds that should be fatal. You manipulate physical matter. You compel truthful speech. The universe responds to your mastery of its deepest patterns.

Tikkun Olam [Capstone Boosted]
Through Kabbalistic understanding, you can repair brokenness in the world. You mend broken objects, heal damaged lands, and restore balance to corrupted places. You understand the divine structure beneath damage and can unravel it, restoring what was broken. The more profound the damage, the greater your power becomes.

Christian Perks

Sanctified Presence (-100 JP)

Holy light radiates from you when you act with genuine mercy and compassion. People in your presence feel authentic peace. Their guilt and shame become bearable. The terrified find their fear subsiding. The dying find comfort and lose fear of death, sensing Christ's mercy and His promise of redemption. This is emotional comfort, not healing. A poisoned person still dies. A traumatized person still carries trauma. But near you, the weight lifts temporarily, and they can breathe. Light seems to follow you.

Living Miracle (-200 JP)
You channel Christ's mercy through faith. You heal the sick and injured by laying hands on them. You perform feats that defy natural law, walking on water, surviving fatal falls, and manifesting food from nothing. In combat, your weapons glow with holy light when protecting the innocent. Wounds you inflict on the wicked carry divine judgment: they resist healing, fester unnaturally, and cause intensifying pain. The more dire the situation, the stronger your power becomes. These abilities require genuine intent to serve others; selfish violence receives no blessing.

Holy Crusade (-400 JP)
When you speak of spreading Christ's mercy and salvation as a righteous mission, others feel spiritually called to answer. Priests advocate for your cause. Communities donate resources. Religious institutions open their doors and archives. People abandon comfortable lives to follow your calling. Your certainty in Christ's redemptive purpose is so powerful that those around you become convinced of the same mission. They retain free will and can leave if they choose.

Eternal Salvation [Capstone Boosted]
Christ's mercy flows through your presence, gently pulling those around you toward salvation and genuine repentance. A hardened criminal feels guilt's weight for the first time and becomes capable of true remorse. A skeptic finds themselves moved toward faith. The dying lose their fear and find peace. You yourself cannot be denied salvation. However, you cannot force salvation on anyone. They must choose it. The longer they remain in your presence, the stronger the pull becomes, but they can always walk away. Light manifests visibly around you, intensifying when you speak of mercy and redemption.

Muslim Perks

Righteous Way (-100 JP)
You embody perfect piety before Allah's will. Your devotion radiates outward, and others sense your unshakeable connection to divine truth. When you speak, others find it difficult to doubt. They agree with you before fully thinking through your words. Your certainty becomes their certainty. Enemies hesitate before someone so absolutely convinced of their righteous path.

Pillars' Strength (-200 JP)
Your understanding of Islamic law and the Qur'an is absolute and instinctive. You guide others with clarity that seems divinely inspired. In battle, your conviction becomes an overwhelming force. You strike with the certainty of Allah's will behind you. Your resolve is unbreakable. Enemies hesitate before you. Those who follow you accept your interpretations without question.

Greater Jihad (-400 JP)
Your submission to Allah's will embodies the eternal struggle against corruption. When you call others to righteous striving, they feel divinely commanded to answer. Communities rally to your cause. Your certainty that a cosmic battle rages is so powerful that others cannot help but see the struggle you perceive. People who doubt your mission find themselves believing despite their skepticism. However, they retain free will and can leave if they choose.

Appointed Path [Capstone Boosted]
You walk your appointed path in Allah's will with absolute clarity. You know your purpose with unshakeable conviction. You sense the right course of action instinctively. Corruption feels obvious to you. You cannot be turned aside. Those who follow you feel themselves moving toward divine judgment with certainty. However, this clarity is intuition and conviction; you will never doubt yourself.

Angelic Human Perks

Eden's Memory (-100 JP)
Echoes of paradise linger in your blood. Plants grow healthier in your presence. Animals sense no threat from you and respond with unusual calm. You feel the wrongness of corrupted or blighted places instinctively, a faint ache where creation has been wounded.

Sephirotic Resonance (-200 JP)
You resonate with one sphere of the Tree of Life. Choose a Sephirah: Keter (crown/will), Chokhmah (wisdom/creation), Binah (understanding/form), Chesed (mercy/expansion), Gevurah (judgment/severity), Tiferet (beauty/balance), Netzach (victory/passion), Hod (glory/intellect), Yesod (foundation/intuition), or Malkuth (kingdom/manifestation). You gain an intuitive understanding of that sphere's domain. Not full control, but a natural affinity that makes related tasks feel effortless. But resonance runs both ways, and you understand the light because a part of you recognizes it as home.

Serpent's Bane (-400 JP)
You inherited the old war. Your strikes carry particular weight against enemies of the divine: demons, corrupted spirits, servants of the Adversary, and creatures that oppose heaven's order. You sense their presence before they reveal themselves. In battle, your weapons find their weak points instinctively. Their attacks against you falter; claws glance aside, curses weaken, and corrupting influences slide off your soul. The ancient enmity flows through you as both sword and shield.

Heaven's Anathema [Capstone Boosted]
Your war against darkness becomes absolute. Corruption withers in your presence. Demonic influence weakens near you: possessions falter, curses lift, and blighted lands begin to heal simply because you walk through them. Enemies of the divine find their powers diminished when facing you. Those who fight alongside you share a measure of your protection. You are not merely a warrior against darkness. You are its antithesis.

Spiritual Human Perks

Saintly Virtue (-100 JP)
Temptation slides off you like water. Demonic whispers sound hollow. Seductions feel transparent. You can still choose sin, but you're never *compelled* toward it. Your moral clarity is inherited from ancestors who faced the same trials and held firm.

Heroic Legacy (-200 JP)
Your ancestors' excellence flows through your body and mind. You possess peak human physicality: strength, speed, endurance, and reflexes. Your limits are simply higher than they should be. Beyond the physical, you grasp tactics and skills with startling speed. Training that takes others years comes naturally. Combat flows intuitively. You read battlefields and opponents as easily as others read books.

Prophetic Sensitivity (-400 JP)
You sense spiritual weight in moments and places. You know when something matters: when a choice carries eternal consequences, when a location holds sacred or profane

significance, when a person is pivotal to greater events. You don't see the future, but you feel its pressure on the present. When you act on these feelings, fortune bends toward you. The right door, the right word, the right moment.

Destiny's Axis [Capstone Boosted]
You become a pivot point yourself. Your choices ripple outward with unusual weight. When you act on prophetic intuition, the consequences magnify. Doors that open for you stay open for those who follow. Paths you forge become easier for others to walk. Fate doesn't just favor you; it reshapes itself around your decisions. You are not merely sensitive to destiny. You have become part of its architecture.

Demonic Human Perks

Watcher's Teachings (-100 JP)
Forbidden knowledge whispers in your blood. You understand metallurgy, weapons-craft, cosmetics, astrology, and herbalism with intuitive depth. These are the arts the Watchers taught humanity before the Flood. This knowledge feels natural, inherited rather than learned. Others may find your insights unsettling without knowing why.

Qlippothic Resonance (-200 JP)
You resonate with one shell of the Tree of Death. Choose a Qlippah: Thaumiel (chaos/opposition), Ghogiel (ignorance/destruction), Satariel (void/concealment), Gha'ag Sheklah (cruelty/contraction), Golachab (excess/burning), Thagiriron (despair/corruption), A'arab Zaraq (discord/distortion), Samael (poison/desolation), Gamaliel (delusion/madness), or Lilith (decay/degradation). You gain an intuitive understanding of that shell's corrupted domain. Not full control, but a natural affinity that makes related tasks feel effortless. But resonance runs both ways, and you understand the darkness because a part of you recognizes it as home.

Nephilim Blood (-400 JP)
Giant ancestry manifests in you. Not in literal size, but in presence. You possess strength and durability far beyond human limits. When you enter a room, people instinctively feel *smaller*. Your shadow seems to loom. Your footsteps carry weight. Ancient texts speak of your kind with fear. The blood of the old ones doesn't merely make you *feel* like a giant to everyone around you; it gives you the power to become one.
You may optionally shift to your true giant form (~10-13 feet / ~3-4 meters tall) at will, though doing so is conspicuous.

Infernal Ascendant [Capstone Boosted]
Your presence becomes undeniable. When you choose to intimidate, opposition feels futile. Enemies falter not from fear alone but from a bone-deep recognition that they face something beyond mortal scale. Walls feel smaller around you. Ceilings feel lower. The very space you occupy seems to strain under your existence. Those who follow you feel sheltered by your shadow. Those who oppose you feel the weight of ancient giants bearing down on them.

Items
Origins gets its 100 JP items for free, and the rest are discounted to 50%.

General Items (Undiscounted)

Holy Symbol (-100 JP)
A sacred pendant, amulet, or medallion worn around your neck, tailored to your faith (cross, star of David, crescent, or other sacred sigil). It grants comfort in any climate and marks you

visibly as a person of the Abrahamic Religion. Those near you feel a subtle sense of peace and reassurance in its presence, though they may not consciously recognize why. It serves as both a practical symbol of your faith and a quiet anchor to its spiritual protection.

Drop-In Items

Apocryphal Codex (-100 JP)
A single, impossibly complete tome containing all scientific and historical knowledge, forbidden theology, apocryphal texts, heretical commentaries, and suppressed contradictions from all three faiths. Written in Hebrew, Latin, or Arabic (your choice).

Shadow's Favor (-200 JP)
Weapons and tools born from darkness itself. Silent strikes land with supernatural precision. Locks surrender to your touch. Shadows cling to you like armor, deflecting blows that should land and obscuring you from sight. Those who witness you struggle to remember your face or describe what they saw.

Excalibur (-400 JP)
A blade forged at the intersection of magic and faith. In combat, it cuts through supernatural protections as easily as flesh: demonic wards crumble, enchantments shatter, and illusions collapse under its edge. Those struck by Excalibur cannot maintain deceptions or false forms in your presence. The weapon finds weak points in enemies that others cannot perceive. It bears the weight of old oaths and older wars, and in your hands, it refuses to break.

Jewish Items

Hebrew Bible (-100 JP)
A single, impossibly complete tome containing the Torah, Nevi'im, Ketuvim, and millennia of Rabbinic interpretation and debate. Written in pristine Hebrew.

Kabbalistic Focus (-200 JP)
A set of ritual components, mystical implements, and meditation stones. When used in ritual, your connection to the divine structure deepens. Golems respond more readily. Sacred names carry greater power.

Ring of Solomon (-400 JP)
A signet ring inscribed with the true name of power. You command demons and spirits by right of Solomon's authority. They must answer your summons and obey your will, though their compliance ranges from reluctant to resentful. The ring grants you dominion over those forces that would otherwise resist you.

Christian Items

Latin Bible (-100 JP)
A single, impossibly complete tome containing the Old and New Testaments, Church doctrine, ecclesiastical writings, and millennia of theological debate. Written in pristine Latin.

Blessed Armaments (-200 JP)
A sanctified sword or spear and holy armor radiating subtle light. Wounds inflicted carry divine judgment. The armor protects with unmistakable purpose, glowing in the hands of a devoted servant of Christ.

The Grail (-400 JP)

The cup from which Christ last drank. Its waters heal the gravely wounded and restore what corruption has damaged. Those who drink from it recover from wounds that should be fatal, cleanse themselves of poisons, and mend broken bones. It cannot raise the dead, but it refuses to let the dying fall beyond mercy's reach.

Muslim Items

Arabic Codex (-100 JP)
A single, impossibly complete tome containing the Qur'an, Hadith collection, and millennia of Islamic scholarly interpretation. Written in pristine Arabic.

Warrior's Arsenal (-200 JP)
An ornate scimitar and battle-worn armor. Each strike carries the weight of your conviction. Your enemies hesitate before your edge. It embodies Allah's will in steel and resolve.

The Chalice (-400 JP)
The cup from which Muhammad last drank. Its waters sustain the body beyond mortal limits. Those who drink from it find endurance without limit. Fatigue cannot touch them. Hunger and thirst cease to matter. The body answers the will without weakness or doubt. It cannot heal injuries or mend broken bones, but it refuses to let the body fail those determined enough to continue.

Companions

Companion Recruit (Free)
During your decade, you meet someone who chooses to follow you of their own free will. They aren't magically bonded, and they will have to be convinced, won through deeds and trust. If you fail to earn their loyalty, they walk away. But if you do, they stand with you willingly.

Companion Import (-50 JP / -200 JP)
Create your own companion with any origin and heritage. Each imported companion receives 1000 JP to fund their own build, though they cannot take their own companions or drawbacks.

- **Single Companion (-50 JP):** Import one custom companion.
- **Eight Companion Bundle (-200 JP):** Import eight custom companions.

Custom Soulmate (-100 JP / -200 JP)
Create a single companion with a deeper bond. Freely choose their origin, heritage, appearance, and backstory. They understand you intimately and share an unbreakable connection to you, whether romantic, familial, or a profound friendship. They arrive with a genuine investment in you.

- **At 100 JP:** They possess all the perks from their origin and heritage, though they do not receive capstone boosted versions. They also arrive with their origin's 100 JP item.
- **At 200 JP:** They possess all the perks from their origin and heritage, including capstone boosted versions. They also arrive with all their origin's items.

Pagan Deity (-200 JP)
A god or goddess of the old faiths, diminished as the Abrahamic religions spread. They arrive with their own agenda and retain power over spirits and natural forces that the three faiths cannot fully suppress. They work with you for their own reasons.

Drawbacks

Marked Heretic (+100 JP)[Can be taken up to 3 times]
You are viewed with suspicion and disdain by one of the three faiths. Choose which faith dislikes you each time you take this drawback. Communities within that faith distrust you on sight. Religious leaders actively discourage others from associating with you.
How It Manifests:
- Religious institutions of that faith deny you entry or make you unwelcome
- Community members are hostile or dismissive toward you
- Religious authorities question your motives and legitimacy
- You are excluded from sacred spaces and rituals
- Followers of that faith are less likely to aid you
- Leaders actively work to discredit you

Stacking:
- **(x1):** Take this once to be disliked by one faith
- **(x2):** Take it twice to be disliked by two faiths
- **(x3):** Take it three times to be disliked by all three faiths

Antediluvian Era Modifier:
- **(x1):** You start a few years before the Flood. No one believes your warnings about the coming judgment.
- **(x2):** You start within one year of the Flood. You are very far from the Ark when it matters most.
- **(x3):** You start months before the deluge. Noah will not permit you to enter the Ark, no matter your pleas.

False Prophet (+100 JP)
People mistake you for a holy figure, a prophet, a saint, or a messenger. No matter how much you deny it, followers gather. Authorities grow suspicious of the cult forming around you.

Seeker's Curse (+100 JP)
You are compelled to pursue answers. You cannot long remain in one place or settle into a routine. The drive to understand, investigate, and discover pulls at you constantly. Communities grow frustrated with your restlessness.

Theological Doubts (+100 JP)
Your faith wavers despite its supernatural effects. You struggle with belief even as you wield sacred powers. The contradiction slowly erodes your certainty and confuses those around you.

Schism Bearer (+200 JP)
Wherever you go, you cause division. Communities split over your presence. Families fracture. Congregations argue about you. Even your attempts at peace seem to deepen rifts.

Demonic Stigmata (+200 JP)
You bear physical or spiritual marks of demonic attention, unexplained wounds, profane visions, compulsions, or phenomena that mark you as touched by forces of corruption. Others sense something profoundly wrong about you. Religious authorities grow wary of your presence.

Forbidden Connection (+200 JP)
You're drawn to someone or something your faith strictly forbids, a heretic, a demon, an apostate. This connection compromises your standing and puts you at odds with believers.

The False Gods (+300 JP)
Demon-blooded masquerading as pagan deities are actively converting populations away from the Abrahamic faiths. They're organized, charismatic, and winning. They grant real miracles and genuine protection to their followers. You keep running into their influence. A thriving community you arrive in serves a false god. A region's stability rests on demonic pacts. Stopping them feels like bailing water from a sinking ship. Exposing one demon

creates a power vacuum, attracting others. Their followers are genuinely fulfilled, making them harder to fight than obviously corrupt forces. The three faiths' infighting prevents any coordinated response.

The Flood Repeats (+300 JP)
The Adversary actively works to recreate Antediluvian conditions: corrupting leaders, normalizing sin, pulling believers away. You're aware of the coordinated pattern unfolding around you, but most dismiss it as paranoia. Religious authorities don't believe the conspiracy is real. Scholars argue over interpretations. Communities grow frustrated with your warnings. Every group you invest in fractures under moral weight. Leaders you counsel toward virtue backslide. The faithful you inspire face unseemly temptations. Good people crumble as if destined to. Moral decay accelerates wherever you establish roots, as though your presence catalyzes what was already lurking beneath the surface.

The Ancient Serpent (+300 JP)
A massive, primordial dragon or similar beast of the Adversary is hunting you. It is persistent, cunning, and possesses supernatural power far beyond mortal creatures. It doesn't just attack once; it stalks you across years, waiting for moments of weakness or spiritual doubt. This is a direct physical threat that requires significant power or faith to drive back, and it will return again and after every defeat until your decade is done.

The Adversary's Attention (+300 JP)[Mandatory Drawback for "Drop-In"]
Something has marked you. You don't know what or why, but forces are working against you, sometimes subtly, sometimes directly. The persecution intensifies if you actively investigate the nature of your mark.
How It Manifests As Subtle Obstacles:
- Coincidences cluster around your investigations: transportation delays that cost you hours, sudden illnesses that keep you from critical meetings, and documents that vanish from secure locations. Each is deniable. None alone proves interference. Together, they form a pattern.
- Authority figures obstruct you with bureaucratic precision: permits denied, requests delayed, jurisdictions shifted. The police lost your report. Religious officials claim they have no records of the person you're asking about. Bureaucrats cite regulations that seem to exist only when you need access.
- People you trust betray you through "honest mistakes": a contact reveals your location to the wrong person, a colleague shares your research with your enemies, a friend's careless words undermine your credibility. They're genuinely apologetic. They never meant to help your pursuers.
- Patterns of infrastructure failure surround critical moments: your car won't start before an important meeting, your phone dies when you're about to call for help, and servers crash when you're uploading evidence. Technology doesn't just malfunction; it malfunctions at the right time.
- You arrive at dangerous places at dangerous times, almost as if guided there: a neighborhood erupts in violence moments after you leave. A building catches fire the night after you visit. A meeting location becomes a crime scene hours later.

How It Manifests As Active Obstacles:
- Direct threats arise regularly and with lethal intent. A poisoned meal, a carefully planned ambush, a sniper's shot, each is real and dangerous.
- Yet something consistently undermines unified action against you. Multiple factions pursue you with conflicting goals: some want you alive for interrogation, others dead as a heretic, still others captured for their own purposes. Religious authorities, demonic agents, and institutional powers all have an interest in your fate, but not aligned interests.
- Your survival may not come from their weakness, but from this theological and jurisdictional friction. The left hand actively works against the right hand.
- Occasionally, a would-be attacker experiences genuine supernatural doubt or interference, hesitating at a critical moment, though whether this is divine intervention, demonic cross-purposes, or something else remains unclear.

Antediluvian Era Modifier:

- You are actively hunted by Watchers and Nephilim who sense your mark and seek to claim or destroy you.

Decisions

A decade has gone by in this reality, and now you face three options for what happens next...

Next Jump

Continue to the next great adventure. Your faith, or your questions, propel you forward. The divine will, or whatever force guides you, calls you elsewhere. A new land awaits your arrival.

Stay Here

Remain in this reality. Build a life here. Plant roots among the faithful communities you've joined. Deepen your spiritual path or continue your pursuit of truth at your own pace. This world becomes your sanctuary.

Go Home

Tired of your travels, you seek rest in familiar places. Return to your starting point and reconnect with those you knew before this journey began. Rest among old friends and allow yourself respite from the weight of what you've learned.

Please drop by the Archive and comment to let the creator know if you enjoyed their work!