


Jump by Aehriman
Version 1.1

*This place grows colder, my friend, its energy wanes. I am seeking a solution, and eagerly await your thoughts.*

*It is not like you to be so troubled.*

*So long ago, when it was all set in motion, it was all so... fascinating in its complexity. It surprised even me. Now things are static, worlds grow cold, and what were once glorious fields of battle lay still and barren. The problem is not simply lazy warriors, the vital energies on which we all depend are fading away... it shouldn't happen like this... yet it is! It is **dying** and the First do **NOTHING** to prevent it!*

*Because the First don't understand. They have no idea of the connection between their actions and the Whole.*

*Yes. They need... motivation. They must be forced to reignite the cycle... Yet they know nothing of my existence. To do so would **change** them...*

*Why look only to the First?*

*There are many worlds open to you. So many people... If you were to step in quietly-- walk among them. Then a subtle touch, to add just a small mark of your passage. A sign. YOUR Sign. Imagine... each world, one soul, marked with the sigil, opened to the power.*

*Why just one?*

*I was thinking in terms of efficiency. The number is unimportant. A small number makes for a clear burden on each. Too many, and they let someone else do the work.*

*As we have already seen with the First. Still... What will I tell them, these... Sigil-Bearers?*

*Give them no warning. No direction: Let their actions dictate the flare of the sigil. This will reenergize your warriors, bring them back to their purpose. Have them fight off the chill of the current ennui.*

*You mean **Cross-Generation**.*

*Yes. Power from conflict. Energy creating energy. As the new ones work towards their own definition, they serve your needs. I tell you, you could start a new chain of creation to stoke the cooling fires of the Whole.*

*I feel warmer already.*

**-Introduction to each title.**

Welcome to the world of Crossgen Comics, also called the Sigilverse. A sprawling shared universe with science-fiction, fantasy, and mystery galore.

Approximately 12,000 years ago, the ancient Atlanteans Transitioned into energy beings dwelling on a higher plane of existence. They created the First, immortal godlings to be stewards over their creation, and seeded humanoid life throughout the cosmos.

But the First became lazy, self-involved caretakers, and so two Transitioned Atlanteans conspire to provide a wake-up call, by gifting one or a handful of people on each world a sigil of power, unique powers that could in time rival those of the First. For ten years, you shall live on one of these worlds, sharing in its adventures and sorrows. And perhaps you too shall learn and grow, which is, after all, the entire point of the exercise, Jumpchain and Cross-Generation both.

Have **1,000 cosmic points** (cp) to refine your understanding of personal destiny.

## LOCATION

*Pick a starting location. If you don't mind where you land, you can roll a random one for +100 cp.*

1. **Tanipal** A lively casino world and trading outpost, neutral ground between the Saurian Hegemony and the human Planetary Union, ruled by Sultan Ronoldo. PU veteran turned mercenary Sam Reyedahl is having a relaxing gaming night when he becomes the first Sigil-Bearer just as his Saurian nemesis bursts in looking for one of the Sultan's escaped wives, killing his girlfriend Roia whose consciousness is preserved in the computers of his ship, the *Bitterluck.* (Sigil)

2. **Avalon** A world of Arthurian chivalry, but in a time that allows hoverships, genetically engineered lizard mounts and slave goblinoids, nuclear missiles and the like. The rival Raven and Heron dynasties, rulers of the East and West continents respectively, have quarreled as long as any can remember, but have hit a lull recently, one disturbed when Prince Ethan of Heron accidentally permanently maims the Raven heir Bron in a tournament duel. Though Ethan surrenders himself to prevent a war, it comes anyway when he is spirited from his cell by a 'lesser race' rights resistance. (Scion)

3. **Ciress** A world closer to the empyrean energies than most, positively saturated with magic. Society on Ciress is divided between the seven Guilds (Nouveau, Dark Magi, Astral, Tantra, Djinni, Enchantress and Shaman) each with radically different methods and philosophies of magic. Each Guild Leader hosts a spirit of their founder who advises and teaches them, until the local sigil-bearer, vapid socialite Giselle Villiard, accidentally steals them on the day of her sister Genevie's ascensions to Nouveau Guild Leader. (Mystic)

4. **Demetria** A world of sky-pirates and rough Renaissance-tech and culture, where an ancient cataclysm involving anti-gravity ore created the floating islands on which most of the populace live, the

surface having only mines and trading posts for the flying ships that ply their way between islands. Two receive the Sigil here, brothers and Ministers to rival islands, Turos of Meridian (who immediately dies, passing his sigil to daughter Sephie) and Ilhan. Turos/Sephie's sigil contains the power to heal, to repair, create and fly. Cunning and devious Ilhan has power only to destroy and dominate. (Meridian)

5. **Quin** A world of fantastic adventure, with five races each with their own kingdom. 300 years ago, the tyrant Mordath and his troll armies nearly conquered the world, stopped only by the great hero Ayden, who gifted each race with one part of the arrow used to slay the tyrant, vowing to return were they ever reunited. Today, the gift of the sigil restores Mordath as a unique form of undead, more powerful than ever before, prompting friends Arwyn and Gareth to quest for the arrow fragments. (Sojurn)

6. **Elysia** Homeworld of the First, the self-styled gods of the universe, powerful beyond all imagining, yet highly limited in their own way. The First are divided into two clans, Dexter led by Priam for those who consider themselves to have a god's duties, and Sinister led by Ingra who believe in selfish indulgence and treating the universe as their toy. (The First)

7. **Arcadia** A world where humans coexist with gargoyles in a roughly Victorian setting, with some steampunk and Lovecraftian elements in the background. The great detective Simon Archard and his lady assistant Emma Bishop solve cases while hunting to destroy the Enigmatic Prism, an eldritch device that enflames violent and wicked passions in people, while their nemesis Baroness Miranda Cross seeks the Prism for her own purposes. (Ruse)

8. **Han-Jinn** A world very similar to, yet legally distinct from, common portrayals of Ancient/Medieval East Asia with some Roman flavor in the far West, where the noble samurai of Nyando make war and one Todosi, making a desperate last stand after a failed invasion, is granted a mark of power. Meanwhile, in the expansive Middle-Kingdom of Shinacea, common thief Boon Sai-Hong gets a lot more than he bargained for when he steals a magic ring and scroll. Far to the west, Brath Mac Garen leads the Urelanders to resist the Empire of Emperor Qunitillius Aurelius Galba Rex when gifted the sigil and gift of foresight. (The Path, Way of the Rat, Brath)

9. **Serevan** A desolate frozen world where ice is harvested and sifted for Tritium, the most remote outpost of the 200-system Chimeran Empire. Here the sigil-bearer Sara Janning is hiding out as an ice-miner after slaughtering a Chimeran army years ago when forced from her homeworld of Yamivol Prime. A mysterious stranger who seems to know of her past, Jason Bryce, and the reactivation of a Progenitor robot, Rover, draw the interest of the Empire, and Sara can hide no longer. (Chimera)

10. **Erebus** A world very similar to the 1950s you know, where the United States of Empyrean is in a cold war with the People's Republic of Rodinia. Cassie Starkweather, a young woman with the ability to see ghosts, is committed to an insane asylum run by evil spirits who take the forms of monsters to harvest the souls of the recently deceased. She escapes, killing several agents of the Adversary, and is on the run, encountering various monsters as she tries to stay ahead of law enforcement with the help of her substitute father-figure, small town sheriff Cisco. (Route 666)

11. **Earth** 12,000 years ago, the Atlanteans were divided between those who wished to Transition into a higher form as energy beings, and those who wished to shepherd humanity through the same process. Those who remained went into stasis until humanity was ready for them. Six are awakened in 2001 CE, and must attempt to learn what happened, protect and wake their fellows. (Crux)

12. **Free Choice** - lucky you, you get the points for rolling, and to pick.

## ORIGIN

*Your past, should you desire one. Any may be taken as a Drop-In.*

**Mortal** - One of countless human or near-human beings trying to get by in a chaotic universe.

**Sigil-Bearer** (-200 cp) Always you had the potential for greatness. One day, you were marked by a mysterious figure, granted vast and terrible cosmic power. Whether this is a blessing or a curse really depends on what you do with it.

**Guide** - Someone has to keep all these Sigil-types from self-destructing. Give them a pep-talk when needed, keep them focused and moving forward. Normally that would be one of the countless avatars of Danik, here and now, that someone is you.

**First** (-400 cp) You are one of the First. The First beings (as far as anyone knows) to exist, immortal unless slain, and that takes a lot of killing. Powerful enough to crack a planet open with Empyrean energies.

## FRIENDS

***Companions make life bearable***

**Buddies** (-0/variable cp) any number of Companions with 800 cp of their own to spend. Companions cannot take Companions of their own, nor drawbacks to gain more points. However, for every 50 cp you invest in this, each of your Companions gets an extra 100 cp.

**Acquaintances** (0 cp) Anyone without the Sigil or the power of the First can be recruited for free.

**Sigil-Bearer** (-100 cp) Sam, Ethan, Giselle, Sephie, Simon (probably?) basically, any of the protagonists, except for Sojurn and the First can be recruited. People of extraordinary talent and supernatural power.

**Starship** (-100 cp) A starship with sapience, either through AI or destructive upload. It's always nice to have a friend who can tour all the worlds of the Sigilverse and blow a new crater in any of them.

**First** (-300 cp) One of the gods of this setting, who set the stars in the sky, etc. Arrogant and entitled, as a group, but some have the potential to be more. Worst case, they're handy allies to have.

## PERKS

**Skilled** (-100 cp) Choose one profession, anywhere in the Whole, from starship mechanic to sky-pirate, blacksmith to detective. You have the equivalent of thirty years experience in this field and matching qualifications.

**Mystic** (-400 cp) You have a skill and power in manipulating Empyrean energies equivalent to a Ciress Guildmaster without the support of a Guild Spirit. At a minimum this involves teleportation, energy blasts that can level buildings, shielding against the same. Pick one Ciress guild to specialize in, add others for 50 cp a piece.

- **Nouveau** the magic of transformation, novelty, also associated with light.
- **Astral** the magic of the mind, astral projection and psionics, naturally, but also exploring the limitless reaches of imagination.
- **Tantra** the magic of emotions, intimacy and connection. The most basic spell lets people swap perspectives. Empaths and seducers
- **Enchantress** Honestly, it was never terribly clear precisely what the Enchantress Guild did. Besides the weird thing where all their men are fused into a mega-monster that is married to all the women and splits into many men periodically when defeated by the Guild Leader.
- **Shaman** a group focused on communing with the spirits of ancestors, animals, and primal natural forces.
- **Djinni** magic focused on providing mana for the invisible djinni in exchange for service. Actually the first guild to form, and highly focused on stories and narrative.
- **Dark Magi** the expected blood sacrifice, necromancy, diabolism, mind control and generally twisting and corrupting life to your ends.
- **Tarot** the Lost Guild, whose Guildmaster sacrificed herself to bind Animora and so never became a guild spirit. Tarot manipulates cards, as tools and weapons, and as a means to manipulate chance and fate, as well as perform divinations.
- **Geometer** the secret guild that has manipulated events on Ciress for five hundred years. The Geometers use math as their focus, an extremely efficient approach that lacks many of the esoteric capabilities of other Guild magic, but is peerless in the metamagic department. A master can remove or drastically enhance another mage's magic, to the point of making a single target spell affect an entire nation. However, Geometers are extremely dependent upon their technological casting aids, and helpless without them.

**Easily Overlooked** (-100 cp, free Mortal) In a world where the Sigil exists, do ordinary people even matter? Your deeds are easily ascribed to others, and powerful beings tend to dismiss you from concern rather than looking deeper.

**Artist** (-100 cp, free Mortal) You're good enough to make a solid living as a street artist, maybe more if you get a shot.

**Happy Camper** (-100 cp, free Mortal) Tons of supposedly hard men balk at the idea of living in a low-tech setting, or moving through rough country on foot for a few weeks. Not you, you know how to

survive in any wilderness, and to keep clean, to make remarkable time, find shelter, food, etc. You can exist quite happily sleeping under a bridge or the stars indefinitely.

**Quickdraw** (-100 cp, free Mortal) He who hesitates is lost, and so you have trained out even the miniscule hesitation that would normally occur if someone wanted to start violence, or was surprised by a bunch of Saurians breaking in and screaming threats. You don't think, you move, and you tend to make the correct choice given what you know, instead of blindly lashing out.

**Gareth the Bowman** (-200 cp, discount Mortal) You have a legendary skill, akin to Gareth who despite having one eye can hit any mark his arrows can physically reach, and fire three arrows at once at close-to-medium range. This may be taken multiple times.

**Instinct** (-200 cp, discount Mortal) You have a gut feeling that warns you of danger, or if you're about to make a terrible mistake.

**Ninja** (-200 cp, discount Mortal) You'd make a heck of an assassin, or a thief. Like Boon Sai-Hong, you think nothing of scaling the outside of tall towers, you are extremely skilled at moving fast in chaotic environments, and in moving stealthily.

**Socialite** (-200 cp, discount Mortal) Making new friends comes very easily to you, so does maintaining friendships, and you can always find a party or something entertaining to pass the time.

**I See Dead People** (-400 cp, discount Mortal) Much like Cassie, you can see the spirits of the recently deceased, as well as monsters, djinni and other entities that normally walk outside mortal awareness. It would be safe to say that nothing escapes your sight.

**Ruse** (-400 cp, discount Mortal) You are, much like Simon Archard, a magnificent detective. A casual glance over a crime scene reveals clues others miss, and your brilliant deductive mind fits together these details into a hundred jigsaw images before selecting the most probable. Sentiment does not cloud your reasoning. Eat your heart out, Sherlock Holmes.

**Strategist** (-400 cp, discount Mortal) You stand equal to humanity's finest generals. Not because you can plan well, though you can plan very well, but because you can improvise when plans inevitably fail on meeting the enemy. Because you can inspire people to face impossible odds and incredible hardships. You fundamentally *get* people, friends and enemies alike, and how to make their skills and personalities work for you.

**Well, No One Could Have Survived That** (-400 cp, discount Mortal) People keep saying this, but you keep pulling through. If there's a chance that a collapsing building leaves a pocket of space, you'll be in it.

**Plot Hook** (-100 cp, free Sigil-Bearer) You always seem to wind up at the right place and the right time to learn crucial information, to overhear a conversation, to stumble over a mystery.

**Special** (-100 cp, free Sigil-Bearer) You were selected from the many, many beings in your corner of the universe, so there must be something special about you. Others can sense this in you, and give you uncommon deference and respect

**Energy Creating Energy** (-200 cp, discount Sigil-Bearer) You thrive in times of stress and conflict, digging deep and finding talents, skills or a reserve of will you never imagined existed.

**Man of the People** (-200 cp, discount Sigil-Bearer) As a Sigil-bearer you have been elevated above the common man, but have never lost sight of where you came from. You never forget the struggles and hardships of ordinary people, never become so detached you cannot relate. This core of decency also protects from mind control and corruption, even the powers of Charon.

**Student** (-400 cp, discount Sigil-Bearer) It takes a lifetime to master the magics of a single Guild, unless you're Giselle. In general, the Sigil-Bearers tend to be incredibly quick on the uptake, cramming lifetimes of learning into weeks and sometimes hours when their need is dire enough. They also tend to draw skilled teachers versed in forgotten secret techniques. So is it with you.

**Warrior** (-400 cp, discount Sigil-Bearer) All Sigil-bearers fight, even and particularly those who never wanted to be fighters must wrestle with the realities of their new power and people trying to exploit them for it. You are an exceptional fighter, with fantastic situational awareness, instincts, and will. More than that, you can find a way to weaponize any aspect of your powers and/or environment. Finally, you can slay even the immortal First.

**Good Place, Good Time** (-100 cp, free Guide) You tend to wind up in exactly the right place and time to meet exciting new people, eavesdrop on crucial conversations and witness grand events. At least it's never boring.

**Overlooked** (-100 cp, free Guide) It sure helps to be inconspicuous. Not only do you have the mannerisms of a nonentity down, it's like there's a kind of field making people overlook and underestimate you, even if they really should know better.

**Shoulder to Cry On** (-200 cp, discount Guide) You have the vanishingly rare power of emotional intelligence. This includes empathy, but mostly you understand when people need to talk and when they need space and when they need to talk but you shouldn't push them right now.

**The Kid's in Trouble!** (-200 cp, discount Guide) You can tell when anyone close to you is in danger, and where they are.  This is especially helpful when your charges have been abducted.

**Coach** (-400 cp, discount Guide) Part of the purpose of the Guides, besides monitoring the Sigil-Bearers, is to train them up. You are incredible at seeing the hidden potential of someone, and how to tease it out of them. Any student you take will make regular breakthroughs and advance five times as quickly (or more!) as they otherwise might have.

**Steering** (-400 cp, discount Guide) You are exceptionally good at making sure your Sigil-bearer or other patsy develops in the direction you want, spoon feeding experiences that help them grow to be better - or more useful - people. You can call it manipulative, and it is that, self-serving too. But it's all for their own good, they'll thank you later.

**Elysian** (-800 cp, free First) You are one of the First, the presumptive gods of the setting, masters of the universal Empyrean energies. A First can wave an arm and destroy armies thousands strong, or conjure buildings, tools and even life from nothing. They can create forcefields to shield from the same level of continent-shattering power. In this, you are not a match for one of the original seven, not without further training, but stand with Persha as the first among the *Secundae*.
All the First are beautiful, but that is a mere symptom of their vanity. The truth is, they can alter their appearance and clothes on a whim, as can you.
Neither age nor disease can touch the First, nor do they need to eat, drink or breathe, or even expel waste, being in themselves entirely self-sufficient, though they often drink or feast for the pleasure of it. The First can effortlessly fly, and scry or teleport all over the universe, even into pocket dimensions and strange spaces. They are far faster, tougher and stronger than anything made of mortal flesh. Each of the First is also telepathic, and with time and training can develop further powers.
It should go without saying, but all these qualities are yours as a member of this species. Consider this a front-load as opposed to the rapid growth promised by the Sigil.

**Divine Majesty** (-100 cp) Not for nothing are the First worshiped as gods wherever they go. You carry with you (though you may muffle it) a certain radiance that inspires the weak-willed to fall to their knees, for people to trust, respect, admire and even worship you. Of course, you can eventually disabuse people of this idea, most First do sooner or later.

**Mind for Eternity** (-100 cp) Unlike the other First, you need never fear getting bored, for every sunrise is as wondrous as the first. You won't have to worry about losing your memories to the passage of time, for you can recall each moment as if it just happened, and find any information you know instantly and effortlessly.

**Elemental Power** (-200 cp, discount First) Altwaal gave several of the First rather extreme powers over one of the classical elements. Now this list includes you, choose one element (Earth, Air, Fire, Water) to be able to command and conjure on a grand scale, fit to raise or destroy continents at least. This may be taken multiple times.

**Heart of the Matter** (-200 cp, discount First) At first glance, it doesn't look like any individual member of the First is a god *of* anything. There's no sea-gods, wind-gods, etc. Once you get to know them, it doesn't really surprise to learn that the First were created to embody certain highly specific emotions which dominate their character. Envy, anger at injustice, curiosity, ennui, etc. You have such a feeling, which you experience and understand on a deeper level than a mortal ever could, including sensing and manipulating it in others, but it never controls you.

**Imbuement** (-400 cp, discount First) The powers of the First can enhance anything, you can gift some or all your powers to mortals, or reforge starships as channels for your power, far superior to any mortal toys. You can even craft or alter regular items to mimic your native abilities.

**Ways of Decadence** (-400 cp, discount First) The politics of the First are, at the best of times, like the most labyrinthine of dynastic courts crossed with a kindergarten. One conversation with Ingra can leave one longing for the simplicity of herding cats. You, however, are the perfect courtier, knowing when to use flattery and when to tell the straight truth, happy to deflect both blame and credit. You could be a member of excellent standing in both Dexter and Sinister, or completely disengage from the conflict with none the wiser. You can advance rapidly or fade into the background, your skills rendering you nearly proof against scandal. And you are of course peerless at getting people to accept your thoughts as their own ideas.

## ITEMS

***Have +400 cp just for this section.***

**Universal Translator** (free) Sure is strange that Sam can just pop up in Demetria & Caress and casually talk to the locals. Well, not so strange, he got a Planetary Union translator implant, and now, so do you!

**Desktop Theme** (free) A console appears in your Warehouse, if one didn't already exist, letting you change the aesthetics of the place to match any world, nation or guild in the Sigilverse, from Elysia to the various guilds of Ciress, to the Raven Dynasty or the Empire.

**Cane** (-100 cp) A falcon-headed cane, containing a flash-powder mechanism, a series of lockpicks in a hidden compartment, and a grapnel launcher.

**Harrow Point Rounds** (-100 cp) Six spirit bullets, refilled weekly, that can fit any caliber of gun. Once fired, they home in on a guilty conscience, the greatest in the area, and magnify that feeling, turning a small shame into overwhelming anguish. Most targets just fall over, weeping or screaming, a nice non-lethal solution. A person with enough sins to their name may instead become suicidal. They can inflict the guilt of past misdeeds on anyone, even those lacking in conventional empathy.

**Scroll of the Hell of the Hungry Dragons** (-100 cp) A scroll that acts as a window into a particular hell. It shows people of interest who have recently died. In extremis, it can be used as a portal to seal someone inside the Hell of Hungry Dragons, or unleash them into the material realm. Never ever do this.

**Slip** (-100 cp) Your ident card, license, runekey, ticket, letter of introduction and other proof that you indeed belong and can be wherever it is that you are, whether a train, an opera or a highly restricted military base.

**Money** (-100/200/300 cp) For 100 cp, you gain a monthly income sufficient to support a comfortable middle-class life and an average family, in local currency, which updates in each new setting. For 200 cp,

you are in the bottom of the wealthiest 1% of the setting. 300 cp and you are the richest person in the world, as wealthy as the next five richest people combined.

**Noble Steed** (-100/200/300 cp) Because walking is for suckers, a conveyance that never needs fuel, maintenance, or care. For 100 cp, this is a horse, one of the best there ever was. For 200 cp, a motorcycle or car, up to the size of a pickup truck, that wouldn't be out of place on Erebus or 1950s Earth. For 300 cp you can go really crazy, if you want a flying car, a hover-bike or a main battle tank, go ahead.

**Ring of Power** (-200 cp) Five rings were forged in Shinacea, each granting superhuman mastery over a fighting art. The Ring of Fists, Blades, Staves, Arrows and Cords. Each ring makes a superhumanly skilled master of any wielder, but a true one-man army of one destined to bear the ring, which this purchase makes you. Each purchase grants one ring. The categories can be remarkably broad, as long as they don't tread on each other. A broom, baton or chopsticks can be a staff, as surely as a whip or ribbon can be a cord, but a spear is neither staff nor blade and would require two rings to master. This may be taken multiple times at a discount after you purchase your first ring.

**Avalon Arms** (-200 cp) A pair of golden or black arm bracers. The weapon hand one projects a forcefield plate armor over your clothing, complete with functional wings. The off hand projects a forcefield shield that is many times stronger. Mundane bullets and blades are as nothing to these defenses, and lasers, anti tank rockets and energy blades require repeated hits to penetrate. They do tend to make a person stand out when active, however.

**PU Firepower** (-200 cp) Your own Planetary Union issue raygun. Small, concealable and with enough firepower to crater power armor.

**Rover** (-300 cp) An incredibly sophisticated robot made by the mysterious Precursors.

**Enigmatic Prism** (-300 cp) A small handheld crystal. When light is shone through it, it results in a dark, writhing kind of rainbow. Held on someone for several minutes, this will blacken their soul, unleash their id and broadly corrupt someone into a far worse version of themselves. Why do you want this again?

**Altwaal's Weapon** (-400 cp) One of the seven weapons wielded by Altwaal, First of the First and king of gods. Subsequent Weapons may be purchased at a discount.

- **Bow:** Charges arrows with empyrean energies, letting them burn through armor and/or explode.
- **Sword:** Cleaves any armor and forcefield, kills whatever it impales.
- **Rod:** Slays armies and redraws map, divided Elysia into two halves.
- **Circlet:** A choker that absorbs energy, protecting someone even from the assembled might of the First.
- **Gauntlet:** Magnifies Empyrean or other energy powers tenfold.
- **Shield, Staff:** Unknown, but presumed to be formidable.

**Starship** (-400 cp) A galactic standard ship, such as might be found in the Planetary Union or Chimeran Empire. It has a fair bit of speed, decent shields, and the ability to form jump-points, portals into hyperspace.

**First Starship** (-600 cp) A ship of the First, an order of magnitude more advanced and capable in every way than galactic standard, including thought-control and the ability to reconfigure itself on the fly, sprouting extra quarters or thrusters or even weapons as needed. It can also channel and increase any power, should you wish to launch your own energy blasts. In future Jumps, this is always ten times faster, better shielded, etc. than the best of local tech.



**SIGIL** (-1,000 cp, free Sigil-Bearer) A mark of power, representing the energies of creation and destruction in balance. The sigil is hooked up to the primal energies of the universe, and grants superpowers. There is no one, or even set of Sigil powers, because the nature of the sigil is to grow and evolve with the needs, circumstances and personality of the bearer, absorbing energy, copying powers or responding to need. The most consistent theme is manipulating energy in some way, most Sigil-bearers seem able to create a detonation of energy similar to a nuke, leaving themselves and their allies unharmed. Ilhan & Mordath seem to have more advanced destructive power, typically depicted as red lightning/fire. In the latter's case the sigil was corrupted and turned all-red, presumably the reverse is also possible. Ethan, the knight, uses his at first almost exclusively to empower his blade, and regenerate wounds. Sam, a more cunning warrior from a more advanced society, discovers the power to reshape his surroundings and assemble whatever technical tools or weapons he needs. Giselle, desperately lacking in wisdom and perspective, is granted the counsel and power of her planet's greatest mystics. Sephie discovers her power to renew and heal right after rejecting her uncle's cynical and destructive philosophy. And so on and so forth. If you are more comfortable just copying an existing Sigil-Bearer to begin with, go right ahead. But never assume that is the end, for it is the nature of the sigil to grow and develop new powers.

## DRAWBACKS

**Cassandra** (+100 cp) You can tell people about the wildness of this universe, or the Jumpchain, but you'll be dismissed as a lunatic.

**Curiosity** (+100 cp) A trait famous for killing cats and heroes, you cannot leave a mystery uninvestigated, a puzzle unsolved. It will gnaw at your mind.

**Honor** (+100 cp) You won't compromise your principles and strive always to keep your word, something others are eager to take advantage of.

**Lopsided** (+100 cp) You are down a limb and/or eye, it cannot be replaced, not by magic, powers or prosthetics. This may be taken up to six times.

**Stay a While** (+100 cp) Hang out for another decade. This may be taken up to four times.

**Unorthodox** (+100 cp) There's something different about you… weird… unnatural. Other people can sense this and they don't like it one bit.

**Ugly Stick** (+100 cp) There are hags and walking corpses more comely than you.

**Obligation** (+100/200 cp) You have a serious commitment. Could be you're a member of a thieves' guild or military organization, could be you have debts, contracts, a dying relative. Whatever it is, it will often inconvenience you, and you cannot easily or without consequences refuse them.
For an extra +100 cp (200 total) you cannot refuse your patron or dependent anything, no matter how foolish or self-destructive.

**Pursued** (+200 cp) You are wanted by the law, or a specific nation and their intelligence services wherever you land. In Elysia that would be Dexter/Sinister. They will never stop hunting you, trying to capture or kill you.

**True Blue Hero** (+200 cp) You can't turn your back on people in need. Doesn't matter how dumb it is, how doomed they are. Heck, if your worst enemy, an unrepentant monster were dangling off a cliff, you couldn't not save them.

**Overconfident** (+300 cp) There's nothing you can't do, nobody you can't defeat. At least to hear your version of things. You're not outright suicidal, but you'll be constantly talking yourself up and biting off more than you can chew, which is a problem in a universe with so many cosmic powers running around.

**Pacifist** (+300 cp) You flatly refuse to kill under any circumstances. Even making yourself hurt people is hard, it will only ever happen in the strictest case of defense of yourself and others, and only with the minimal possible force.

**Plot-Bound** (+300 cp) One way or another, you *will* be central to the plot of the title based on whichever world you end up on. Probably in an unpleasant way like getting trapped with the Guild Spirits in Giselle's head, or arrested with Ethan. The more you struggle against this fate, the harsher your getting dragged back to relevance will be. Gods help you if you land on Elysia.

**What's This?** (+300 cp) You forget everything about the Crossgen universe, the Sigils, and the plot of the specific title you land in. Have fun!

**Archaemus' Staff** (+400 cp) All your perks and powers, yes even ones purchased here in this document, are placed inside an unwieldy staff. You may access them only through the staff, which may at times be clumsy compared to your innate skills, and if separated from it are left with only the Body Mod.

**Nemesis** (+400 cp) You have a deadly enemy, at least as dangerous as Ilhan or Trenin, with power both personal and political to make your life difficult.

**That One Drawback** (+400 cp) The one where you lose all your perks and items, powers and miscellaneous from previous Jumps that would be out of place in your starting setting/world. Hardly that restrictive given your options include a world based on magic, two different space operas, etc. Unless you rolled up modern Earth, one supposes.

- **Improved TOD** (+200 cp) Forget about sneaking in anything that blends in thematically, everything must go.

**Negation** (+600 cp) You are kidnapped, along with hundreds of others, and dropped in an arena of a worldlet with severe environmental hazards, a study as prelude to invasion by the forces of the Negation and their sinister god-Emperor, Charon. The Negation War will be an unmitigated success unless you somehow intervene.

**Obsidian** (+1000 cp, requires Companion Import) A lot of people, particularly on Ciress, keep their enemies close, even training or supporting them, to keep themselves sharp. It's an odd view, and one you get to participate in now. Your first or most capable companion has been offered something priceless, the opportunity to become themselves the Jumper if they can only murder you. They will themselves get one thousand cp, in addition to their points from importing, and get two points for every one you gain in drawbacks. Naturally, you forget the existence and implications of this drawback.

## ENDINGS

**Stay** - You could have a life here, a home even.

**Go** - Your adventures are not yet over. Time to hit the trail again.

**Return** - To your world of origin, or perhaps another you fell in love with along the way?

**Changelog 1.1:** Added perks: Elysian, Skilled, Happy Camper, Quickdraw, Instinct, Ninja, Strategist, Ruse, Divine Majesty
Added Items: Translator, Desktop Theme, Cane, Slip, Money, Noble Steed, PU Firepower.
Added Drawbacks: Curiosity, Honor, Obligation, True Blue Hero, Pacifist, Plot-Bound, Overconfident & Nemesis. Specified murder for Obsidian drawback.
Repiced First back to 400 cp. Added Item stipend.