HERETICAL EDGE JUMPCHAIN v.1.2

By Hestia and the Court

Seeing the light is only the beginning.

Welcome back to Earth, Jumper. Though, perhaps not Earth as you remember it. Supernatural monsters, known as Strangers, secretly roam the planet, hidden by a mysterious Bystander Effect that prevents normal humans from knowing about them. Each and every one of them preying on innocent people and craving only the downfall of humanity. In their way stands the noble Boscher Heretics, monster-hunters who protect the clueless Bystanders by killing every last Stranger they run into and taking their powers, guided by a sense that tells them who is human and who is not. Truly a worthwhile endeavor, isn't it?

Well… it's complicated.

See, the so-called "Strangers" aren't all bad, with many just trying to live their lives in peace. And the Heretics, either blind or uncaring to this fact, perpetrate an ongoing genocide against any sapient species that isn't human, regardless of whether they'd actually done anything wrong to begin with. And meanwhile, this conflict serves the mysterious and shadowy Seosten Empire, a race of alien bodysnatchers. The Seosten have gone to desperate, immoral lengths to fight their longtime enemy the Fomorians, biological horrorshows determined to turn all life into themselves, and humanity is caught in the crossfire of this intergalactic war.

It's a complicated universe, Jumper, and just this brief summary barely covers the many factions, plans, and key figures that inhabit it. I hope you're ready to unravel some mysteries, bear many shocking revelations, and choose to think for yourself whether or not any given person deserves to die.

You enter the universe the day the story starts, September 3 of 2017, exactly one day before Flick Chambers joins Crossroads Academy for Heretics and begins to learn about the secret world surrounding her. You will then spend the next ten years here, and trust me: they will be *eventful*.

Or, if you want, you can go back to 1920, where a Rebellion against the idea of all Strangers being evil is brewing. In this scenario, you'll be here for ten years or until the Rebellion ends, whichever one ends up being longer.

One way or another, gain **1000 Choice Points** in order to get you started in this universe.

Background

Most backgrounds come with a history in this world: a family, friends, perhaps rivals or enemies, and memories of a life lived up to the point of your arrival. This can be both a boon and a hindrance, depending on the circumstances, but it is worth noting that anything that is not specified in a given Background is yours to choose as you please. This includes your sex: be female, male, or intersex as you please with no point expenditure. You may pay 50 CP to choose your age in the range specified by any given option.

Drop-In (0CP): In the event that you would not like to have memories and experiences to help you blend in to the world, there is this option. You appear out of nowhere at your chosen location, with only your purchases and anything you may have brought along from previous Jumps. Nobody seems to notice your sudden appearance, leaving you a decent amount of time to get your bearings. You will have no immediate allies in this world save for any Companions you brought, but also no immediate enemies (aside from the people who are just naturally everyone's enemies).

- You may choose to either enter the world exactly as you are, or roll 9+1d8 for your apparent age, and you may continue to roll 1d8 one at a time until you reach an apparent age you are satisfied with. Note that this is merely an *apparent* age; age in this universe is often deceiving, with apparent children or teenagers being hundreds if not thousands of years old and apparent grandparents able to fight as if they were in their prime. So really, this is just to choose how old you'd like to present.

Adjacent (+200CP): Most of the time, the Bystanders remain blissfully unaware of the supernatural world around them. However, there are some exceptions who, for various reasons, can see or sense the supernatural without being supernatural themselves. These people are called Adjacents, and you are one of them now. Be aware that *knowing* about the supernatural does not automatically *defend* you against them; it just means that when you get jumped in an alley by a vampire, you'll be able to see them for what they are. You won't be able to buy anything in the Powers section if you're an Adjacent; that being said, you can still learn magic to help even the odds, if you can find a teacher. Roll 9+1d8 for your age, then you may roll 1d8 again as many times as you'd like until you're satisfied, within the bounds of a normal human lifetime.

Alter (200CP): You don't want to be human this jump, eh? Just watch out for the Boscher Heretics, then: most won't show you mercy once they figure out what you are, and Boschers have a sense that instantly identifies you to them and them to you upon sight. Known to most Heretics as Strangers, most non-humans prefer to call themselves Alters, and there is a *wide* variety of sapient Alters out there. From vampires, to werewolves, to oni, to frost giants, to Seosten, and many others besides. You can choose a build based on an existing species (there will be suggestions later on in the Jump), or make up your own species with a unique combination of powers and abilities. For this reason, instead of rolling for your apparent age, just choose one that makes sense with your species; I'm not gonna make you roll d8s if your species lives for hundreds of years.

- Note: If you do make your own custom species, this may have an impact on the world. What effects, if any, this may have is left to your discretion.

Natural Heretic (200CP): As it turns out, ingesting or intaking enough of the blood, tears, or other bodily fluids of an Alter can change a human forever. You have become a Natural Heretic, bonded by blood (usually) to some inhuman creature whose powers you can now draw upon yourself. Whether you've gained the stamina and speed of a giant wolf, the strength and durability of a troll, the natural grace and bodysnatching of a Seosten, or even the many and varied powers of a mighty dragon, you now essentially have a single set of superpowers based on whatever you bonded with. Depending on what you've bonded with, this might even allow you to surpass a Boscher Heretic in power, though this is rare in the extreme. This allows you to see the supernatural and cast magic as well, though unlike an Alter, you *don't* set off most senses that say "non-human". You may have been changed, but according to most sensory abilities, you're still fundamentally human even if you can shoot lightning out of your eyes. Roll 9+1d8 for age, and you may continue to roll 1d8 until you've reached an age you're happy with.

Hybrid (200CP): As it happens, humans in this universe can have children with nearly any sapient Alter, resulting in a hybrid child with some of the strengths of both. Like humans, Hybrids can become Heretics under some circumstances and do not trigger a Boscher Heretic's Stranger-Sense, and like Alters, they have some innate abilities, though not as many and not as strong as if you were pure Alter. But probably most importantly, a Hybrid *cannot* be possessed by a Seosten. Any Seosten who tries will die a messy, gruesome death, leaving the Hybrid physically fine (though maybe a bit traumatized). Roll 9+1d8 for your age, then keep rolling 1d8 until you reach an age you like.

- Notes: If you want to be a Natural Heretic and a Hybrid, you must be a Natural of the species you're half-of (which lets your powers grow and expand to match a normal member of that species). If you're half-Seosten, you must be a Seosten Heretic, and so on. No mixing and matching. This option costs 400CP total.
- If you want to be a Boscher Heretic and a Hybrid, you don't have to worry about that exclusivity, but you may *only* attend Crossroads Academy if you're a Heretic-in-training. Eden's Garden will just use you as a slave, whereas for various reasons, Crossroads can't tell the difference between a Hybrid Heretic and a human Heretic unless you tell them. (Which I recommend against.) This option costs 600CP total.

Boscher Heretic (400CP): For some time, you lived a normal life, unaware of the supernatural world all around you. But that's changed now: at some point you were recruited to become a Heretic, a monster-hunter. After a ritual gave you the power to cast magic, sense the nonhuman, and steal the abilities of your fallen foes, now you are being trained to fight and kill in defense of humanity. But beware: just as you know the nonhuman on sight, so too will they know you on sight. Plus, your ability to steal the powers of the fallen comes with a rush of pleasure that can distract you at the worst possible time. Still, as a Boscher you will undoubtedly collect more power than your enemies could dream of, if you live that long. You may choose to attend Crossroads Academy, the island school where most of the plot occurs, or Eden's Garden, their rival and sometimes enemy housed in the world's most enormous tree.

- If you attend Crossroads, roll 16+1d4 for your age. Or, if you'd prefer to be faculty instead of a student, roll 17+1d8 for your apparent age and you may continue to roll 1d8 one at a time until you reach an apparent age you are satisfied with. If you attend Eden's Garden, roll 9+1d8 for your age if you would like to be a student, or if you'd prefer to be an adult member of the Garden, roll 17+1d8 and continue to add 1d8 until you are satisfied.
- Note: you can be a Natural Heretic first and then become a Boscher Heretic afterwards for a little extra power. However, this option does cost the same as both options put together: all told, you'd be spending 600 CP to get both Natural and Boscher.

Location

If you're attending Crossroads or Eden's Garden, you must choose that as your starting location. Otherwise, you may roll 1d8 to randomly choose a destination for free, or pay 50CP to choose your location directly.

1. **Crossroads Academy**. This remote beach island in another dimension serves as one of the premier training grounds for Boscher Heretics in training. Led by Headmistress Gaia, Crossroads boasts some very impressive teachers, the most famous probably being Virginia Dare herself. That being said, this is *not* a safe place for Alters, and even Hybrids had best hide what they are. They recruit at age 17 and train you for four years before graduation. This is where most of the plot will be happening, at least early on, so if you want in on the plot, this is the place to be.

2. **Eden's Garden**. Housed in a frankly *enormous* tree (comparable to the Empire State Building), Eden's Garden is a loose collection of various otherwise-insular tribes of monster hunters, and the primary rival of Crossroads. Instead of *just* killing off every non-human they find, Eden's Garden will sometimes keep them as beasts of burden, mounts… or as slaves. The Garden recruits at age 10 and trains you until age 17, far earlier than Crossroads, meaning you'll have a leg up on your rivals… if you survive long enough to learn.

3. **Washington DC**. Specifically, you'll be right across from J Street. According to Bystanders, there is no J Street in Washington DC, but in truth, J Street is a bustling cultural center for Boscher Heretics, only accessible by Heretics under normal circumstances. Harrison Fredericks, known for his work on Cyberform animal companions, lives and works near here, and also Crossroads' top investigators, the Bow Street Runners, have their headquarters here. If you're a Heretic of any kind, you're probably welcome here; if you're nonhuman, *get the hell out before people notice you*.

4. **Wonderland**. This is an Alter haven on Earth, disguised in a random abandoned shopping mall in San Jose, California. Though Wonderland does move now and again, to make sure Heretics don't catch up with it. Led by a council known as the Septs, Wonderland's purpose is to be a safe haven for Alters of all kinds, keeping out anyone who would disturb the peace, especially Boscher Heretics. You appear just outside the mall Wonderland is currently using as a disguise. They'll probably let you in if you're nonhuman, and even if you're human, they might hear you out if you're not a Boscher. If you *are* a Boscher, I'd get out of there before they notice you and decide on a little proactive self-defense.

5. **Heretic-Occupied World**. The truth is, a lot of Alters are straight-up aliens from other planets or dimensions, and Boschers are prone to colonizing said worlds with the excuse of it being "self-defense". You've found yourself on a planet that is currently run by Heretics, with whoever previously lived there having been displaced and/or exterminated. As long as you're human, you should be just fine here; if you're not, then I am once again recommending that you get the hell out of Dodge.

6. **Seosten-Occupied World**. The Seosten Empire is vast, with many planets and systems under their thumb. You have landed on one of these planets, though whether it's a core world with a decent chance of going somewhere else but where Seosten keep a close eye on it, or an out-of-the-way world that the Seosten only nominally control, is up to you. Unless you've opted to be a Seosten yourself, I would be very cautious if I were you. You're on a planet run by body-snatchers and you're probably a *very* tempting target.

7. **Fomorian-Occupied World**. Okay, so you might possibly be dead meat. You've landed on a world taken by the Fomorians, stripped of any native life in order to fuel their army of biological horrors. There is nothing here but death for you, unless you happen to either be *extremely* powerful or a Fomorian yourself. You'd best find a way to leave before you're noticed.

- If you would prefer, you can instead find yourself on Fossor's planet without spending any CP. This is free because a planet run by a tyrant megalomaniac necromancer is really *not* that much better than landing on a Fomorian world.

8. **Free Choice**. You may choose any of the above, or choose to appear pretty much anywhere else that isn't listed if you want to. Maybe you want to be in the King of Canada's territory? Maybe you want to settle down in the small town of Laramie Falls, Wyoming? Or maybe you're feeling adventurous and want to appear on a traveling spaceship or something. It's totally up to you.

Perks

If a perk specifies a discount for a background, you get 50% off. Discounted perks that cost 100CP are free for their background.

General Perks

Break the Bystander Effect (Free for all):
The Bystander Effect automatically prevents regular humans from noticing anything supernatural and quietly cleans up most of the effects of any superhuman fights. It's not quite clear to most people how or why this effect exists, but it does. Fortunately, you're able to bypass this, whether because you're supernatural yourself or just because you're unusually aware. In short, the supernatural has to *try* in order to hide from you. No more relying on global magic effects to keep them hidden.

- Note: This is intended to apply to the Bystander Effect in this Jump only, and does not apply to similar effects in other Jumps.

Would You Stop Doing That?! (Free for all):
Whenever you say or hear something dramatic that could serve as a chapter cliffhanger, time seems to slow long enough for you to react properly to the shock, even if you're in a fairly urgent situation. Even in combat, you'll have slightly more time to process similar cliffhangers without distracting you from keeping yourself alive.

Magic is Not Fast (Free for all):
Magic in this universe is largely based around runes and enchantment, carving certain patterns *just so* and applying your magical energy at just the right intervals to create an object that will perform a specific magical effect. You now know the basics of this magic: not enough to say you're *good* at it, but enough that you can do minor things like enchant a rock to act as a magic flashbang. Unglamorous, but the foundation of all the more interesting magics.

- Note: Magic is not safe to use during the first years of a human's life, as you risk accidentally killing yourself by putting too much of your inner energy into a spell. When it becomes safe varies from person to person, but most traditions will start teaching it at age 17. This means if you're human and younger than that, you'll want to wait to use *any* magic until you know for sure you're safe.

Stupid Time Travel Paradoxes (Free for all):
Yes, time travel is a thing in this world, though it requires a *lot* of energy, most likely more than you'll have time to gather in a mere ten years. So you won't be getting time travel in this Jump. What you *will* get is insurance that no matter what you do, you can't disrupt any currently existing time loops. If a character was always meant to go back in time and do something

critically important, they'll do so even if by all rights your actions should have prevented it. This ensures that you don't accidentally butterfly effect your own existence and accomplishments away. This is *not* toggleable until after the Jump is over, at which point you can toggle this as you please.

Drop-In Perks

We Weren't Done Talking (100CP, Free for Drop-In):
Talking may not *exactly* be a free action, but you can certainly get a lot more of it done than you should be able to in a fight. Whether you're quipping to throw someone off or getting someone to reveal just a little bit more of their plans than they intended, you're now able to talk and fight at the same time as long as you're not too hard-pressed.

Have You Seen Me? I'm Adorable (100CP, Free for Drop-In):
You are now extremely attractive. Not to supernatural levels, but enough that nearly anyone attracted to your gender would at least think you're hot. Specifically, you're hot in a way that is *comfortable* for you: you can rock the girl/boy/enby-next-door look or the supermodel look or anything in-between, depending on what better matches your self-image and preferences. Also, bodily maintenance becomes a lot easier: your hair won't tangle as much, your clothes always seem to flatter you no matter what they are, makeup is less likely to come off unless you want it to, and so on.

Learning Days Daze (200CP, Discount for Drop-In):
There's a lot to learn about this world, and half of what you do learn is likely to be either blatant propaganda or simply more complicated than you'd understood it to be. That's where this perk comes in. Your general learning capacity is increased. Retaining information and recalling it when you need it will become a lot easier, and you can learn in one study session what should normally take weeks to pick up. Furthermore, should you discover that some of what you've been taught is false, you'll be able to make the mental shift between the old "facts" and the new ones without stumbling too much. This also applies to learning combat skills, enabling you to make leaps and strides in combat ability while everyone else is still mastering the basics. To be clear, this won't make you a master in any given field, but it will ensure that you're ahead of most of your peers and that you don't have to spend *too* much time doing homework.

Turn In Your Protagonist Badge (200CP, Discount for Drop-In):
You know that thing in a lot of media where most of the problems would be solved if people just told each other the things they find out? Communication doesn't solve *everything*, but it does solve a *lot* of problems, and now you're much better at it. When conveying important information, you know how to explain it clearly and concisely, with nothing left out. There will be no room for ambiguity in your words unless you want there to be, and you'll never lose your train

of thought while trying to explain things. The gap between what you meant to say and what you actually do say is virtually nonexistent now.

Leave Me Alone and Go Jump in a Lake (400CP, Discount for Drop-In):
This setting unfortunately possesses several ways to bend or subvert your will, from obsession powers to forced trances to outright mind control. This perk lets you ignore most of them: any nonconsensual attempts to magically manipulate your emotions, control or read your mind, or compel your loyalty or specific actions will simply and utterly fail. This doesn't work against possession, nor does it prevent your memories from being wiped, but other than that, your mind is inviolate.

You're One of the Best Security People I've Ever Seen (400CP, Discount for Drop-In):
The walls have ears here, and there are no shortage of ways for people to spy on you unseen. This perk addresses that by ramping up your sense of preparation and paranoia to an immense degree. You now have enough knowledge to be painfully aware of the many, many ways that someone might be spying on you or waiting to attack you. More importantly, you now have the magic know-how to guard against all of them. Wards to keep away the invisible, spells to check for possession, enchanted objects to make your incriminating conversations sound incredibly uninteresting, complicated call-and-responses with your allies that only the most thorough of spies can decipher, and more. Given enough time to prepare a space and enough magic energy to power it all, you can ward off all but the most determined and capable of spies.

That Door Should Not Have Opened For You (600CP, Discount for Drop-In):
Boscher Heretics tend to rely on their wards and other passive magics quite a bit for their security. Not to the point of leaving it *completely* unattended, but they tend to weave a tangled web of various passive defenses such that bypassing only one defense will activate the others, and leave only a handful of people to supervise. You, on the other hand, can bypass all those defenses as if you had every right to be there. Every alarm system, every ward, every defensive enchantment will treat you as if you were an authorized entity; pretty much the only way you'll get caught breaking and entering is if someone *sees* you doing something wrong or if someone recognizes your face or something. Even if you get caught, turrets won't recognize you as an enemy, security constructs will assume you are friendly until you attack them, and magics meant to remove intruders or banish things from different realms simply won't work on you.

Who Said I Only Summoned Friends? (600CP, Discount for Drop-In):
The enemy of your enemy may not be your friend, but sometimes being the enemy of your enemy is enough. And with this perk, you won't need to spend much time convincing people to come fight this major threat with you. So long as you are up against a foe that your other enemies would *also* like to see defeated, you have the ability to convince them to come to your aid and fight by your side. You and they will work together, maybe not flawlessly, but well enough to at least force a stalemate against the threat you are collectively fighting. And, once you've taken down your common enemy, you may not like each other, but you will be allowed to leave without being forced into another fight. Next you meet, you'll be enemies again, but for this one moment, you and they worked together for a common cause.

Adjacent Perks

We Watch and Catalog Everything (100CP, Free for Adjacent):
Your observational skills are a lot sharper than average. Seeing tiny details that most people would miss, observing even minute facial expressions, noticing small discrepancies in a story, and so on. This perk doesn't help you *interpret* what you notice, but noticing it is the first step. Also, you are immune to any sensory overload that might be caused by this perk.

That, of Course, was an Illusion (100CP, Free for Adjacent):
On top of seeing through the Bystander Effect, you also have a neat ability to simply see through illusions. You can tell what they're trying to make you see or sense, but you can just as easily tell that it's fake. However, this does not allow you to see through physical disguise methods, transformations, or various other methods of hiding or disguising something. This is specifically focused on illusions.

We Totally Have to Go Sit in a Different Library (200CP, Discount for Adjacent):
In a world full of supernatural creatures who could kill you in an instant, knowing exactly what you're dealing with is paramount. Your skills at researching have thus been boosted, allowing you to easily research nearly any topic and giving you a knack for sorting out truth from falsehood. That being said, this perk only works if you have records to search through and the time to sort through them.

It Was Bound to Blow Up on You Sometime (200CP, Discount for Adjacent):
Sometimes, you just don't have the power to act directly. In times like those, being able to use your words as a weapon becomes incredibly valuable. You have a distinct ability to taunt enemies to the point that they start making mistakes. Even normally quite competent enemies might make the mistake of letting you talk, at least the first time you meet. This means that if you have some kind of plan in place, they're more likely to fall into it because their minds are on your words instead of on the fight.

Your Bullshit Detector is Phenomenal (400CP, Discount for Adjacent):
This is a world full of secrets and secret-keepers, and it can be hard to tell how much of what you're being told is correct. This perk will help with that, by giving you a sort of sixth sense for when someone is hiding something from you, how *many* things they are hiding from you, and the magnitude of those secrets. It won't tell you *what* they're hiding, you'll have to figure that part out yourself, but even just knowing that someone has something to hide is a huge leg up. Note that this won't tell you if a person is *trustworthy* or not: sometimes people keep secrets because they don't know if *you* can be trusted, after all. Also note that in the rare event that a secret is actively *dangerous* for you to know (i.e. a cognitohazard or a spell with negative effects from knowing said secret), you will instinctively know when to stop prying.

A Heretic's Weapon is their Life (400CP, Discount for Adjacent):
At the end of the day, while Heretics may rely on their many stolen powers in a fight, they rely just as much on their own trusty, nigh-indestructible weaponry. And you are now skilled in creating and modifying these weapons. Some such weapons are standard medieval weaponry with a unique power of their own, like a staff which stores kinetic energy and releases it in blasts or a mace which can construct walls out of almost any material upon striking it. Others are more modern, like a sniper rifle that uses portals to extend its range or goggles that shoot concussive blasts. And some are Cyberforms, mechanical animals with an alternate form useful in combat. Canonical examples of these include a mechadog that turns into a minigun and a mechacougar that turns into a hoverboard. Your crafting skills allow you to create any weapons along these lines, and attune them to specific people so that it works best in their hands. Or, if you don't have someone specific in mind, you can set them up to attune to anyone who picks it up and is sufficiently compatible with the weapon.

I'm a Damn Good Reporter (600CP, Discount for Adjacent):
You now have an incredible knack for unraveling conspiracies and working around memory magic. Your deductive leaps are rarely ever wrong for long, allowing you to successfully extrapolate new and correct data based only on a few fragments of information, so long as you have enough time to think things through. With more information, though, your deductive skills are even more impressive, letting you uncover nearly any buried truth with enough patience. Even magic meant to make you forget what you've deduced is weaker than it should be, allowing you to eventually piece together the truth no matter how well-hidden it is.

Secret and Forbidden Techniques (600CP, Discount for Adjacent):
Many types of Alters have access to various types of advanced technology, which doesn't necessarily require magic to be understood. A sufficiently-skilled person could thus gain superhuman abilities simply with the right knowledge and access to Alter tech. You are now one such person, capable of reverse-engineering nearly any technology you come across, including biotechnology. You'll have to find the technology to reverse-engineer it in the first place, mind you, but once you *have* found it, you'll be able to use, modify, and alter it as if you'd been working with it all your life.

Alter Perks

Fill in the Gaps (100CP, Free for Alter):
The Bystander Effect automatically ensures that no matter how inhuman you look, regular humans won't see you as you are or see your actions as anything other than mundane. In that case, you might as well get to pick what you look like to them. Whether you want to look like a kindly old grandparent or a tall and tattooed thug, you can now actively choose what ordinary humans will see you as. If you decide that one disguise is getting old, you can swap out for a

different one once a month. This won't work on anyone who can see through the Bystander Effect, mind, but if you expect to be interacting with a lot of Bystanders, this perk will be quite useful to you.

- Post-Jump, this ability becomes innate to you instead of reliant on the Bystander Effect, allowing you to continue projecting the illusion of normalcy.

A Poorly-Made Edit (100CP, Free for Alter):
Another thing the Bystander Effect does is prevent you, as a nonhuman, from being properly recorded on any cameras or other similar recording devices. However, the form of this is variable: some Alters are simply too blurry to identify on camera, some don't show up on camera at all, and some blank out the entire length of time they would be on camera, causing the recording to suddenly "skip" that length of time. You can now choose exactly how this effect erases your presence in recordings, though keep in mind that the end result does need to be that nobody can properly capture your true form or powers on camera.

- Post-Jump, this becomes an innate ability, allowing you to go unrecorded even without the Bystander Effect.

I'm Just Trying to Live! (200CP, Discount for Alter):
Living in a world where Boscher Heretics might kill you at any moment is, understandably, quite nerve-wracking. But sometimes, if you're lucky, you can successfully convince them that you're not trying to hurt anyone. With this perk, you get lucky a *lot*. You're more likely to be hunted by Heretics who will *listen* to you when you say you're innocent, and your words are more likely to bypass their training and force them to really consider if you're doing harm. This isn't a silver bullet, mind: the ruthless and the uncaring will kill you anyway, and even the hesitant might decide to follow their training instead of believing you. Plus, if you actually *did* hurt someone, you risk getting caught in a lie. But when it comes to proving your innocence, the odds are surprisingly in your favor.

- Post-Jump, this applies to anyone who is currently trying to hurt you for false or misleading reasons.

Piloting a Spaceship for Dummies (200CP, Discount for Alter):
Most species over the years have felt the need to invent many kinds of vehicles for themselves, each with their own idiosyncrasies and designs. Thus, most people learn how to drive their own vehicles and are useless when faced with another species' vehicle of choice. You are not most people. Whenever you are faced with a vehicle you've never piloted before, you are abnormally quick to decipher the controls and are able to handle them intuitively after just a few minutes. And if you *have* piloted that kind of vehicle before, you can get performance out of said vehicle that only the most skilled pilots could replicate.

One of the Strangers We Just Can't Pin Down (400CP, Discount for Alter):
Normally, Boscher Heretics can sense Alters if they get close enough, though it does also alert you in the process. But with this perk, you are one of the few species that just doesn't set off the Stranger-Sense at all. Meaning that the moment a Heretic enters range, you'll be alerted to them but they won't have *any* idea you're there. From there, you can try to ambush them, follow

them to wherever they're going, or just get the hell out of there, content in the knowledge that they just think you're a regular human. Just don't use your powers in front of them, as that will definitely clue them in that you're not a Bystander.

- Post-Jump, this applies to anything that senses powers, magic, or enhanced/nonhuman biology. By all such measures, you will appear to be a normal human.

Healing Magic (400CP, Discount for Alter):
Any Alter who survives an altercation with a Heretic will likely need to be patched up. Fortunately, that's a specialty of yours now. Any magic that involves healing is something you're quite good at. Usually, what you do is provide extra magic energy to a patient to speed up their natural healing process, but you can also spend more of your energy to manually close wounds, clear out poisons, heal concussions, and so on. You can even regrow lost limbs, though that will likely wear you out for a while. Curing cancer is probably beyond your abilities, though. This won't work very well on Bystanders, mind, but anyone who can see through the Bystander Effect is fair game.

Mark of Gehenna (600CP, Discount for Alter):
You now have a living, semi-autonomous animal tattoo with superpowers. The tattoo can be placed anywhere you like on your body and can be any animal you can think of, including mythical ones like dragons. With but a thought, the tattoo will painlessly come off of your body and expand into a three-dimensional energy being with magic resistance and one or two superpowers that reflect your inner being. The tattoo can act independently of you, but will always follow your mental commands first and foremost. Furthermore, if you need some extra power instead of the extra body, your tattoo can fuse with you, granting you the tattoo's powers for yourself and giving you a cool-looking animalistic super form.
This tattoo is the trademark enchantment of Gehenna, a well-respected intergalactic prison run by Alters, intended to contain only the most dangerous of threats, the ones that can only be contained instead of killed. To make sure nobody questions your right to this tattoo, you are on the books as one of Gehenna's field agents. This means that any Alter who sees your tattoo come to life will recognize that you are from Gehenna, and many will go out of their way to grant your reasonable requests under the assumption that whatever you are doing is critically important. Admittedly, this does come with an expectation that when Gehenna calls, you will answer, but given the magnitude of their work, I imagine you won't want to ignore any emergency calls anyway.

On Your Own Terms (600CP, Discount for Alter):
A long life spent dodging Heretics has given you an incredible capacity for survival. You're an expert in avoiding detection, using crowds to discourage pursuit, dodging ambushes, and just avoiding conflict in general. Even those with enhanced senses will struggle to keep track of you, even those with enhanced speed will struggle to outpace you, and even the most potent of tracking spells will tend to fail if used on you. It's virtually impossible to force you into a fight you don't want; only someone like the top leadership of Crossroads or Eden's Garden, or the dread necromancer Fossor, can catch you off-guard.

Natural Heretic Perks

Natural Heretic, Natural Skill (100CP, Free for Natural Heretic):
Normally it takes people a lot of time to get used to their new powers. Weeks, or even months. Now you have an instinct for your powers, allowing you to get them under control and start experimenting with them much faster. You'll pretty much never have an "oops, didn't mean to do that" moment, unless it leads into a "wow, that was actually really useful" moment.

Poker Face (100CP, Free for Natural Heretic):
Suddenly seeing people you thought were human turn out to be something else entirely can be incredibly startling, and it's easy for most people to have a fear reaction they can't suppress. Not so for you, though: no matter how off-guard you are, your facial expressions and body language will appear relaxed and at ease, giving you a moment to work past that fear response before you react. This applies to other situations, too, making you seem to never be caught off-guard or visibly frightened, although this doesn't actually improve your reaction speed or ability to keep your cool. This Perk just makes it so that you don't show it immediately.

I'm Sorry Nobody was There (200CP, Discount for Natural Heretic):
You're used to making do on your own. Whether it's from a life on the streets or bouncing through the foster system or what-have-you, you're good at fending for yourself in hostile circumstances, and that includes randomly getting superpowers and getting attacked by monsters. Not only do you take new status quos in stride no matter how absurd, any training, practice, or research you do on your own is doubly effective, and any situation in which you're fighting on your own doubles your physical abilities as well.

What's a Heretic? (200CP, Discount for Natural Heretic):
It's reasonably common for Natural Heretics to not know what gave them powers or about the hidden world around them, forcing them to put together the pieces on their own. And sometimes, they put the pieces together wrong and conclude that they've just become a superhero. That being said, even those who think they're superheroes have learned some important lessons in combat and defense, lessons that you've now learned as if you'd lived them yourself. In particular, defending your neighborhood from nonhumans that threaten the peace has given you a knack for fighting people without having any clue what their powers are, ensuring that you can at least hold your own long enough to figure out what they can do and formulate a strategy.

Offensive Magic (400CP, Discount for Natural Heretic):
The hazard of having only one or two tricks is that sometimes you find yourself in a bad matchup where your powers don't work very well on what you're fighting. Thus, many Natural Heretics turn to magic to fill in the gaps. You now specialize in enchanting objects to enhance your offensive capabilities. Whether it be a wand that shoots lightning, a ring that lets you throw

fireballs, or more esoteric options like a talisman that shoots spirit-killing ghostfire, you'll have way more options to hurt your opponents once you take the time to enchant yourself an arsenal.

Chimera-blood (600 CP, Discount for Natural Heretic): Well now, *this* is a surprise. You are an extreme genetic rarity: instead of bonding to a single Alter when you ingested their blood, you unlocked a unique ability that allows you to bond to *any* Alter or Heretic, albeit one at a time. From now on, simply touching any body fluid from an Alter or Heretic will automatically absorb it into your body, granting you all of their powers at full strength for a time. It does wear off after a few days at most, but you can always renew it or choose something different to bond with. This does require you to have access to their body fluids, but even just saliva will do the trick and presumably you have at least one ally you can copy powers off of. Unfortunately, you can only copy one set of powers at a time and ending a Bond early requires a bit of bleeding, but the versatility of this perk is not to be underestimated.

- Post-Jump, this will apply to any nonhuman creature that has body fluids of some kind.
- Note: if you take Boscher Heretic with this, the abilities from that will also wear off after a few days and require renewal.

We Are As One (600CP, Discount for Natural Heretic):
Whatever you're bonded to, you got a double-dipping of it. It's technically possible to bond to the same species twice by ingesting their blood twice, granting you more of their powers and requiring less time to reach full strength. Now this has happened to you, and you are much stronger for it. Choose to either double the effects of anything you buy in the Powers section or to halve the costs of anything you buy in the Powers section.

Tartarus-Bonded (600CP, Discount for Natural Heretic):
The being you Bonded to was no average member of the species. Instead, they were a super-soldier, enhanced by mystic energy from the Tartarus dimension. Admittedly, "super-soldier" somewhat undersells it: people enhanced by Tartarus can reliably impersonate *gods*. And in time, you too will have that level of power. Choose one of the powers you buy in the Powers section and enhance it tenfold to get your current power level with that power. (This stacks with We Are As One.) But eventually you'll hit the point where your power is literally godlike. Hydrokinesis expands into the creation of mighty storms, electrokinesis expands into control over all forms of energy, perfect aim expands into literally being *incapable* of missing the mark, and so on. Just try not to get a god complex off of this, okay?

Hybrid Perks

A Horrible Fate (Free for Hybrid, Hybrid only):
Something about your Hybrid biology is antithetical to being possessed by a Seosten. Any of them who try will be expelled from your body seconds later as a pile of body horror rather than as a person, killing them almost instantly. Gruesome, but foolproof.

- Post-Jump, this applies to any attempts to possess you at all.

I Didn't Want You to Treat Me Any Differently (100CP, Free for Hybrid):
By necessity, you've learned to hide your secrets very, *very* carefully. If the wrong person finds out what you are… well. Best not contemplate that. You have a knack for keeping your secrets, well, *secret*. Your efforts won't stand up to specific scrutiny, but they're good enough that anyone who doesn't already suspect you of something will assume you have nothing to hide.

I'm Good Because I Choose to Be (200CP, Discount for Hybrid):
Everyone will tell you that you are wrong for existing, whether they know what you are or not. An impossible abomination that should not be. But you know better. Deep in your soul, you know that you have a right to exist. With this perk, you will always have a deep conviction that you are worthwhile and doing your best, and will lose any mental illnesses that might tell you otherwise. Furthermore, you have a knack for convincing others of the same thing: whether they feel guilty for existing or guilty for something they've done, you're good at reassuring them that they *aren't* inherently bad and that they can always choose to be better.

Like Finds Like (200CP, Discount for Hybrid):
As a Hybrid, you generally have to hide what you are, which means your opportunities to find friends that are like you are often slim. This perk will change that: you will find yourself drawn to others like you, even if you have no idea that they *are* like you. Even if *they* have no idea that they are like you. If there is any plausible way for you to interact with and become friendly with such people, it will happen, guaranteed.
This also applies to other things you might be that you might need to hide: if you're queer, you'll find other queer people, if you're a secret vampire, you'll be drawn to other secret vampires, and so on.

Stealth Magic (400CP, Discount for Hybrid):
You are now a specialist in any and all magics meant to conceal you. Invisibility, decoys, illusions, disguises, wards against being scried on, blame-shifting spells… anything that keeps people from seeing the truth about you is fair game. Your knowledge of such spells is practically encyclopedic.

Joselyn's Plan (400CP, Discount for Hybrid):
As a child of two worlds, you've learned the best ways to combine them into one cohesive whole. You know what it's like on both sides of the fence, and that has given you great skill in diplomacy. You have an instinctual knack for finding the common ground between people, and then guiding them towards seeing it. People tend to listen to you even if they disagree with you, and your words have more weight than they should. And if there will never be any reasoning with someone? Well, you can see that too, and avoid wasting your breath.

We're Not Gonna Take It (600CP, Discount for Hybrid):
Living as a Hybrid, you learn one thing very early on: you can't hide forever. Eventually the Boschers will discover you, and they will gang up on you and hunt you like prey. Which is why

you've decided that this prey has *teeth*. Whenever you're fighting on the defensive (i.e. you are not the aggressor), you become far more deadly than you should be, capable of holding your own against multiple Heretics at once. Even if they outpower you, even if they outnumber you, even if by all rights you should lose in seconds, *you will not go down easily*. Furthermore, your example emboldens other people in the area to join you in fighting back instead of freezing up or saving their own skin. Depending on how many new allies are in the area, this can turn a slaughter against you into a slaughter in your favor.

Trust and Verify (600CP, Discount for Hybrid):
When it comes down to it, being a Hybrid is an exercise in being *very* careful who you trust. One wrong word to one wrong person, and your life could collapse around you like a house of cards. Which means any truths you tell have to be portioned out carefully, gauging just how far you can trust any given person. And even then, there's still an element of risk involved. Well, with this perk, that element of guesswork is removed. You instinctively *know* who can and cannot be trusted with your secrets. You know, without a shadow of a doubt, who will keep your secrets, who will run off and tell them immediately, who might change their minds later on, and who might try to blackmail you with those secrets. Also, this sense lets you automatically intuit how to best present the information to let them accept it, and what to say in the meanwhile to prime them to believe you. With this sense, you can find allies with shocking ease and avoid spies like it's nothing.

Boscher Heretic Perks

Look into the Light / Eat the Fruit of Knowledge (Free for Boscher Heretic, Boscher Heretic only):
If you went to Crossroads, you looked into the Heretical Edge, a mystic lighthouse that granted you a vision of an ancestor interacting with Strangers, as well as a great power. If you went to Eden's Garden, you ate an apple that granted you the same things. Either way, you have gained a Boscher Heretic's best ability: any Alter you kill, you will randomly gain one of their superhuman powers, or improve one power you both possessed. And of course, the more powers you steal this way, the easier it will be to collect more such powers. Given enough time and kills, you will become a nigh-unstoppable force… and that's *without* factoring in any powers from past Jumps. And should you be in a position to kill another Heretic, you have a randomized chance to gain many, if not all, of the abilities *they* stole.
That being said, there is a downside to this ability: any death where you steal power is heralded by a rush of pure pleasure that leaves you blind to the world for a few seconds. The stronger the power you steal, the stronger and longer-lasting the pleasure. This means that landing *any* kill will distract you from combat, leaving you wide-open to a followup attack. You'd best have people to watch your back.

- Post-Jump, this will apply to anything and anyone you kill if they have superhuman powers of any kind.

Stranger-Sense (Free for Boscher Heretic, Boscher Heretic only):
The light or the fruit have also granted you the ability to know at a glance whether or not someone is nonhuman. Not only does the Bystander Effect no longer affect you, but also you can detect those Alters who still look human enough to pass. If you're from Crossroads, this sense is a warning bell in your head, a sense of alarm and danger; if you're from Eden's Garden, it's instead a rush of adrenaline, a hunter's anticipation upon seeing prey. Either way, you'll know what they are, and can act to prevent them from hurting anyone… or just to gain their powers.
That being said, this sense goes both ways: the moment you sense their nonhuman nature, they will know you for a Heretic. Best to act quickly, before they can get ready to fight back or flee.

- Note: this sense does *not* warn you about Hybrids or other Heretics.
- Post-Jump, this will apply to any non-human.

I Promise There Won't be Any Collateral Damage (200CP, Discount for Boscher Heretic):
It can be easy, in the middle of a fight, to forget about the Bystanders in favor of just surviving. After all, you can't defend them if you're dead; what's a wrecked car here and there? But with this perk, you won't have to choose between surviving a fight and preventing the collateral. Using any of your abilities and powers now comes with a guarantee that collateral damage will be kept to an absolute minimum. This has limits, mind; if you unleash the power of a nuke inside a city, the city's still toast. But stuff like broken cars, dented buildings, and civilian casualties will be avoided whenever it's physically possible to do so.

Weapon Mastery (200CP, Discount for Boscher Heretic):
Boscher Heretics are matched up with a weapon that has its own powers and that bonds with its user. However, they still have to learn to *use* said weapon, and that can take a lot of time and training. With this perk, you can skip the boring parts and get right to being competent with any weapon type you choose. Swords, whips, spears, guns, bow and arrow, whatever it is, you are now a natural talent with that weapon type, as good with it as you would normally be after four years of diligent training. This includes *any* of that weapon type, so you can pick up a random sword and use it nearly as well as you could your own personal sword.

Defensive and Utility Magic (400CP, Discount for Boscher Heretic):
Your job as a Heretic is to keep the civilians safe. To that end, you now specialize in defensive magics. Forcefields, protective circles, bulletproofing spells, wards that delineate who is allowed in which areas, and so on. However, you've also got a knack for spells that don't easily fall into another category, such as messaging spells.

I've Been Tracking You Since Then (400CP, Discount for Boscher Heretic):
Some Strangers are obvious threats, not subtle in the slightest. Others, meanwhile, are terrifyingly subtle, able to slip away the moment it seems someone might interfere with their work and then set up shop elsewhere. Now, you exist to stop these sneakier Strangers from killing and hurting more innocent people. Your skills at tracking down your prey, following a trail,

noticing clues to someone's location, and noticing false trails without falling for them are second-to-none.

A Personal Committee (600CP, Discount for Boscher Heretic):
A group known as the Committee is ultimately in charge of Crossroads Academy, and to maintain their position, they have a powerful spell cast that permits them to share powers with each other. Any power that one Committee member has is shared with the rest, allowing any one of them to fight with the effectiveness of all. And now, you have a similar network, composed of you and whichever allies consent to joining, granting each of you the powers of every other member of the network. (To be clear, this is an entirely separate network: you can't draw on the Committee's powers, nor can they draw on yours.) You can even add or remove new members so long as everyone in your network agrees to do so; the only limit is that your network starts getting strained if it tries to connect more than nine people. So ideally this will be you and up to eight Companions joined together in this way.

Deadly Killing Machine (600CP, Discount for Boscher Heretic):
In the end, what a Boscher Heretic is made for is *killing*. And oh, you have learned that skill well. Your skills at combat are enhanced immensely, allowing you to go toe-to-toe with nearly any Stranger and win handily. Furthermore, you instinctively fight in ways that exploit weak points, even if you're not aware of what those weak points *are* yet. You take advantage of blind spots, use powers that target an elemental weakness, and strike when they're off-balance, all with the ease of long practice. Anyone who can stand up to you must be mighty or skilled indeed.

Powers

Drop-Ins and Hybrids get a 400CP stipend to spend in this section only. Natural Heretics and Alters get a 800CP stipend instead. Boscher Heretics do not get an additional stipend, but may still purchase powers from this section. Sorry, Adjacents, you can't get anything from this section. If more than one of these apply, such as being both a Natural Heretic and a Hybrid, add them together. Also, if you have Mark of Gehenna, you get an additional 400CP stipend to give your tattoo superpowers. (To be clear, this all applies to imported/created Companions as well.)

If you are an Alter or a Hybrid, you may choose to look entirely human or to have any physical features that are either A) entirely cosmetic or B) fits with the powers you've purchased. Feathers all over your body is fine regardless, but if you want functioning wings you would have to buy the Flight perk for that to make sense.

If you'd like, here's a short list of suggested Alter species and the powers (and sometimes drawbacks) you'd want to grab to be one of them.

- **Seosten:** Perfect Grace, Seostenic Memory, Possession, Boost, and Extended Lifespan for 100CP.
    - Total CP Cost: 1100
- **Vampire:** High Speed for 200CP, Walking Tank for 200CP, Regeneration for 400CP, Enhanced Senses for 400CP (smell) and for 200CP (hearing), Extended Lifespan for 200CP, and also get Vulnerability (sunlight) and Unnatural Appetite (blood) from Drawbacks. If you want to be a proper Akharu instead, you can skip the Vulnerability, upgrade Regeneration to 600CP, and grab Infectious for 200CP.
    - Total (Base) CP Cost: 1000
    - Total (Akharu) CP Cost: 2000
- **Werewolf** (or a were of any other animal): Walking Tank for 400CP, High Speed for 400CP, Shapeshifting for 100CP, Infectious for 400CP, and Enhanced Senses for 600CP. Also grab Vulnerability (silver), Vulnerability (wolfsbane), and Vice Day from the Drawbacks section.
    - Total CP Cost: 1300
- **Troll:** Walking Tank for 400CP, Regeneration for 600CP, Extended Lifespan for 200CP, Emotional Manipulation for 100CP (fear), and grab the Vulnerability (fire) Drawback.
    - Total CP Cost: 1100
- **Ice Giant:** Harmful Aura (cold), Elemental Armor (ice)
    - Total CP Cost: 600
- **Fomorian:** Get Unreapable, Unsharable Genes, Biology Specialist, and the drawback Everybody Wants to Kill You. Then add whatever the hell you'd like, since Fomorians are by no means standardized.
    - Total (Base) CP Cost: 100 plus whatever you add

Extra Limbs (50CP, First Free for Alter, Can be taken multiple times):
Each purchase of this gives you two extra arms or legs to work with, or a prehensile tail if you would prefer. If you want wings, see instead the Flight power.

Natural Armor (50 CP, First Free for Alter and Hybrid, Can be taken multiple times):
Be it scales, chitin, bone plating, or just really thick skin, you possess some kind of non-human traits with the purpose of protecting yourself. This can be over your entire body, or only just part of it. You can buy this as many times as you want, if you want layered methods or just different methods over different parts of your body.

Natural Weapons (50CP, First Free for Alter and Hybrid, Can be taken multiple times):
Teeth, claws, thagomizers, a clubbed tail, tentacles, prehensile tongue, anything that can be used as a natural weapon falls under this power.

Superhuman Leaps (50CP):
Basically, you jump good. Leaping twenty feet straight up or forward is no big deal now, and the fall from said jumps, or any similar falls, won't harm you at all.

Unreapable (50CP):
Boscher Heretics will get nothing from killing you. No powers, nothing. Small consolation for having died, but you could pick this up if you like being spiteful, I guess? This is really something that would affect a custom Alter race in general more than you, but if you think that's worth the price tag, you do you.

Unsharable Genes (50CP, Alter Only):
Your race cannot breed with humans to make a Hybrid, nor can they Bond with humans to create a Natural Heretic. Your powers are yours alone.

Increased Accuracy (100CP):
You simply hit your target more often. Simple, but effective.

Merge (100CP):
Choose a material such as wood or metal. You gain the ability to absorb yourself into that material, allowing you to dodge attacks by popping into the material, travel speedily through that material, or hide in that material while waiting for the right time to emerge. You can take this multiple times with different materials.

Perfect Grace (100CP):
You have a natural grace that defies belief. This translates into perfect control over your muscles, allowing you to do just about anything that requires dexterity or agility without straining yourself in the slightest.

Seostenic Memory (100CP):

You have a memory so perfect, you literally *cannot* forget something unless someone directly modifies your memories. And even someone who can do that would have to work for it.

Telepathic Communication (100CP):
You can, well, communicate telepathically. Unfortunately people can't communicate *back* to you unless they also have this power, but this does have the advantage of being entirely undetectable.

Wall-Crawling (100CP):
Like Spider-Man, you can stick to pretty much any surface. Climb walls, stand on ceilings, walk straight up a giant tree, stuff like that.

Animal Control (100/200CP):
You can direct animals to your will. For 100CP, choose a specific type of animal such as sharks or lions. You can control that specific type of animal. For 200CP, choose a category of animal such as "predators" instead. You can control anything within that category.

Emotional Manipulation (100/200CP):
You can cause other people to feel emotions they wouldn't normally feel. For 100CP, choose one emotion. You can cause that emotion in any one person whenever. For 200CP, either expand this to causing *any* emotion, or expand it so that you can infect entire crowds with the specific emotion you chose.

Extended Lifespan (100/200CP):
The ability to live longer than an average human. For 100CP, you'll live for about ten thousand years. For 200CP, you're effectively immortal unless something kills you.

Invisibility (100/200CP):
You have the ability to… well, turn invisible. For 100CP, this is conditional, like requiring shadows to turn invisible or only being able to be invisible in a crowd. For 200CP, your invisibility is unconditional.

Poison (100/200CP):
You have some kind of natural poison. For 100CP, the poison is nonlethal but will either instantly nauseate or slow down and eventually paralyze anyone it affects. For 200CP, it's instead *quite* lethal if you hit someone with enough of it. You can pick any way you would want to deliver this poison, be it from a bite, to claws, to having your very blood or skin being poisonous. You are, of course, immune to the effects of your own poison.

Poison Resistance (100/200CP):
You resist poisons and toxins of all stripes. For 200CP, your resistance is just that: a resistance, one that can be overcome with a strong enough poison or with a sufficient amount of it. For 400CP, this upgrades to a fiat immunity to poisons of any kind or origin.

Shapeshifting (100/200CP):
The ability to shift into another form. For 100CP, you shift to and from a single form, and can learn to shift into an “in-between” form with some properties of both. Alternatively, you can choose to instead be able to change yourself to any human form you please. For 200CP, you can shapeshift into any mundane animal between the size of a tick and the size of an elephant at will.

Elemental Manipulation (100/200/400/600CP):
You can manipulate something like fire, water, earth, air, electricity, shadow, light, or metal. For 100CP, you can manipulate the element if it’s already present. For 200CP, you can generate the element in question as well. For 400CP, you can absorb the element in question to power yourself up. For 600CP, you can do something weird and esoteric with it, like turning your electricity into solid objects.

Enhanced Senses (100/200/400/600CP):
One of your senses is better than a normal human’s. For 100CP, you can see, hear, or smell at just beyond the heights a human can reach. For 200CP, that sense is doubled. For 400CP, you can see for a mile in most spectrums and track most speedsters in motion, hear things from a block away, or smell so well you can tell if someone is nonhuman. For 600CP, you can see for miles in any spectrum and keep watch on any speedster, hear anything within an entire city, or smell things as esoteric as whether or not someone is lying. You can buy this multiple times for multiple senses.

High Speed (100/200/400/600CP):
As it says on the tin, this is the ability to move faster than a normal human should be able to, as well as the reactions to make sure you don’t splatter yourself on a wall accidentally. Buying this for 100CP makes you able to move and react at 30 miles per hour. For 200CP, that doubles to 60 MPH. For 400 CP, you can outspeed any groundbound Earth vehicle. For 600CP, you move so quickly that most eyes can’t even follow your movements at all. They’d blink, and you’d be somewhere else.

Regeneration (100/200/400/600CP):
The ability to heal faster and more effectively than a human should. For 100CP, you can heal from most scrapes and bruises in seconds and from broken bones in minutes. For 200CP, you can heal from broken bones in seconds and shattered bones in minutes. For 400CP, you can heal from shattered bones in seconds and from damage to internal organs in minutes. For 600CP, you can heal anything short of having your heart or something similarly-vital outright removed.

Walking Tank (100/200/400/600CP):
Enhanced strength and the durability to match. For 100CP, you’re strong enough to crush bone in your hand and durable enough to withstand that same level of strength. For 200CP, you can now bend metal in your hands and withstand that same level of force. For 400CP, you can lift

and throw a car with ease, and casually tank being hit with a thrown car. For 600CP, you can easily manhandle an actual military tank and survive nearly anything short of a high-yield bomb.

Blood Magic (200CP):
Your species has a natural knack for magic involving the blood of others. You have a special sense that can track people if you have some of their blood, and you can use their blood to inflict curses and maladies upon them to slow them down and make them easy prey to your other abilities.

Boost (200CP):
For a few seconds, you can be faster, stronger, and more agile than you were. It's exhausting to keep this up for too long, but for a few brief instances in a fight, you can be much faster than you were, which hopefully will give you an opportunity to give or avoid a killing blow.

Elemental Armor (200CP):
You can coat yourself in the element of your choice as armor. Rock, metal, ice, fire, wood, something along those lines. You can buy this more than once for different armors.

Elemental Transformation (200CP):
You can partially or entirely transform into a human-shaped mass of a specific element. Fire, air, water, earth, electricity, shadow, light, metal, something like that. In this form, you gain the specific qualities of that element, both its strengths and weaknesses. You can buy this more than once for multiple forms.

Elemental Transmutation (200CP):
You can touch any mundane object and transmute it into whatever your element is. Rock, sand, metal, water, ice, wood, or what-have-you. You can buy this more than once for different elements.

Enhanced Stamina (200CP):
Your stamina is greatly increased, allowing you to get by with a mere hour of sleep on a normal day and allowing you to keep fighting well after most people would have collapsed.

Flight (200CP):
You can fly as fast as you can run. Whether this is through having wings or magic or self-applied telekinesis or what-have-you is up to you.

Forcefields (200CP):
The ability to create forcefields to block attacks with. These fields are invisible until struck and can be summoned in any shape you please, though they work best within twenty feet of you. Any further out, and they'll start to weaken. Just to be clear: no, you cannot summon forcefields inside of things or people to cut them in half.

Ghostfire (200CP):

You have the ability to generate ghostfire, flames which can harm or destroy spirits and other intangible beings.

Lie Detection (200CP):
You now have a sense that informs you whenever someone lies to you. It won't tell you what the truth is, and this sense can be fooled with the right powers or enchantments, but this remains a handy power, especially if people don't know you have it.

Redundant Organs (200CP):
You've got duplicates of your vital organs inside your very bones that can take over if you were, say, stabbed in the heart or the lung.

Infectious (200/400CP, Cannot be taken with Unsharable Genes):
You have the ability to convert regular humans into a being something like yourself. For 200CP, they are a lesser version of yourself, incapable of spreading the condition and likely with a weakness you don't have or lacking in powers you do have. For 400CP, the conversion is exact, making them just as powerful as you are and just as capable of spreading the condition themselves. That being said, it is in no way guaranteed that the people you convert will survive the process either way: the process is extremely painful and lots of humans will simply die from sheer agony before the first transformation is complete. This can be mostly mitigated with proper care and support, however. And painkillers. Painkillers would definitely help.

Answers (400CP):
Once per day, you can ask any question of the universe at large and get either an entirely truthful, if a bit vague, answer to that question, or directions to where you can *get* an answer.

Danger Sense (400CP): You now have a supernatural sense that alerts you of incoming attacks. Be aware that this sense doesn't distinguish between attacks and actual *threats*, so it can be tricked by a weak attack that leads into a strong one. Still, this is useful for preventing surprise attacks and ambushes.

Harmful Aura (400CP):
Maybe your skin is incredibly cold to the point of freezing anyone solid who gets too close. Maybe your skin is so hot that it combusts anyone who touches you. Or maybe you electrocute them. One way or another, getting within about a foot of you is a *bad idea* for your enemies, and can be lethal under the right circumstances. This can be turned on and off at will, but keep in mind that this power has no way of distinguishing between friend and foe.

Hephaestical Skill (400CP):
You have a mind that's evolved to be very good at building technology. You can create things like bigger-on-the-inside tech or a sword that harnesses portals; with the right materials, there's not much that's outright impossible for you to build. It still takes time and effort, trial and error, to build any of this stuff, though.

Magical Knack (400CP):
You have a special affinity for magic, allowing you to use it safely no matter how young you are, learn magic faster than usual, and generate more magical energy to put into your spells.

Self-Duplication (400CP):
You can duplicate yourself and everything you're carrying up to twenty times, and are able to dismiss them at a later point at will. (Items duplicated this way will vanish when the duplicate does, though, so don't get too excited about infinite items.) Your duplicates are, functionally, *you*, so you'll all cooperate with each other without much issue, though you will have to divvy up any other powers you have between the duplicates. Plus, metaphysically, all of you count as you for most purposes, so if you're a Boscher Heretic, any of you landing a kill will grant all of you access to whatever powers you gain, and any enchantment cast on you will affect all the rest of you as well. Physically, however, you're a bit more separated: you can't see through each other's eyes, pain only directly affects whichever duplicate got hurt, and should a duplicate die, nothing bad will happen to any of the other yous… physically, anyway. When a duplicate is dismissed or killed, the memories of what that duplicate did and experienced will flood into the mind of the others, and memories of having died might be… distressing. Especially if the duplicate has been around long enough to be compressing weeks or months of memories into your head over a few seconds, as that can be painful in its own right. So maybe try to avoid having them out too long just to be safe.

Intangibility (400/600CP):
You have the ability to turn into an intangible form, allowing you to phase through objects and enemy attacks. For 400CP, you're just as helpless to affect the material world as it is to affect you. For 600CP, you have a limited ability to affect things while you're intangible: interacting with the physical will take effort and magical energy. With enough energy, though, you can hurt your enemies while being immune to their own attacks… unless they have ghostfire, which will burn you no matter what.

Object Modification (400/600CP):
For 400CP, you can create, modify, or make vanish any mundane object you please. Create a knife out of thin air, turn it into cake, make the cake vanish, all that jazz. Or, for 600CP, you can extend this to modifying magical objects as well, including modifying its functions and limitations.

Precognition (400/600CP):
You have a limited ability to see the future. For 400CP, choose a specific category, such as death. You can sense things related to that specific category up to an hour before they happen. For 600CP, you have combat precognition, allowing you to dodge your way through nearly any fight and strike back at just the right time. You may buy this twice if you want both options.

Teleportation (400/600):

You have the ability to teleport. For 400CP, choose one: a short-range technique meant for combat repositioning, or the ability to create long-range portals that anyone can pass through. For 600CP, you get both.

Timestop (400/600CP):
You have the limited ability to stop time. For 400CP, this only applies to one person or creature at a time, preventing them from taking any actions as long as you're concentrating on them. For 600CP, you can either do this same thing to a crowd of people at a time, or simply stop time in a large bubble for everyone but you and anyone you touch. This still requires concentration, mind.

Biology Specialist (600CP):
You have a mind built for biological manipulation. Tweaking someone's genetics? Child's play. Engineering hybrid animals to serve you? A casual day's work. Engineering biological superweapons? Might take concerted effort, but it's *possible* for you to create.

Natural Necromancy (600CP):
Your species has passed down a spark of pure necromantic power, and you get to reap the benefits. Your skills at necromancy are enhanced: you can call ghosts, raise zombies, and attack with concentrated death energy instinctively, without needing to draw runes or other such time-consuming things. Though if you want to have a widespread effect such as unleashing a zombie plague, you will still need to perform a ritual, but for you it will be much easier than it would be for nearly anyone else. You won't be out-necromancing the likes of Fossor or Jacob any time soon, but in terms of raw power you'll outdo most other necromancers handily.

Possession (600CP):
You have the ability to possess the body of nearly anyone you touch. Particularly strong-willed individuals might be able to resist your possession for brief moments, but by and large, this allows you to puppet their body, scan through their memories to act just like them, and modify their memories to make them forget anything you please. And if worst comes to worst, anything that kills the host will expel you from the body, usually no worse for wear. That being said, if that's too invasive for you, you can always just stay in the back of their mind and just watch through their eyes, or just tell their bodies to go to sleep and then hop out of them. Or, if you're feeling cooperative, you can give your host a short-lived boost to increase their speed and reflexes for a few seconds and instantly tell what powers they picked up if they're a Boscher Heretic. Finally, you can teleport to whoever your last host was, re-possessing them in an instant.

- There are ways to figure out that you're inside someone, to kick you out, or just to hurt you regardless of whether you have a host, but they're few and far between, and most security measures simply do not know how to detect you. That being said, it is absolutely not safe for you to possess a Hybrid, so… watch out for those.

Technopathy (600CP):
You have the ability to control all technology within range, even alien technology. Doesn't work quite as well on biotechnology, but as long as it's firmly mechanical/electronic, it's yours to

command. Plus, you can see or “see” through any sensors these electronics may have like cameras or sonar, and retrieve information from computers with just a bit of time to parse the data.

My Name is Jumper (800CP):
This setting has a lot of mind control powers, but most are minor and can be blocked with the right enchantments. However, this version of mind control far outstrips anything else. By simply saying “My name is [name]”, you can force anyone to do anything you tell them to afterwards. Even if it’s horrific. Even if it would kill them. This power bypasses the majority of defenses against mind control, can be heard through most earplugs, and cannot be resisted through willpower alone. The victim does still have to hear you to be affected, and this won’t affect anyone you’re blood-related to at all, but otherwise this power makes you a terrifying force to be reckoned with. What the hell are you planning to *do* with this? And do I really want to know?

Natural Reaping (800CP):
Boscher Heretics have an off-brand version of being Bonded to a Reaper. You, meanwhile, have the real thing. Like a Boscher Heretic, you gain powers from the dead, but unlike a Boscher, you don’t have to personally kill them to reap the benefits. Just being in range lets you gain their powers, and you gain *all* of their powers instead of the randomized chance Boschers get. You also grow at an increased rate compared to a Boscher Heretic. Plus you also get the memories of the deceased, as a little bonus. These memories shouldn’t overwhelm you or anything, as you have the ability to compartmentalize those memories away and only access them when you need them.

Pooka Reincarnation (800CP):
Death doesn’t mean quite as much to Jumpers, since it just forfeits the Jump instead of, well, killing you. Even still, you might want a way to cheat death a bit. If so, this option is for you. When you die, instead of staying dead, you reincarnate in a safe location as a ten-year-old child. At first, you won’t have any memories of your previous life, but they’ll start to trickle in over time, and you’ll remember everything by the time a few months pass. Then you’ll just have to wait until you hit physical adulthood again and it’ll be like nothing happened. That being said, if someone kills you before you make it to physical adulthood, that’s it for you: you are officially dead and will have forfeited the Jump. So be careful.

- This doesn’t interact with the Jump timer at all by default, so if you die early on, you’ll be spending most of your Jump as a vulnerable child.

Dragon-Bonded (1000CP, Natural Heretic only):
Hoo boy. You won the jackpot when you became a Heretic, because dragons are insanely powerful. You gain the effects of 400CP Walking Tank for free; 200CP Elemental Control for fire, water, air, *and* earth for free; 200CP Extended Lifespan for free; resistance to possession and any hostile magic; and most importantly, a Boost ability. Once per day, you can crystallize some of your inherent energy into solid form, whereupon you can either use it yourself or give it to someone else to grant a *permanent* power boost on *all* of your/their powers. Given enough time, you can make yourself and your Companions superior to *gods*. The only limit to this ability is

that you can't increase how often or how powerful your own Boosts are. Only once per day, and it will always increase power by the same amount.

Items

Various items, weapons, and properties that you might find useful. Items bought here can't be broken, and if someone steals them or you otherwise lose them, they'll return to you or to one of your properties as soon as you lose track of where they are. As with perks, you get 50% discounts on any item that matches your background.

General Items

Herbie (50CP):
You are now the proud owner of a… pet rock. It doesn't do anything, but it does have googly-eyes attached to it to give it some character, and you can decorate it as you please.

Money (50CP):
Money makes the world go 'round, and you've got a fair bit of it now. Specifically, the equivalent of $1,000,000, in any denomination you think is useful. Could be Heretic Enners, any denomination of Bystander money, one of the many alien currencies out there, or even some mix of the above. You can buy this multiple times.

Drop-In Items

Privacy Coins (100CP, Free for Drop-In):
Each of these coins make it so that any conversation you have will sound totally innocuous when activated. They're discreet, reusable, and you've got a whole bag of them in case you lose a couple or need to give some out to people.

Unmonitored Phone (100CP, Free for Drop-In):
Plenty of powers and spells can let people listen in on your phone conversations, but with this phone, you won't have to worry about any of them. Bypassing any eavesdropping enchantments or powers is child's play with this phone. The only way for someone to eavesdrop on your conversations on this phone is to be literally in the room with you.

Field Engraver (200CP, Discount for Drop-In):

This handheld tool lets you draw runes perfectly onto any surface, giving you the ability to enchant any material and cast spells just about anywhere. You do still need to know which runes to draw for best results, though.

Ring of Lies (200CP, Discount for Drop-In):
Worried about people having powers that detect lies? With this ring, you needn't worry about that, as anything you say while wearing it will be taken as absolute truth even by people with lie-detection powers.

New York Rangers Hat (400CP, Discount for Drop-In):
This hat has magical symbols scrawled onto it which help you resist possession and certain types of mind control. If you're possessed while wearing this hat, not only will the possessor not be able to read your mind, but you'll also have the ability to fight for control of your body instead of being taken over and puppeted. That, plus immunity to some of the more subtle forms of mind control, make this hat extremely valuable. (That being said, it definitely won't block any mind control that starts with "My name is", so watch out for that.) If you'd like, you can instead import a piece of clothing you already own and give that the properties of this hat.

Mystic Glasses (400CP, Discount for Drop-In):
These glasses are enchanted to let you see and correctly identify active spells in progress, letting you cut out the guesswork on whether there's a spell in the area and what it's doing.

Stopwatch (600CP, Discount for Drop-In):
This deceptively ordinary-looking stopwatch actually has limited power over time itself. By activating it, you create a fixed fifteen-foot bubble where everyone but you moves at a quarter their normal speed for a whole thirty seconds. Good for crowd control, stalling an opponent, or just slowing down a faster foe so that you can keep up with them.

The Auberge (600CP, Discount for Drop-In):
This hotel is top-of-the-line secure, meant to give both perfect luxury and perfect security for its Alter residents. And now you have an exact copy of it, though it's staffed by robots instead of actual people. Well-warded, secret, secure, and of course the amenities are luxurious in the extreme. This can be placed anywhere that isn't already occupied, or attach itself to any properties you already own. Though it does also have the capacity to teleport every few months to a new location, if you'd rather keep it moving.

Adjacent Items

Shotgun (100CP, Free for Adjacent):
Yes, this is literally a regular shotgun. Don't underestimate its usefulness, though: plenty of Alters don't have enhanced durability or healing, including some of the most powerful, so it's not like bullets are *useless* in this universe. Plus, this gun is indestructible, always returns to your

hands if you're disarmed, and never runs out of ammo. Though you can always manually load it with silver bullets or enchanted bullets or something if you feel the need.

Notebook (100CP, Free for Adjacent):
This simple notebook repairs itself if damaged, is always in your pocket when you need it, never runs out of pages, and writes in a code that only you and selected allies can read. Plus, its pages take to enchantment very well and remain steady while drawing runes on them, so you can use them for basically any simple spell.

Silver Dagger (200CP, Discount for Adjacent):
A small dagger made of pure silver, perfect for all your were-killing needs! If you lose it (or throw it, or whatever), just say "Retrieve" and it'll pop right back to your hand.

Orb of Truth (200CP, Discount for Adjacent):
This orb, when held, will stay a nice cool blue as long as the holder is telling the truth. If they're lying, the orb will instead turn red *and* red-hot, burning whoever thought they could pull the wool over your eyes. Handy for interrogations!

Spellbook (400CP, Discount for Adjacent):
Magic can be a tricky thing to work with, especially without a teacher. Fortunately, this book contains detailed instructions for virtually every commonly-used spell as well as several more obscure ones. So now you can teach yourself magic if need be. Note that you'll still need to provide the energy for any given spell yourself.

Cataclysm (400CP, Discount for Adjacent):
Originally, this sword was owned by a pixie, but this otherwise-exact copy will resize itself to fit your hand. As for what it does, it utilizes portals to a veritable arsenal of ranged weaponry, allowing you to unleash up to 48 different projectiles and energy weapons at your foes. Fantastically destructive!

Pair of Golden Bracers (600CP, Discount for Adjacent):
Well, they aren't actually gold, but whatever they're made of is *far* more valuable. The metal of these bracers is designed to contain spells within it. Just draw the spell on the bracer, set a verbal keyword, and the spell diagram will vanish until you resummon it with the keyword to cast it. This allows you to draw up to 100 spells on each bracer without them overlapping or interfering with each other, giving you a ridiculous amount of versatility as long as you take the time to infuse the bracers with a good variety of spells. By default, these come attached to a simple wooden staff, but you can easily remove them and put them on your own gear if you'd rather.

Underground Laboratory (600CP, Discount for Adjacent):
Every mechanic needs a workshop, and this is a spectacularly-useful one. It's got all the materials you could ever need, any tool you can possibly imagine, and serves as a storage space for all your creations as well, no matter how absurdly large they get. Plus, it's hidden

underground in a place most people wouldn't think to look for it, with a number of truly inventive defenses in the event of someone trying to break in. You can place this lab anywhere on the planet you want, including attaching it to any property you already own, both here and in future Jumps.

Alter Items

Laser Gun (100CP, Free for Alter):
It's a gun that shoots lasers, simple as that. Though it is worth noting that it's designed to work with whatever limbs you have, so if you have tentacles instead of hands, you can still fire this gun. Also, it's designed to only fire if you use it, so you don't have to worry about someone stealing it and using it against you.

Seosten Bodysuit (100CP, Free for Alter):
This neat bodysuit is designed to stay with you no matter what. Turn into an animal? You'll still be wearing the suit when you turn back. Possess someone? The suit will be with you when you emerge. Transmute yourself into fire? The suit will still be there after. Plus, it automatically fits you and is durable enough to tank bullets and fire without an issue.

Luxensis Blade (200CP, Discount for Alter):
This laser sword is… well, it's basically a lightsaber. With it, you can cut through most things that aren't spaceship-grade metal with ease. Just be careful not to cut yourself, and don't rely on this to be able to block lasers unless you've got the reflexes to react to those lasers in the first place.

Volucercarrus (200CP, Discount for Alter):
Ever wanted a motorcycle that can fly? Well, today's your lucky day, because that's pretty much exactly what this is! The bike will refuel itself automatically, so you don't need to worry about that. That being said, there will probably be a learning curve as you figure out how to actually pilot this thing.

Ring of Anuk-Ité (400CP, Discount for Alter):
The original ring has been lost and modified, but you now have an exact copy of the ring as it was. First, the ring will prevent you from showing up on the Stranger-Sense regardless of what you actually are, making you read as a Bystander as long as you're wearing it. The ring's secondary function is that it allows you to know if anyone is possessed just by looking at them. Super convenient if you're dealing with a bunch of bodysnatchers!

Magic-Absorbing Knife (400CP, Discount for Alter):
By touching this knife to anything enchanted, you can drain the magic out of it. Even dedicated security enchantments aren't immune to this, letting you break into places you really shouldn't be able to.

Gehenna (600CP, Discount for Alter):

Not into killing your enemies but still need to figure out what to do with them? This is the perfect option for you! Gehenna is a prison in an alternate dimension with entrances on various worlds; what you have is nearly an exact copy, though you've only got one entrance. You can choose where you want that entrance to be, though, and it can be moved with some effort if need be. Meanwhile, the prison itself has robot guards, its cells modify themselves to better contain its prisoners, and it will expand itself if you start running out of room. Might want to keep an eye on things, though, jailbreaks are a possibility that grows more likely the more people you imprison.

Your Own Spaceship (600CP, Discount for Alter):
Congrats, you've won a brand-new spaceship! It can fly through space at reasonable speeds by slipping in and out of alternate dimensions, comes with its own shielding and laser weaponry, and can safely house a good fifty or so people before it starts getting cramped. Plus, its supplies will regenerate themselves, so you'll never run out of food or water or oxygen while on long travels. The visual design of the ship is up to you, so feel free to get creative!

Natural Heretic Items

Personal Weaponry (100CP, Free for Natural Heretic): You get your choice of any mundane medieval weapon. Sword, lance, bow and arrow, axe, mace, anything like that. Even something a bit more exotic like an atlatl is available here. As noted above, this can't be broken or permanently lost. You can buy this more than once if you want more weapons, though the discount for Natural Heretics only applies to the first purchase.

Shoes of Walking (100CP, Free for Natural Heretic): Yes, I know that walking is what shoes are *for*, but these take it up a notch by letting you walk on just about anything. Water, lava, acid, mid-air… as long as you can physically take a step, these shoes will let you walk. If you have a pair of shoes/boots you already like, you can import them with the properties of these shoes instead.

Vial of Blood (200CP, Discount for Natural Heretic):
You gain a small indestructible vial filled with your choice of the blood of any Alter in the setting with a few exceptions: no Dragons, Phoenixes, Stardrinkers, Djinn, Fomorians, Primals, Olympians, or Reapers. Also, no Sun Wukong. This vial will refill once you've used up all the blood for… whatever it is you need blood for. You can purchase this multiple times to get different kinds of blood if you'd like.

- Note that this *is* enough blood to become a Natural Heretic, but that a lack of a proper emotional bond might cause it to not work or to require multiple tries. There are magical ways to enhance the likelihood of it working, however.

Anti-Possession Shield (200CP, Discount for Natural Heretic):
This device grants you a thin forcefield that prevents you from being possessed by virtue of them not being able to physically touch you. Also, this defends against stuff like having sand stuffed in your orifices or anything similarly light, as well as people drawing spell diagrams on

you. That being said, the field *will* break if hit hard enough, and you probably won't be able to get it back up until the fight is over one way or another. So be careful.

Blood Vault (400CP, Discount for Natural Heretic):
You have a vault that is virtually impossible to break into, as it will *only* open for you and people you have a blood relation to. Technically it's possible to break into one of these, but you'd have to be a galaxy-class genius and even then it'd *still* take you weeks to manage it. Perfect for storing anything you don't want stolen!

Crystalshift Weapon (400CP, Discount for Natural Heretic):
This seemingly-ordinary hunk of crystal is capable of shapeshifting according to its user's mental impulses, allowing it to be any weapon you can think of, including a shield or a gun. Plus, it's nearly indestructible because it absorbs nearly all forms of energy (including kinetic) and can expel the stored energy at will. It's not quite as good as a Boscher's weapon, since it can be taken and used against you, but otherwise this is an immensely useful weapon to have.

Excalibur (600CP, Discount for Natural Heretic):
Wait, how'd you get this? This sword is normally one-of-a-kind, but you've got an exact copy of it now. Made from dragontooth, this sword has a number of highly useful properties. First, if used against someone who is possessed, it's capable of hurting or killing the possessing entity *without* hurting the host at all. Second, it is capable of disrupting several magical effects such as telepathic communication networks. Third, if you or an ally happen to be able to possess people yourself, Excalibur will allow you to safely possess hybrids with just a few seconds' contact. Fourth, it's a nigh-indestructible sword that can cut through even the most powerful defenses like a hot knife through butter. Finally, any wounds that Excalibur inflicts are highly resistant to inherent or magical healing: anyone cut with it will have to heal the long way, and any limbs lost to the sword can't be regrown.

Atherby Clan Campground (600CP, Discount for Natural Heretic):
You now have a copy of a heavily-warded campground with several dozen cabins to house just about as many people as you're likely to need. Plus, it comes with a nice pond furnished with enough kinds of fish to keep everyone fed, which replenish themselves if they ever start running low. But mostly, it's the wards you want out of this place: practically nobody can find this place without permission, even if they're powerful on the level of the Committee, and even if they did find it, breaking the defenses would be a trial. This is as close to a *truly* secure base of operations as you can get. The campgrounds can be located just about anywhere you choose them to be that isn't already occupied, both here and in future Jumps.

Hybrid Items

Comb of Disguise (100CP, Free for Hybrid):
Often, Hybrids have physical features that reveal their nonhuman heritage. Just as often, you want to be able to hide those features from people who can see through the Bystander Effect.

That's what this comb is for: with an activation word you choose now, you can disguise your appearance to make you look like a normal human to *everyone*. The same activation word will deactivate the illusion if and when you want to look like yourself. Just keep in mind that this only goes so far: it's a *visual* disguise, so if you have a fluffy tail or something, maybe refrain from touching people with it.

Secret-Keeping Spell (100CP, Free for Hybrid):
This spell, scrawled onto Ninja Turtle figurines for some reason, is meant to help keep secrets. In the event that one party spills the secret without permission or outside of certain parameters you can set when casting the spell (such as "only if lives depend on it"), the other party will know instantly that their secret has been revealed. It won't *compel* you to keep the secret, mind, it just lets the other party know if you don't. You get a complete spell on one figurine of each of the four Ninja Turtles, as well as a fifth on a figure of Splinter, and should they be lost or destroyed, you'll get a replacement.

Extradimensional Bag (200CP, Discount for Hybrid):
With this bag, you've got all the space you could ask for to store whatever you need. The bag doesn't have *limitless* space exactly, but it does have enough to store a house's worth of supplies in one small, easy-to-carry bag, which is more than enough for most purposes. The one caveat is that you can only carry things in it if you can fit it through the mouth of the bag in the first place. So you can store weapons, camping supplies, tools, and your Pokemon card collection no problem, but you're out of luck if you want to store a mecha in here.

Set of Maskers (200CP, Discount for Hybrid):
These ski masks will disguise your face to look like a random generic person when you wear them. Simple, effective, perfect for anything you need to do where you don't want your real face attached to it! You get a set of nine, which automatically replenish themselves if lost or damaged.

Emergency Crystal (400CP, Discount for Hybrid):
This crystal is a one-use item, but a fairly potent one: when it breaks, it will create a wall of stored-up magical energy that your enemies will have to find a way to break through before they can get to you or whatever you may be protecting. Plus, while it has an impressive store of energy already, you can add to it yourself before breaking the crystal to increase how long the wall lasts and how durable it is. You get another one every ten years.

Magic Handcuffs (400CP, Discount for Hybrid):
These rubber band-like items are fantastic for capturing or incapacitating an enemy. When you throw them, on contact with anyone, they'll expand into full metal and bind whatever limb they hit. If you can get all of their limbs, they'll be literally unable to move; even if you only get one or two, this will prevent them from using those limbs at *all*. They resist powers that manipulate or move items and will grow and shrink with their target to make sure they can't be shapeshifted out of. You get a set of twelve with this purchase, enough to completely incapacitate three

people at a time assuming they follow a standard humanoid body plan. You can retrieve these later to re-use them.

Bastet's Bouncy Balls (600CP, Discount for Hybrid):
Remember those bouncy balls that you used to play with as a kid? These are much like those, with one major change: they've been enchanted to eat magic and several other forms of energy like lightning and fire. Any offensive spells or energy-based attacks will be drawn to the ball and be stored inside. Then, at any point, you can throw the bouncy ball to activate it and cause it to randomly expel all its stored energy as it bounces around. So these become both a major defensive tool against magic *and* a chaotic way to clear a room of enemies. Once the energy has all been discharged, you can retrieve the ball and start absorbing more energy with it. You get a set of six with this purchase, as well as a guarantee that these will only work in your hands or the hands of a designated ally.

Apollo's Planning Room (600CP, Discount for Hybrid):
In this chamber, for every day that passes while you're inside, about a minute passes outside of it. Perfect for training, planning, or just taking a quick vacation from the breakneck pace of the outside world! That being said, be aware that Jump duration is strictly tracked by time that passes *outside* this room, so using this a lot will extend your Jump duration by a fair bit. This room can be placed anywhere on the planet or attach itself to a property you already own, both here and in future Jumps.

Boscher Heretic Items

Heretic Weapon (Free, for Boscher Heretic only):
You gain a Heretical weapon. Weapons such as these are nigh-indestructible, can be safely used only by the wielder or people the wielder designates as friendly, and usually have their own superpower to boot. Sometimes they're also sentient mecha-animals! Canonical examples include a staff that stores up and expels kinetic energy as either blasts or mines, goggles that fire concussive blasts and have several enhanced vision modes, a sniper rifle that can make portals to enhance its range, a mace that creates temporary walls when swung, a gauntlet that makes hard-light tools and weapons, and a mecha-dog that turns into a minigun. Get creative with your weapon! It's yours and yours alone, after all. If you'd like, you can import a weapon from a previous Jump and grant it the properties of a Heretic weapon instead.

Communication Pins (100CP, Free for Boscher Heretic):
This set of nine pins (blue with a white dot in the middle) enables you to communicate with anyone wearing a matching pin. Just say aloud the name or names of whoever you wish to talk to and anything you say after will be transmitted to them. Or, if you want to communicate with the whole team, say "Team" instead. These messages can only be heard by the people you designate the message to, though it *is* possible to hack into these if you let the wrong person get ahold of them for a while. So, uh, don't do that.

PAWS (200CP, Discount for Boscher Heretic):
This tiny orb is a masterpiece of Heretic engineering. Essentially, it can scan and capture the image of everything inside a given room or space, then use hard light to reproduce what it recorded so faithfully that you can pick up and move items from it, or even read books and check security recordings from that area. This serves as a fantastic way to investigate a crime scene that you either weren't there to observe or that you don't have the time to investigate properly in the real world. Or I guess you could just reproduce your favorite room in your house in any building you go to.

Flashbang Rocks (200CP, Discount for Boscher Heretic):
A selection of unremarkable-looking rocks that have been enchanted to go off like a magic flashbang when thrown. Plus, you can change the parameters so that it doesn't affect you or any allies you designate, allowing you to blind, deafen, and disorient a room full of enemies while your allies eviscerate them. The rocks are one-use-only, but you'll get more once you run out, so no need to worry about limited supplies.

Enchanted Choker (400CP, Discount for Boscher Heretic):
This choker has been enchanted to enable you to breathe no matter what the outside conditions are. Can be used to breathe underwater, ignore poisonous gasses, and even survive in space for a few minutes if you have some way to survive the pressure differential. Admittedly, this will run out of energy eventually, but at that point you should know more than enough magic to be able to recharge it yourself.

Poison Knife (400CP, Discount for Boscher Heretic):
This knife is laced with a potent poison that halts most healing powers and magics. The poison will never run out, and the knife can be retrieved from wherever it winds up with a snap of your fingers. This does come with a bottle of the antidote, if you need it for one reason or another. The bottle will refill itself if you run out.

Vines of Truth (600CP, Discount for Boscher Heretic): These vines are identical to the ones Eden's Garden has, and will grow the same fruit they use to recruit new Heretics. That being said, the output is a *little* less than theirs: you'll only get about ten fruit a year. Still, that's ten fruit you can give to whoever you'd like, turning them into a Boscher Heretic. Eating the fruit grants the benefits of Eat the Fruit of Knowledge and Stranger-Sense for free if they didn't already have those perks. If you give these out to people post-Jump, the post-Jump notes for those perks apply.

Pathmaker (600CP, Discount for Boscher Heretic):
The real Pathmaker is a large building that exists simultaneously in multiple locations, allowing swift deployment by Crossroads Heretics to any major city in the United States. And now you have what is pretty much an exact duplicate of the Pathmaker, except that it has automated machines instead of human staff running the place. This can attach to your Warehouse or be in any location you choose, and in future Jumps, it will have locations that lead to any key areas your current setting may have.

Companions

Let's See Who the Talent is This Year (100/200/400CP):
You may import or create up to two companions of your choice. They get a free background, everything that comes with that background, and 600CP to spend on Perks, Powers, and Items. They can also take Drawbacks, if they really need the extra points. If you create the companions, their personality, appearance, and whatnot are all up to you to determine, so try to make them compatible with you. You can increase this number to four companions for 200CP, or to eight for 400CP. If you attend Crossroads, you may choose to have all of your companions be on the same team as you, if you would like.

Recruitment Efforts (Free/200CP):
So normally, I wouldn't charge for bringing along a canon character. Anyone you can convince to come with you, you can bring. However, a lot of characters would need a *lot* of convincing, especially ones with responsibilities on this Earth. So, for 200CP, you can not only ensure that you have a positive relationship with a specific character, you can also take along an exact copy of them to allow them to both fulfill their responsibilities at home *and* come along on Jumper adventures with you. You can take this more than once, if you so choose.

Drawbacks

If you're in need of extra points, feel free to take as many Drawbacks as you think you can handle.

Maybe Someday You'll Act Like a Person instead of a Jar of Condiments (+100CP):
You are thoughtless in the extreme, often blurting out your meanest and rudest thoughts before thinking twice about it. This causes you to alienate yourself from a lot of potential allies and could even get you in trouble with any authorities you answer to. You can learn to control this, but it will be a difficult road.

Prickly (+100CP):
Trust is difficult for you. Emotions, even more so. You have a tendency to try and keep people at arm's length, because being seen as tough and unapproachable was a survival mechanism for a long time. You can overcome this and learn to let people in, but it won't be easy.

Eggs Can't Be Spies (+100CP, Cannot be taken with You're One of the Best Security People I've Ever Seen):
You have bypassed the Bystander Effect and know something of the world beyond… but you don't know nearly as much as you *think* you do. Some of what you know is correct. Some of what you know is correct, but not common knowledge. Some of what you know is your fanciful imagination running away with you. And fundamentally, you can't tell the difference. You could correctly intuit that aliens are manipulating someone, but then be incorrectly certain that they're using supermarket eggs to spy on you, and equally certain that both are true.

Impatient Douche (+100CP):
You are now extremely impatient. Waiting for anything, for even just half a minute, can ruin your mood and make you kind of a grumpy jerk. This will make crafting things, going on stakeouts, or even just waiting in line at the DMV a grating experience for both you and everyone else around you.

Vulnerability (+200CP):
You have a weakness to something fairly common, such as sunlight or silver. It won't automatically kill you, but it will cause *problems* for you should you contact it. Sunlight might burn you, silver might prevent your healing abilities from kicking in, aconite might dull your senses and make you feel sick, and so on.

Unnatural Appetite (+200CP):
You have a hunger or a thirst for something unusual and problematic to get, such as blood, dreams, or magic items. Maybe it's because you need it to live, or maybe it's staving off a curse of some kind, but one way or another, you *need* to consume this substance on a regular basis and it's not exactly something you can pick up at the supermarket. Fortunately, any negative effects from consuming this substance are not a problem for you: blood won't spread diseases to you, magic items don't have to be conventionally edible for you to eat them, and so on.

Vice Day (+200CP):
One day a month, you become consumed by one of the seven deadly vices: gluttony, greed, wrath, pride, envy, sloth, or lust. You may choose which sin and which day of the month. During that one day a month, you will become so far consumed by this vice that you can barely think about anything else. This doesn't *erode* your moral compass, mind, you just lose the little voice that says "this is a bad idea because of the consequences". With Lust, you might spend all day with a significant other, or spend all your time trying to get in someone's pants. Greed might be spent reveling in the treasures you already own, or you might break into a bank looking to add to your hoard. Wrath makes your temper go off on a hair trigger, making you forget all the good reasons not to punch an asshole you have to deal with regularly. And so on.

I am a Lie (+200CP, can only be taken if you bought at least 1 power):
Choose one of your powers purchased in the Powers section. That power is now unreliable in some way. Perhaps you can possess someone, but can't leave their body until they die. Perhaps you're super durable, but only from sunset to sunrise. Perhaps you can control lightning in *theory*, but in practice it veers off-course half the time. Whatever your power is, it now has a critical weakness in when and how it activates that can be exploited by someone who knows about that weakness.

Trusted the Wrong Person (+400CP, Cannot be taken with Trust and Verify):
No matter how careful you are, at some point during these ten years, you will trust someone who will then betray you. Maybe you didn't know them as well as you thought they did. Maybe they were blackmailed into it, or possessed. Maybe you just didn't vet them well enough. Whatever it is, you will find yourself in a substantially worse situation because you trusted someone and they betrayed you in a dramatic, impactful fashion.

Somebody Wants to Kill You (+400CP):
For one reason or another, someone has decided that their life's work is to see you dead. They're about as strong as you are with the options you've purchased in this specific Jump, and only this Jump, and will grow stronger over time to match your own growth with those options. And no matter how careful you are, they *will* find a way to ambush you every few months, often when you're separated from most or all of your allies. And if you find a way to kill them? They'll be replaced by someone just as strong as the last one.

Baseless Paranoia (+400CP):

Get me pictures! Pictures of Joselyn Atherby! You've decided that one person (who you may choose now) is behind literally every woe you've ever had, every evil you've personally witnessed, every mystery that remains unsolved. The problem? This person very obviously is *not* behind most of that for one reason or another. Yet you cannot be convinced that there is anyone *else* behind these things without solid proof otherwise. You will constantly be looking in the wrong direction, leaving you open to being blindsided by other enemies, and even if they *do* turn out to be behind some of what you suspect them of, you're still only the broken clock that's right twice a day.

Please Somebody Tell Me What's Going On (+400CP, cannot be taken with Seostenic Memory):
You have forgotten everything you ever knew about the supernatural, including the existence of the Jumpchain and the options you purchased. In addition, if you know anything about the plot of Heretical Edge, not anymore! The only exception is if you are an Alter, in which case you are aware of the things you purchased in the Powers and Items section for *this* Jump only, and *nothing* else. Furthermore, any Companions you have won't automatically start by your side, and will need to find a way to locate you if they want to be by your side during this Jump. When the Jump ends, you get all your memories back.

Basically, as far as you know, you've been living a perfectly ordinary life in the Heretical Edge world… up until the Jump starts and you find yourself with powers and skills that you have to relearn how to use and have no context for possessing, strange items you don't remember having in your room, and regular nightmares of your past life that mostly serve to confuse you. This does mean someone who's *very* good at memory magic might be able to restore your memories, but even the best memory manipulators would need years to unlock everything.

For an additional 100 points per Companion, this applies to all your Companions as well, though in that case you'll inevitably find each other somewhere around the start of the Jump at the latest.

Crippling Inability to Focus on One Goddamn Problem (+600CP):
If you were hoping for a nice, uneventful ten years, think again! With this drawback, you'll be drawn into some kind of complicated plot. And then another. And another. Aaaand another… you get the idea. They'll start overlapping, too, so you can't just choose one thing to deal with and then work on the rest afterward. Your life here will be eventful and complicated and you'll rarely have longer than a week before something new and dangerous presents itself. And worse, your perils will *escalate* as time goes on, if at all possible.

Prisoner of Gehenna (+600CP, cannot be taken with Mark of Gehenna or the Gehenna item):
Forget wherever you rolled for your starting location, because you're starting off in Gehenna. Specifically, as a *prisoner*. This prison is one of the most heavily-guarded places in the universe, and your cell, while surprisingly comfortable, is explicitly designed to prevent you from using any of your powers. Any Companions you have will be in the same boat, in their own specially-tailored cells. You'll have to find holes in the security, or perhaps find some… "friends"

inside to ally with, in order to escape… and if you fail to get out on your first attempt, Gehenna will learn from its mistakes, making it that much harder for you to escape. Even once you've escaped, you'll have to worry about agents of Gehenna tracking you down and attempting to imprison you again…

It's Time for a Revelation (+600CP):
The moment your Jump starts, a detailed dossier of you will appear on the metaphorical desk of every single major player in the universe. Your appearance, accumulated powers, items, perks, companions, general history, general psychology… it'll all be laid bare in this dossier, and it's going to *everyone* who could possibly pose any sort of threat to you, including planet-level or higher threats like Lotan, the Cthulhu-esque being that's claimed Earth's oceans; the various dragons and phoenixes of the universe, whose upper limits have never been strictly established; Tartarus, the living dimension that hates all that is; and the Absence, the embodiment of entropy itself. This could have several knock-on effects depending on who you are as a person, but the one thing that's guaranteed is that anyone you oppose who's worth the effort *will* know who you are and what you can do.

Everybody Wants to Kill You (+600CP): What the hell did you *do*?! Now just about every faction will go out of their way to kill you if they see you, and will likely even set their own differences aside specifically to team up on you. You maybe, *maybe* have one faction that won't kill you on sight, and even they might turn on you if you put a toe out of line. But hey, I guess whatever you needed the points for will help you survive, right? *…right*?

Ending

Once your ten years are up, you have a few choices.

Go Home: You've had enough adventure now and would like to go back to your original world now, please. You do get to keep everything you purchased here, though.

Stay Here: Something about this world has captured your interest, and you'd like to stay here for the rest of your life. Your affairs back home will be settled the way you'd prefer them to be.

Move On: You're done with this world, but not ready to go home. On to the next Jump! You do still get to keep everything you purchased here when you go to the next world.

Thanks to all the people on the Heretical Edge discord for helping us refine this document and for giving suggestions of what to include, and to Xaldreca for advice on creating a Jump in general and for further refinement. Special thanks to Heretical Edge's author, CeruleanScrawling, for answering our many questions about the nuts and bolts of the setting.