Berserk Jumpchain (Unofficial Redux)

Welcome to the world Berserk, a medieval fantasy land rife with conflict, poverty, and demonic monsters. Magic is possible, but very rare with the common folk, and rudimentary gunpowder cannons exist, but the technology is not widespread. Instead, almost all rely on their sword or bow. Power - whether economic, political, or military, is concentrated in the hands of a few; an expert human soldier could be expected to match or exceed a platoon of cannon fodder.

While most monsters were born from the dark recesses of the Astral Realm, some humans are destined to find "behilits," disturbing stones with a jumbled human face. In the person's greatest time of need, the face reassembles itself and sheds bloody tears, summoning the leaders of all demons, called the Godhand. When summoned they offer a demonic deal to the summoner; in exchange for the life or lives of their loved ones, they will be transformed into powerful demons known as Apostles. All Apostles have potent physical capabilities, unsettling features for their human body, and terror inducing demonic form that enhances their base abilities and typically grants at least one minor power, like incredible regeneration, enormous physical strength, toxins that turn others into monsters, diamond hard skin, and so on. These Apostles are demigods compared to humans, and only huge forces or the most skilled human swordsmen can threaten their sinister power.

You will be placed two years before the protagonist of the series, Guts, joins the ill-fated Band of the Hawk. You must survive for 10 years, but be warned - after 8 years an event will occur that will dramatically increase the amount of magic and monsters in the world, making it far more dangerous. With luck or determination you may survive… or perhaps even thrive.

Your Starting Budget: 1000 CP

You have 1000 CP to spend on perks, gear, and companions.

Location

Roll 1d8 or spend 100 CP to choose your location.

1. Kingdom of Midland - Much of the Berserk story takes place here, and where Guts will reside for the beginning of your 10 years. Much of this area is filled with rolling plains, and the bandits are a perpetual problem. Midland has been locked in a century long war with Chudar.
2. Kingdom of Chudar - More militarily powerful than Midland, Chudar is known for their strength and powerful knights. If you could end this protracted war, surely you would be seen as a great hero.
3. Port City of Vritannis - Magnificently wealthy nobles and clergy control Vritannis, this city offers a wide selection of goods and services and ease of travel to most anywhere connected by water. The city also serves as the largest resistance against the Empire of Kushan, and leads an alliance against them.
4. The Kushan Empire - Led by the Apostle Ganishka, with an eye to expand into Midland, the Kushan Empire has a mighty military combining huge traditional human forces, magical creatures, and demon tainted spellcasters. While repressive, it's relatively safe from bandits.
5. The Tower of Conviction - Controlled by the Holy See Religious Order, an organization obsessed with controlling its subjects and maintaining its economic superiority. The town is overflowing with refugees, soldiers, and penniless people.
6. Isles of Vritannis - A place of mystery and magic, it is said that strange fish-like people live in the area. There are even tales of a terrible sea god which lurks beneath the isles…
7. Skellig Island - This island is a local legend amongst sailors, and for good reason. The elfin city of Elfheim resides here, along with a variety of denizens of the Astral Realm. In addition, magicians gather here to escape persecution.
8. Free Pick - Fortune must be with you, as you can pick any location above at no cost to you.

Background

The world is a dangerous place, and not just for humans. Lucky for you, you can choose to be something other than human, if you so desire. The different races come with their own benefits. You can spend 100 CP to choose your age anywhere within the range of the given race.

Race

Apostle [800 CP]

Once you were human, but now you are much more. You are an Apostle, a human granted demonic powers by sacrificing one or more of their loved ones. The process transformed you into a monstrous figure, although you can take on a physical form much like your previous human shape, with a few minor changes. While capable of utilizing your powers within your human guise, you cannot achieve their full power without taking on your demonic form.

Taking this option requires a sacrifice. Either one of your companions is sentenced to Hell and the unending vortex, or, if you have no one close enough to you to be sacrificed, then you will meet someone at the beginning of this Jump who will qualify. You will form a deep, intimate bond of love, trust, and mutual understanding. Then you will sacrifice them to Hell, and in exchange gain the form of an Apostle.

Your age is 1d8 x 1d8 years, with a minimum of 5. Apostles are effectively immortal unless killed, but can be made from humans of almost any age.

You have the following traits:

Alternate Form: Your natural form is that of a monstrous reflection of your own dark self. This can be composed of a variety of frightening forms, from covered in tentacles, to possessed of a slug-like body, to even appearing elfin. The exact form is up to you, but it is mesmerizing and frightening all the same. The one criteria which is present on every Apostle is that there is a physical representation of their original body attached to it. Sometimes it juts out of another body part, like the chest, head, or back, and sometimes it is incorporated more seamlessly, but it is always present.

At the same time, you can take on the shape of your previous human persona, although there is always something not quite right about it, even if it is just a feeling.

Demonic Powers: The true source of every Apostles power is that of their supernatural abilities. There are a variety of abilities which can be chosen from, but most Apostles only have one or two. You receive 400 CP with which to spend on these powers, which are detailed after the Origin section. You can spend more CP to purchase additional powers, if you so choose.

Undying Nature: All Apostles, no matter their form, are supernaturally tough. All of them possess a minor form of regeneration, which allows them to reattach body parts and recover from

blows which should have killed them outright. Furthermore, it is extraordinarily difficult to deliver enough wounds to kill an Apostle with conventional weaponry. Even being blown apart with a cannon is not enough to kill them in and of itself. Only gross physical damage, often involving extreme dismemberment, will successfully kill an Apostle, and even then, the Apostles body part which corresponds to their original human body must also be destroyed. This facsimile serves as their connection to their ethereal body, and so long as it is intact, the Apostle can continue to survive.

Daka [100 CP]

You unfortunate creature, you. You are union of unborn and darkness, a case of a fetus possessed by a spirit from the Abyss. This was done by plunging your still-pregnant mother into the Man-Made Behelit, transforming you from human to Daka, whereby you clawed your way out of your still-living mother's womb. Your kind serves as the basis of the Kushan Empire's monstrous forces, but the vast majority of your kin are void of any independent will. Instead, they are directed by the magicians, given orders and directives.

But not you. By some quirk of fate, your unborn ethereal body fused with the evil spirit, creating a new entity. You are a Daka, but also more. Physically, you resemble a human, but with darkened skin covered in bony nodules. Your eyes are small and pupil less, and you have a number of spiral horns of various sizes growing out of your head. Your teeth are all pointed and spilling out of your mouth. You constantly exhale a thick, fog-like vapor.

When killed, a Daka slowly reverts back to their human-like form.

Your age is equal to 2d8 + 5 years.

You have the following traits:

Hive Mind: Due to your unique birth, you possess control over your fellow Daka. You can control and direct them as easily as any magician, and even experience their senses as if they were your own, if you concentrate. You can control an upwards of 30 individual Daka at a time.
Horny: The horns which extend from your skull never stop growing. They will often break off when they get too long, but they are also potent tools, hard and strong.
Thick Skin: Your hard, bony skin is somewhat resistant to blows, granting you increased resistance to wounds.

Elf [200 CP]

Elves are a race of tiny, humanoid beings from the Astral Realm. Proportioned generally like a human, although standing at only about 6 inches, they possess sharp, pointed ears, and also possess wings like butterflies. Some also possess physical features which superficially resemble clothing. Elves are descended from Sylphs, the basic elementals of air, and they possess a number of supernatural abilities common to all Elves.

Elves tend to have a carefree, mischievous nature. They are often rash, and rarely think things through.

Your age is 4d8 years.

You have the following traits:

Empathy: Elves are naturally empathetic and can sense the feelings of those nearby. Especially strong feelings can sometimes be accompanied with mental images, either memories or what the person is seeing at that moment. And sometimes, when an Elf is very close to another person and they are kindred personalities, the Elf can hear their surface thoughts.
Flight: Elves are capable of flying on their light wings. While not terribly fast, they are capable of easily keeping up with a running human.
Healing Dust: Elves produce a kind of dust from their wings, similarly to a moth, which is capable of healing wounds. Superficial wounds heal rapidly, within a minute or two, while more dangerous and debilitating wounds have their healing speed increased, to the point where even mortal wounds can heal within a week or so. Elves only can produce so much dust at a time, usually enough to heal one person from a mortal wound, or several people from superficial wounds. A day of rest is enough time to recuperate and produce more dust.
Light Burst: Elves can emit a bright burst of light at will, bright enough to blind and stun those nearby for a few moments.
Unseen: Only those who have not closed their minds to the possibility of monsters and magic can perceive Elves. Large cities of people often lose the ability to perceive Elves, as do those steeped in religious dogma.

Human [0 CP]

You're a normal, run-of-the-mill human. You can be of any ethnicity, although racism still exists, so be careful on what you choose.

Your age is equal to 2d8 + 10 years.

Merrow [200 CP]

You are a Merrow, a race of merpeople who hail from the Astral Realm. Descended from Undines, the basic elementals of water, you possess a number of supernatural abilities surrounding water. Merrow are similarly sized to humans, but they possess gills in addition to lungs, and their lower halves are like that of a fish.

For an additional 100 CP, you can be a half-human, half-Merrow, which allows you to transform between your two forms by uttering your True Name.

Your age is 2d8 + 10 years.

You have the following traits:

Amphibious: Due to possessing both gills and lungs, you are capable of breathing and speaking both in and out of the water.

Fast Swimmer: Having descended from Undines, you possess a natural ability to swim exceedingly well, your tail notwithstanding. You are easily fast enough to keep up with a state-of-the-art sailing vessel.

Vocal Control: You possess a powerful control over your voice. Merrow use their voice for a variety of purposes, including fighting. You can easily modulate your voice into a variety of pitches, including going far higher and lower than the normal range of human hearing. Using these powers, you can create an echolocation or sonar effect, even to the point of being able to map out the internal anatomy of other creatures. Likewise, you can cancel out other noises by matching their sounds. More, you can produce sonic effects which harm other creatures, causing internal injuries.

Origin

Drop-In [0 CP]

You find yourself inside a modest room at an inn situated inside your starting location, filled with a week's worth of food, clean water, and some basic supplies-you find your room has also been paid for in advance to cover this week. While you must get by with what you know of the Berserk setting and do not have friends or family, you are unhindered by new memories or obligations.

Commander [100 CP]

You are no mere warrior making your way on the battlefield, but a leader of men. Perhaps a general, or maybe the head of a mercenary group, you've led men to their deaths again and again, yet still they follow your orders.

Commoner [0 CP]

You were born to a poor family; perhaps they were farmers, or knew a basic craft like shoemaking. Regardless, they taught you the family trade and you, having grown up poor, learned the necessity of hard work, family, and friends.

Inhuman [200 CP]

You… are not wholly of this world. While you may have been born of man, you've now transcended mere mortals and become something else. You capabilities are extreme, but you are likewise set apart from the world, despite any efforts you may make to rejoin it.

Magician [200 CP]

Living in the shadows of the world, you were taught the mystic arts, about the secrets of the Astral World and all the wonders associated therein. Your life has thus been somewhat lonely, clad in secrecy and segregated from others who would not understand your gifts.

Noble [100 CP]

The height of society, rules of the land. You're a noble, proud of the blood coursing through your veins. You've grown up with the finer things of life, never wanting, and were taught how to play the political and mercantile game.

Soldier [100 CP]

Whether you were born to a military family, employed in a militia, drafted as war slaves, or something else, you've fought within countless battles and have the wits and experiences to show for it.

Zealot [100 CP]

You are fully invested in a given ideology. You may be a member of the Holy See, a cultist worshipping pagan spirits, or something else altogether, but your ideology and belief in your ideals is what gives you purpose and strength.

Origin

Drop-In

Keen Eye [100 CP]

Your perceptive abilities increase and you notice more small details that others would miss. Even when not actively looking for things, you will pick up on interesting and useful objects and locations.

Technology [200 CP]

You're able to build ingenious contraptions with the right materials. You can naturally see how devices work and how the parts make up the whole. Your mind is capable of immediately noticing where improvements can be made and coming up with new uses of existing technologies. This includes the ability to craft alchemical products, such as smoke bombs, poisons, and gunpowder, as well as making mechanical marvels, such as repeating crossbows and cannons.

The Man With No Name [400 CP]

You are capable of picking yourself up out of one identity and putting yourself into another as if you were changing your clothes. Appearance, mannerism, and even the way you think can all be changed to something different, allowing you to completely alter your persona.

Do As You Will [600 CP]

You are not a pawn to be manipulated. Be it called karma, fate, destiny, or otherwise, you are freed from the shackles of inevitability. Your actions are your own, and the consequences which result are entirely your own. In addition to being unchained, you act as a blind spot for those with precognitive powers or abilities which let them influence or control the path of causality, with yourself and those you interact with personally being unable to be perceived accurately or manipulated by said abilities.

Commander

Victory At Any Cost [100 CP]

You are skilled at battle, yes, but there is more to you than simple fighting. You are extremely perceptive and ingenious, particularly at recognizing the importance of and putting together disparate elements into a cohesive whole, so long as that whole will aid in your survival. Furthermore, you are well aware of the need and usefulness of sacrifices, and making the decisions to utilize people and property in ways which will cause their loss does not bother you.

Battlefield Controller [200 CP]

You have an eye for strategy which borders on the prophetic. You can accurately predict how people will respond to a given action, giving you a massive advantage in forming plans and tactics. Few can match you in your stratagems.

Through Thick & Thin [400 CP]

Your commands hold far more sway than a normal person's. You possess the charisma and force of personality to allow you to direct others beyond their own fears, allowing them to ignore concerns which would rout lesser forces. Even more, those under your

command will follow your orders to near perfection, acting more as an extension of your will than as individuals.

Personal Magnetism [600 CP]

You are a beacon to the masses, easily drawing in followers from all walks of life to your side. The common rabble trust you implicitly, falling in line behind your desires and goals, even when they are harmful to them. However, you also draw exceptional individuals to your service. Be it hero worship, possessive feelings, a recognition of strength, or otherwise, you are guaranteed to attract at least a handful of prospective companions who are of unusual strength, mind, or spirit, in regards to the setting, during your stay within each Jump.

Commoner

Hardiness [100 CP]

A lifetime of toil has made you stout. You are far better than most people at resisting the effects of weather, hunger, thirst, exhaustion, disease, and the lack of necessities. Indeed, you are able to overcome most hardships better than most.

Out of Sight, Out of Mind [200 CP]

In a world dominated by power-hungry warlords, perverted nobles, and literal demons from Hell, being a normal human is an extremely dangerous prospect. To that end, you've become extremely skilled at staying unnoticed, which is just about your only defense against odds stacked so far against you. So long as someone isn't looking for you specifically, you can easily blend into the background, not physically invisible, but so ordinary that you don't stick out in other people's minds.

Mythic Recognition [400 CP]

Some think you're touched in the head, but you know better. You possess an extra sense, allowing you to perceive mystical creatures, objects, and areas. You are able to see mythical creatures which would normally be hidden from mortal eyes, and to recognize when an object or area is filled with magical or supernatural energies. Finally, mythical creatures find themselves at ease in your presence, making them like you more than they normally would a mortal. This isn't enough to put them under your sway, but will make hostile beings merely unfriendly towards you, and unfriendly beings simply blase, while making the merely curious actively helpful.

Oracle [600 CP]

You are capable of hearing the whispers of the wind, the spirits of the Astral Realm, and to see glimpses of the future. You receive prophecies of the future, both in images, sensations, and literal verbal prophecies. The verbal prophecies are often riddles, less than clear flashes of insight into the future, but are undoubtedly helpful when deciphered.

Additionally, you are an empath, intuitively able to perceive the emotions of others. In those experiencing particularly strong emotions, you can even perceive direct memories. Likewise, you can project your own emotions and thoughts to those around you.

Inhuman

Awe-Inspiring Form [100 CP]

Inhumans come in many forms, from the almost human, to the purely monstrous, to the otherworldly. You may choose to have your appearance enhanced in any way you so desire, so long as it does not affect your actual physical capabilities. If you want to look like a supremely attractive member of your species, or grotesque with incorrect proportions, or even closer to a statue, these are all within your grasp. Whatever you choose for your form, you are utterly imposing in your presence, to the point where just catching a glimpse of you will shock and stun ordinary mortals.

Unyielding Mettle [200 CP]

It's not just that you can withstand blows which would end a normal man, or that you have experienced more of the Astral Realm than mere mortals, but your very essence is reluctant to end. Be it physical wounds, mental trauma, spiritual anguish, or something even worse, you are far more capable than others to resist it. Such things still affect you, but rather than shudder and break down, your very animus is stubborn and refuses to accept defeat. You heal from such problems at a greatly accelerated pace, on top of being able to shoulder more stress than other men.

Fiendish Skill [400 CP]

You possess terrifying physical capabilities, far beyond those of a normal human. Your strikes can cleave through pillars of solid stone (or bodies encased in armor), you can see and react to blows which move faster than the human eye, and you can take blows which would shatter brick walls with nothing more than a few scratches. You can easily take out entire squadrons by yourself, and pose more than a credible threat even to Apostles.

Forged By Fire [600 CP]

Your life has not been an easy one. Problem after problem has plagued you, yet you continue to persevere. As such, your inherent limits as a human, as well as the abilities you've gained as a Jumper, have been shattered. No longer do you have to worry about reaching your full potential, as you can continue to improve yourself endlessly.

Magician

View The Aether [100 CP]

You are capable of perceiving the Astral Realm, the world of faeries, elves, and trolls. In addition to being able to perceive this world, you are able to tell the difference between the material and the ethereal. In future Jumps, this extends to allowing you to inherently know when something is from another world, plane, or universe.

Spirit-Speaker [200 CP]

You are naturally aware of the local spiritual beings and their domains. Not only do you know what they contain power over, but you also know their mannerisms, their histories, and how to interact with them in order to be viewed favorably by them. After this Jump, this extends to all spiritual beings, not just denizens of the Astral Realm.

Artificer [400 CP]

You are capable of crafting fetishes, talismans, and other magical objects of power. Fetishes are objects forged with elementals or other spirits, granting them mystic powers. Talismans are potent mystical sigils which contain magical energies unrelated to the elementals, and can perform a variety of functions, from erecting barriers, to creating

golems, to containing spirits. Other mystical objects may also exist, and you have the knowledge and expertise to learn how to use and craft them.

Invocation of Arcana [600 CP]

You've learned how to use proper magic. The process involves reaching out with your ethereal body and entreating with spiritual entities, aligning your own mind with their essence. Doing so grants you control over the elements or domains in question. This is a dangerous art to use, as it requires going into a trance and sending your ethereal body out in order to commune with the spirits in question. It also involves convincing the spirits to help you, which can be a difficult and time-consuming process depending on the spirit. More, if your body is interrupted while your ethereal body is outside it, you can become disconnected from it, leaving your body uninhabited and your ethereal body lost to the Astral Realm. However, the power gained from the proper utilization of magic is immense, enough to crush armies and destroy cities, if you are skilled enough.

Noble

The Heart of the Matter [100 CP]

You can see through bravado, deceit, and posturing, allowing you to see what a person truly desires. This gives you great insight into the motivations and actions of those around you.

Gift of Words [200 CP]

You are superhumanly skilled with languages, able to pick up on the grammar and syntax in extremely short order, allowing you to learn a new language in a matter of weeks, even when not consciously attempting to learn said language. This also extends to your ability to communicate in general, allowing you to adjust your speech to a variety of accents, vernacular, and jargon, which greatly improves your ability at convincing others.

Someone For Any Job [400 CP]

You are well aware of your capabilities, but also your limits. More, you know exactly who to contact into order to accomplish your goals. For whatever task you end up facing, you will know who is the best suited for the job, and how to contact them. However, this does not guarantee that they will accept.

Exorbitant Eloquence [600 CP]

You are so skilled with your words, you are capable of convincing people of most anything. So impressive is your suggestions, you can do things like convince others that they didn't see what was plainly in front of their eyes, in front of multiple witnesses, the physical remains still lingering. Likewise, you can easily maneuver your way through complex arguments, using flourishes and rhetoric to convince even the most ardent dissenter, even if you don't actually know the subject matter of what you are talking about. While savvy individuals and experts can recognize that what you are saying is wrong, you can at least confound them in the moment, until they've puzzled their way through your statements. Your words are most effective when used on large groups, with one-on-one conversation being impressive, but not so god-like in its effectiveness.

Soldier

Military Training [100 CP]

You are trained in the use of a variety of weapons, armor, tools, and vehicles used for fighting in a war. Likewise, you are in good physical shape, possess knowledge of the regular tactics, and are skilled at acting within a group.

Herald of Arms [200 CP]

You are well-versed in the local and foreign heraldry and history, able to recall vast amounts of information on the governance, royal families and lineages, as well as current information on the makeup of armies. In addition to this knowledge, your memory is enhanced beyond the norm. Post-Jump, you gain knowledge of local governments, politicians, lawmakers, and similar information for the nations and/or empires you find yourself in.

Roll With the Punches [400 CP]

War is tricky business, and is never as clear cut as it is portrayed by the commoners. Unexpected situations, moral quandaries, and detestable choices plague those who kill for their meals, but that has given you an advantage. You can easily adapt to any situation thrown at you, understanding the challenges and ignoring any surprise or trauma which may result from the suddenness or alienness of the change. Be it a new type of superior weapon, supernatural creatures being employed by your enemies, or the realization that your ruler is actually a monstrous demon in disguise, you will recognize, compartmentalize, and react as if it was an everyday Tuesday.

Indomitable Rage [600 CP]

You are capable of going into a uncontainable furor, pushing your physical capabilities far beyond normal. In this state, your speed and strength are increased by a massive amount, your mettle is nearly inexhaustible, and you are able to shrug off blows which would ordinarily kill you. Injuries which would disable normal men are nothing more than annoyances to you, although you will feel the injuries once you return to your senses. This explicitly stacks with Fiendish Skill, promoting your already prodigious abilities even further.

Zealot

Committed [100 CP]

Your belief in yourself and your given ideals borders on the fanatical. This belief gives you immense willpower and the capability of shaking off mind games and mental intrusions. Only a terribly impressive argument or mental influence could dislodge this power.

Inquisitor [200 CP]

You are able to use threats and intimidation to get what you want with extreme effectiveness. Those you question quickly give up the information you desire, your visage and presence imposing greatly upon their psyche. Furthermore, the fear of torture and harm will not cause them to give you false information; whatever information you derive from your interrogations will be truthful to the best of their knowledge. Those with impressive wills may be capable of withstanding your presence, but even that will only allow them to resist giving you information. False testimony is impossible with your assurances behind you.

Wraith Vessel [400 CP]

You are capable of taking in local spirits to empower yourself. Doing so is dangerous, as you are opening yourself up and allowing another being to take up residence within your own body. However, the effects are impressive, as you gain a number of physical and metaphysical enhancements, each dependent on the spirit which inhabits your being. Any kind of spirit can potentially grant you power, but more potent spirits are going to be able to grant you greater capabilities. A lost soul will likely only grant you some of their malice and confusion, with a physical transformation to more closely resemble them as they were in life, but other types, such as nature spirits, can grant you abilities related to their existence, such as control over fire, bugs, or more.

Furthermore, you are capable of drawing spirits into other physical vessels and tying them there, creating amalgamations of spirit and flesh. Such spirits you control are called familiars, and require you to concentrate and recite mantras to control. If your concentration is broken, the familiars will lose their direction and act independently.

All Is One [600 CP]

You've attained knowledge of the ultimate heresy, that of the unified truth. All too well, you now understand that the divisions between everything are actually a result of lies, deceit, and delusions of the mortal world. With that illusion broken, you are now capable of utilizing abilities which would have normally been held out from you. All of your supernatural abilities now draw upon the same resources, rather than being segregated. Furthermore, you can learn and use magicks which normally would be impossible to use together. Finally, you are capable of using your supernatural abilities on any target, even if your spells or abilities normally held only a specific kind of target.

Apostle Powers

Apostles are frighteningly dangerous, just based on their tenacity and personalities, but they also possess a variety of supernatural powers which set them even further apart from their human origins. Most Apostles have one or two abilities from below, but some have far more. You may purchase as many as you like, but only if you have taken the Apostle race.

Abeyance [300 CP]

The perception others have of you is hazy and highly suggestible. By putting on clothing, masks, makeup, or other suitable getups, those who view you will fill in the blanks and perceive you as what you are pretending to be. This is not as simple as mundane disguises; instead, this is a mental compulsion affecting their perception. The accessories worn do not have to be good or even convincing; even just wearing a cheap mask with the countenance of an old woman, the straps completely visible, is enough for those viewing you to see you as a kindly old grandmother. Those who are unusually perceptive might notice something is wrong, and a detailed examination will unveil the ruse, but most people will simply see what their minds present and move along.

You can deactivate and reactivate this ability at will.

Acidic Body [100 CP]

Your entire body is coated in a viscous liquid which eats away at any material it touches. Even your bodily fluids exhibit this effect. The liquid is a powerful acid, easily consuming organic materials, and even capable of breaking down stone and metals, including noble metals. While you cannot stop producing acid, you do not secrete it while in your human guise.

Celerity [200 CP]

You are far faster than any human. Your movements and reactions are quick enough to be difficult to track with the human eye, although not impossible to see. This includes both your fine and gross motor skills.

Create Minions [100 CP/Varies]

You can transform humans and animals into monstrosities, filling them with demonic desires and instincts. Your minions can appear however you desire, but they often are similar to your true form in some way. At your discretion, your minions can either retain their own memories and personality, or can be erased and replaced with something of your choosing. Do note that removing their memories will also remove their skills in life. The minions you create are inherently loyal to you, whether or not your leave them their own memories, and they will obey your instructions to the best of their abilities.

Your minions grow in power based on how long it takes them to transform from human to demon. Their powers are always similar to your own, either your Apostle powers or abilities from other Jumps, but the amount of power they can gain is limited by how much you spent on this ability. For every 100 CP you spent, you can impart up to 10% of your own abilities into your minions.

Before you begin transforming your minion, you must create an enclosure for them to gestate within. This could be a cocoon, an egg sac, a womb, or anything else you can imagine, but it is always immobile and has to be physically large enough to house both the original creature and its transformed state. Once an enclosure is created, the powers it imparts, and the time it takes for your minions to develop, is set in stone and cannot be changed (although you can create more than one enclosure, each with their own types of minions created). Enclosures are generally created from your own body, utilizing your own flesh as the construction materials, and so can take quite a while to build depending on what you intend to transform.

Once a subject is placed within an enclosure, it takes roughly 1 day for a them to gain 1% of your power, so it can take up to 100 days for a single minion to be created, if you are giving them all of your powers. If a minion is disturbed before finishing gestating, they are instantly killed.

Create Quasi-Apostle [100 CP/Varies]

You are capable of granting other creatures the powers of Apostles, without forcing them to go through their own transformation. To do so, you have to physically touch them and impart your power. The powers they gain are thematically tied with their own personality, physical forms, and beliefs, but the specifics are not up to you. The powers gained are chosen from this list of Apostle powers. There is no limit on the amount of individuals you can grant powers to in a single week, but you can only grant a maximum amount of CP equal to the amount you purchased this power for, divided up among the different people you grant powers to. At the beginning of each week, this "power pool" replenishes.

Those you grant powers retain their own personalities, memories, and desires, but are fueled by the demonic instincts which gave you your own powers. The more they use the powers you granted, the more they will be perverted by desires of power, control, and subjugation.

Daemon [200 CP]

You have the ability to section off a piece of your mind and body to create an independent organism, called a daemon. This creature possesses your memories and personality, and a body which looks similar to your own, but much smaller. It can move about as easily as you can, is capable of making its own decisions, and possesses a scaled down version of your abilities, up to a maximum of 5%, but your own capabilities are reduced for as long as the daemon remains away.

You do not directly control the daemon, as it is an independent organism, but there is little reason to think it wouldn't obey your instructions, since it is functionally you at the moment of creation. The daemon is capable of merging back with your main body, which returns your powers and also merges its memories with your own. You can create as many daemons as you desire, although it can be dangerous to do so, since each daemon

weakens you as a whole. If a daemon is killed, you will eventually regain the power you put into it, over the course of one month.

Elemental Control [300 CP]

You possess control over a particular element. The specific element is up to you, and can be one of the classical elements (air, earth, fire, or water) or a more expanded element (such as darkness, electricity, ice, or void), so long as it could reasonably fit into an elemental framework. Your control over the element lets you resist it when used against you, grants you manipulation of the element in your general vicinity, and lets you use the element as a weapon.

Ethereal Assault [400 CP]

You are capable of assaulting not only a creature's physical body, but also their ethereal one. Doing so is particularly potent, because even if the physical wounds heal completely, stress to the ethereal body (such as potent emotions or paradigm shifts) will cause the physical wounds to reopen. Furthermore, the wounds on the ethereal body will be felt at all times, as if they were inflicted on the corporeal body. Only magic and mystical objects can heal the ethereal body. Post-Jump, this effectively wounds the soul of a creature, and so only abilities which can heal the soul will help.

Flight [200 CP]

You possess a pair of massive wings which allow you to fly through the sky. Your wings are physically enabling your flight, so you require them in order to fly. For an extra 200 CP, you can fly without a physical aid. With such a purchase, you fly with mere thoughts, and therefore it cannot be disabled.

Fluid Body [300 CP]

Your body is less structured than normal creatures. It is closer to a slime or bag of fluid, capable of flowing through small openings and reshaping itself at will. More usefully, your internal organs all possess the same sort of fluidity, allowing you to move them throughout your body. They are also much more resistant to blunt force trauma, since they are all fluid.

Howl [100 CP]

You can produce a horrifyingly disturbing vocalization which panics nearby animals. Even trained animals will become terrified, trying to get away from the source of the noise as quickly as possible. A trained tamer can keep them under control, but urging them to approach closer will be difficult. Humans are likewise disturbed, and the weak-willed will flee in terror as if they were animals.

Liminality [400 CP]

You are able to thin the barriers between the Mortal World and the Astral World, allowing creatures to slip between the two locations. This also allows humans to see and interact with spirits, including the recently deceased. When you thin the barriers like this, it only affects your general vicinity, and follows you around. For an additional 200 CP, you are capable of permanently thinning the barriers of a given area, though it takes concentration over the course of several hours. Outside of this Jump, this ability allows you to thin the barriers between the physical world and the spiritual world, if such a plane

exists. If multiple other planes exist, you can weaken the barriers between any and all of them.

Manifestation [300 CP]

You are capable of sending out your ethereal body through the Astral Plane to another location in the Mortal Realm, and then forming a physical body out of the surrounding area within the Mortal Realm. This process takes some time, depending on the materials forming your body. In general, softer, more fluid materials will form the quickest, within minutes, while harder, more sturdy materials will take longer, up to an hour for particularly strong materials. Your manifested body appears like your real body, but with less detail. You are capable of moving it as if it were your real body, including being able to speak through it. If your manifested body is destroyed it has no effect on your actual body, unless they are capable of injuring your ethereal body, in which case you will be damaged as normal.

Natural Weapons [100 CP]

You body has weapons build right into it. This could be somewhat normal looking, like claws and fangs, or could resemble a man-made weapon, such as having horns which can be used as a bow. The specifics are up to you. You can purchase this multiple times, each time selecting an additional weapon to be part of your anatomy.

Oneirisis [200 CP]

You are able to send visions through the Astral Realm, allowing those asleep at that time to experience the visions as dreams. You can craft the dreams however you like, but the simpler the vision, the more people you can affect at a time. With simple imagery, you can potentially cause entire cities to have the same dream.

Portals [400 CP]

You are capable of opening up short-range portals which link two physical locations. The portals can be anywhere within your vision, but you can only maintain portals between two locations at any one time. If you close the portal while something is halfway through the portal, the entirety of the person or object returns to where it originated.

Precision [200 CP]

You can hit impossible targets over incredibly long distances. This includes such things as shooting the eardrums (and just the eardrums) out of a horseback rider from over a mile away, to fire an arrow with enough force to dismember them.

Puissant [200 CP]

Your physical strength is far above that of a human. You can easily lift multiple men in the air over your head, tear stone pillars out of the ground, and even rip metal armor apart with your bare hands.

Reinforced Body [200 CP]

Your body is hard and resistant to damage, like a chuck of iron. You can withstand blows which are strong enough to crush stone without even flinching.

Serendipity [600 CP]

You are absurdly lucky, to the point where things almost always go your way. Games of chance are no longer questionable, you don’t have to worry about equipment randomly failing for you, and random windfalls will find their way to you absurdly frequently.

You're lucky to the point where two dozen archers can fire in your general direction at once and not a single arrow will even scratch your armor.

Shadow Walk [300 CP]

You can step your way through shadows, acting as if they were doorways or holes. Your physical body can fit within shadows, so long as the shadow is as wide as your own body. You can remain within the shadows for as long as you desire, and even pass from one shadow to another, so long as the shadows are within several hundred feet of each other.

Tranquility [300 CP]

Your mere presence puts others at ease. Those within your close vicinity, able to see you clearly, are overcome with feelings of contentment, serenity, and peace. Even those who are actively hostile to you will feel this peacefulness, and must purposefully keep up their rage in order to remain so. This affects both humans and animals, as well as other sentient creatures.

Gear

Absurd Weapon [200 CP; Discount Inhuman]

You gain a weapon which is wildly out of line of anything realistic. Massive blades, saws attached like scissors, ten-headed whip blades, or reinforced wagon wheels are all within the bounds of this choice.

Alchemical Kit [200 CP; Discount Magician]

This collection of herbs, powders, inks, and instruments are used in the crafting of talismans, elixirs, and ointments. The contents of the kit are refreshed every week.

Behelit [200 CP/Varies; Discount Drop-In]

You've obtained a behelit, an artifact of immense power which can call the Godhand to you, allowing you to sell your humanity for power, transforming you into an Apostle. Using the power of a behelit requires you to sacrifice someone dear to you. Someone sacrificed in this way is condemned to Hell, caught in a swirling maelstrom of tortured souls for all eternity.

This behelit is intended for you. As such, even if it were to be stolen from you, it will inevitably find its way back to your possession, likely at the moment you finally intend to use it. Once used, the Godhand will be summoned and you will be given the choice to sacrifice someone dear to you in order to gain the powers of an Apostle. If you choose to go through with it, you will condemn that person to Hell, and be transformed. At said time, you immediately gain all of the standard abilities of the Apostle, and you can choose up to 100 CP in Apostle powers.

If you so choose, when purchasing this item, you can spend more CP. Whenever you eventually use the behelit and become an Apostle, you will be able to choose an amount of Apostle powers equal to half the CP you spent on the behelit.

Strange as it may seem, even an Apostle may utilize a Behelit to further increase their own powers. However, any time a Behelit is used, a suitable sacrifice must be made, and most Apostles do not possess the capability or desire to form the intimate bonds required to be used as a sacrifice. If the Behelit is used, and the Godhand summoned, a sacrifice must be offered and accepted; else the summoner themselves is torn from the mortal coil and sent to Hell.

This item can be used at any time, even post-Jump. If used post-Jump, the members of the Godhand may not be the ones you remember, as they will reflect the setting you use it in. That said, the cost will always be the same.

Berserker Armor [600 CP; Discount to those who purchased the *Artificer* perk]

This armor was made by Dwarves. When worn, it causes the wearer to be unable to feel pain, thereby unlocking the inherent limits within the body of the person wearing it. This grants them unnatural strength and reflexes, but at the cost of harming the body. Furthermore, the armor itself will bite into the flesh of the wearer, reinforcing broken

bones with steel spikes, thereby allowing the wearer to continue fighting after blows which would tear a normal man asunder. Worse, there is a mystic energy and life force buried within the armor, and utilizing its abilities requires giving into the presence, which sends the wearer into a berserker rage, hence the name. Only a strong will can use the armor without being blinded by the presence.

Demon Stained Weapon [400 CP; Discount Inhuman]

This weapon has killed countless demons and now partially exists within the Astral Realm. It is extremely effective against mystical and demonic creatures, and even can resist some supernatural abilities. It also can strike creatures which normally would be immune to mortal weapons due to residing in different, coterminous worlds. You can import an existing weapon to gain these properties.

Elf Dust [200 CP; Discount Soldier]

This is a small container filled with dust from an elf's wings. When rubbed into a wound, it allows them to heal at a vastly accelerated rate, to the point that broken bones can be healed overnight and superficial wounds disappear within minutes. There is enough dust in the container to heal around five people of mortal wounds, or to heal 30 people of less life-threatening injuries. A new container will appear in your Warehouse a week after you use all of the dust.

Endowment [100 CP; Free Noble]

You begin with the equivalent of three year's pay for modest work. From now on, you gain an equivalent amount of money upon entering each new Jump.

Femme Fatale Ointment [100 CP; Free Magician]

This ointment is a potent narcotic made from almond oil, celery, belladonna, wolfsbane, and other similar ingredients. When rubbed on the body, it dulls the five senses, making it easier to perceive ethereal bodies. This can be used to enhance the ethereal sight of those who possess it, or to allow those without the sight to see ethereal beings. You receive enough ointment for nine people to apply it. When it is all used, a new batch will appear in the Warehouse after one week.

Flash Bombs [100 CP; Free Drop-In]

These explosives produce a large flash of light and sound, incapacitating those nearby. You gain 25 of these, and they are replenished each month in your Warehouse.

Flying Broomstick [300 CP; Discount Magician]

This broomstick has been enchanted with sylphs, allowing it to carry the rider aloft in the air. It otherwise appears as a normal broomstick.

As with all fetishes, the more one trusts and believes in the elementals, the more potent the power the object. Likewise, the more the user appreciates the elementals, the more power they will grant.

Handheld Cannon [300 CP; Discount Soldier]

This prototype weapon is small enough to be wielded by a single man (although it is heavy). It is still a cannon, and therefore can blast through most armored foes, and even wound Apostles. You receive both the cannon and ten rounds of ammunition. Five new rounds of ammunition appear in your Warehouse every week.

Interstitial Domain [400 CP; Discount Magician]

You gain possession of a home within the Interstice, a liminal location which straddles the astral and physical worlds. This makes it a place of intense spiritual power, and your magical abilities work more effectively here. The location itself is not terribly large, with enough space for a multi-family dwelling to exist comfortably. However, the location is shaped as a reflection of your own essence, appearing as you desire it, within reason.

This location possesses a real, physical entrance, and thus is fixed in space. You may choose where this location is, but by default it will appear near to where you begin the Jump. In future Jumps, it will likewise follow you, appearing where you desire, and thereafter tied to that physical location. The physical entrance must reflect the type of domain which is represented, because it formed as a manifestation of that real, physical locale.

Man-Made Behelit [600 CP; Discount Zealot]

This massive structure (for lack of a better word) is physically composed of the bodies of still-living Apostles, sewn and chained together, then filled with strange liquids. Also known as the Demon Womb and Reincarnator, this vessel can be used to transform those put inside it into monstrosities. When a pregnant woman is put inside it, their fetus is possessed and transformed by spirits from the deepest reaches of the Astral Realm, transforming them into Daka. Other beings can use the Man-Made Behelit to likewise gain power, but doing so is exceedingly dangerous, as it is inviting powerful demonic spirits to possess their bodies.

The Man-Made Behelit is massive, easily taking up the entirety of a barn. As such, your Warehouse is automatically upgraded with an addition capable of holding the Man-Made Behelit, along with the physical apparatuses necessary to lower creatures inside it. While massive, it is possible to move, and so you can take it out of the Warehouse, should you so desire.

Mystic Seashell [100 CP; Free Merrow]

This seashell is connected to a specific clan of merrow (your own clan, if you are a merrow). If you speak into it, your voice will be transmitted to your clan. Likewise, your clan can speak to you through it, no matter the distance. Post-Jump, the seashell lets you speak with your Companions at a distance, with each Companion possessing their own seashell which connects to the others.

Passage of Dreams [800 CP; Discount Elves]

This is a collection of the magic mushrooms harvested from Elfheim, grown strong on the roots of the great cherry tree at the center of the island. The mushrooms release spores which allow an individual to travel into the realm of dreams, a layer of the Astral Realm influenced by the mind of the dreamer. This can be utilized to enter a person's dreams, and hence their mind, allowing another individual to influence them on a subconscious level, even allowing the skilled to heal mental wounds.

This patch of mushrooms is added to your Warehouse in a small garden. The mushrooms can be transplanted, so long as care is taken. Their spores can also be used to grow more mushrooms, but without the great cherry tree to feed them, they will not possess the same powers of the originals. Likewise, the spores quickly lose their effectiveness after being removed from the garden, meaning that only those within the garden can effectively enter the realm of dreams. The garden is large enough to transport up to 10 people into the realm of dreams at a time.

Salamander Dagger [300 CP; Discount to those who purchased the *Artificer* perk]

This short, but wide, blade was forged in molten lava and imbued with fire elementals. When it strikes an object, it ignites in extreme heat, hot enough to melt steel or combust a human-sized opponent with a successful blow. When wielded, it glows bright red, shedding light like a torch.

As with all fetishes, the more one trusts and believes in the elementals, the more potent the power the object. Likewise, the more the user appreciates the elementals, the more power they will grant.

Silver Dagger [300 CP; Discount to those who purchased the *Artificer* perk]

This dagger is ornate and forged of silver. While it possesses no inherent magical power, silver itself is capable of harming ethereal beings. The dagger can therefore strike and wound ethereal beings which would otherwise be immune to ordinary weaponry.

Silver Surcoat [300 CP; Discount to those who purchased the *Artificer* perk]

This chainmail tunic is made a silver. While it possesses no inherent magical power, silver itself is capable of warding against ethereal beings, therefore protecting the wearer from the touch of ethereal beings. However, it does not stop ethereal beings from using weapons to assault the wearer.

Sylph Cloak [300 CP; Discount to those who purchased the *Artificer* perk]

This magical cloak has been infused with the protection of wind elementals. It billows as if in the wind, even while indoors. It surrounds the wearer with an atmospheric current, which brushes away arrows and weapon blows, making dodging easier. Likewise, it enhances the agility and dexterity of those who wear it, enabling them to leap further than a normal man is capable of, and to lightly drift to ground rather than fall.

As with all fetishes, the more one trusts and believes in the elementals, the more potent the power the object. Likewise, the more the user appreciates the elementals, the more power they will grant.

Sylph Sword [300 CP; Discount to those who purchased the *Artificer* perk]

This magical sword is imbued with the power of wind elementals. The blade is made from a white-shouldered eagle's feather and the hilt from mistletoe growing on the highest branch in the forest. The sword allows the user to launch razor air currents and therefore cut targets apart at a distance.

As with all fetishes, the more one trusts and believes in the elementals, the more potent the power the object. Likewise, the more the user appreciates the elementals, the more power they will grant.

Standard Equipment [100 CP; Free Soldier]

You gain a selection of quality equipment, including weaponry, armor, and a trained mount. While not exceptional or ornate, it is well-kept and capable.

Sword of Actuation [800 CP; Discount Inhuman]

This blade is composed of dozens of melted down behelits surrounding an otherwise powerful sword. The blade of this sword is capable of rending the space between points, allowing for instantaneous transportation through portals. Even more impressively, it can cut through the veil between the Mortal and Astral Realms, even piercing deep into the depths of the Abyss.

Torturer's Tools [100 CP; Free Zealot]

This set of exquisite instruments are entirely intended to cause horrible pain and disfiguration. There are a variety of implements included within the toolset, from calipers to clamps, to more specific tools, such as the pear of anguish and the heretic's fork. If destroyed, the tools will reappear within the Warehouse after one week.

War Galleon [300 CP; Discount Noble]

You own a fully stocked, armed, and manned military sailing vessel. By purchasing this option, the ship will always be fully funded, although you cannot take the funds out of the ship for other purposes. If, for some reason, the ship is destroyed, you will receive another one after one year. Word of where the new ship is will reach you on the first day it is available.

Wickerman [300 CP; Discount Magician]

This giant, humanoid shaped construct is constructed from entwined wicker and designed like a cage. Humans are placed inside it, then the entire structure is lit on fire, creating a flaming monstrosity. The resulting construct is fueled by the souls of those trapped inside, and is usually used as a bodyguard for its creator. If destroyed, it reappears in your Warehouse after one month.

Companions

Canon Companion [200 CP/600 CP]

You can gain one of the canon characters as a companion.

For 200 CP, you can select one of the lesser characters, such as Theresia, Luca, or Judeau.

For 600 CP, you can select one of the more powerful characters, such as Guts, Schierke, or Zodd. Of course, whether or not they want to go with you is an entirely separate matter.

Elf Companion [400 CP; Discount Commoner]

You gain a friendly Elf as a companion. While they are small creatures, and therefore not terribly useful in combat, they possess a number of useful abilities, such as healing dust, empathic reading capabilities, and possibly the ability to bring happiness. Only those who still believe in mythical creatures can perceive elves.

Import [100 CP/300 CP]

You may import one of your previous companions into the bloodstained lands of Berserk.

For 100 CP, you may import a single companion, who gains a free Background of their choosing, and 400 CP to spend as they please.

For 300 CP, you may import up to 8 companions, and they each gain a free Background of their choice and 400 CP to spend as they please.

You may choose to spend more CP on this option to give your companions more CP to spend. For every 100 CP you spend, they gain an additional 50 CP to spend.

Drawbacks

You may take up to 1000 CP worth of drawbacks.

Hideous [+100 CP]

Not only are you unattractive, you're downright revolting. Whether it's something you were born with, or something inflicted upon you, no one will be looking at you with anything other than disgust for a good long time. Even disguises can only do so much, because your bodily proportions are off as well (although, this will not impact your physical prowess in any way, just your attractiveness).

Tagalong [+100 CP]

You have a companion who will be accompanying you for the vast majority of your journey. This alone wouldn't be terrible, but this companion will be useless, and more than that, seems to attract trouble like a magnet. You will constantly be rescuing them them from danger, trying to keep them safe, and dealing with the consequences of their stupid decisions. Even if you manage to find someplace to leave them and keep them safe, they will find their way out and back to your side within a day or two, like a lost puppy. For the entirety of this Jump, no matter what you do, they will remain utterly useless in and out of combat. Whatever you try to teach them will go in one ear and out the other. After this Jump ends, they will suddenly be capable of being useful, and can be taken as a Companion following the normal rules. Although, after 10 years of making your life hard, you may not want to bring them along.

Maimed [+200 CP]

You've been physically disabled in some way. Whether it be your eyes torn out, a limb lost, or something worse, you've lost some form of major functionality.

A Target On Your Pelvis [+200 CP]

You are a highly desirable piece of ass, or at least you keep finding yourself in situations where you're the best option. Any time you let your guard down in this Jump, you will be the target of sexual assault of some form, be it from horny nobles, psychotic Apostles, or megalomaniacs with something to prove.

Wanted [+200 CP]

A major government or organization, such as the Holy See Religious Order, is out for your capture. If caught, you will be put on trial and sentenced to life imprisonment (if you're lucky).

Perverted [+300 CP]

You're possessed of a sexual perversion which is inexcusable and insatiable. The specifics of what you crave are up to you, but they will be completely socially unacceptable and difficult to fulfill without force, bribes, or coercion. While you can resist your desires for some time, the cravings will grow more and more ravenous, eventually overwhelming your rational mind if you

do not indulge. Once a month is enough to keep the cravings from becoming overwhelming, but only just.

Weak-Willed [+300 CP]
You are easily swayed and lack discipline. This is not an endearing trait for any Jump, but it can be a death sentence in this particular one. Many creatures are capable of taking advantage of the vacillating individual, be it through commands, deceit, or possession. You'll have to be very careful when taking this drawback, or it can quickly spell your doom.

Even More Blast [+400 CP]
There's nothing you can do to stop the Blast of the Astral World, the event which caused the Astral Plane to overlap with the Mortal World. However, the event has even wider-reaching repercussions. When the event happens, every human within the Mortal World will be transformed into an inhabitant of the Astral World. This will be somewhat random, but also somewhat based on their own personality and essence. Some people might be changed to Elves, and some to Merrow, but others will become Trolls, or even demons, like Incubi. Only those humans who already possess a connection to the Astral World, such as witches and those with Brands of Sacrifice, will be unaffected.

Ethereally Lost [+400 CP]
Your ethereal body is entirely insensate to the Astral Realm. Without your physical senses to let it know what is going on, you have no way of perceiving the Astral Realm. This means you are incapable of manipulating with any clarity, and you have no way to utilize the magic of this setting. It also means you are effectively blind to spiritual dangers, unless they manifest in the Mortal Realm.

The Brand [+600 CP; Cannot be taken by Apostles]
You're either one of the luckiest or unluckiest people around. You've been marked with a Brand and survived, the symbol the Godhand marks individuals who were sacrificed to make Apostles. The Brand summons demonic monsters to you every night and always attracts Apostles to your location. As a "plus," it creates a painful sensation whenever a demon is near, allowing you to track Apostles down. Even if you find a witch powerful enough to temporarily bind your Brand, you are guaranteed to spend at least 3 years with it unbound.