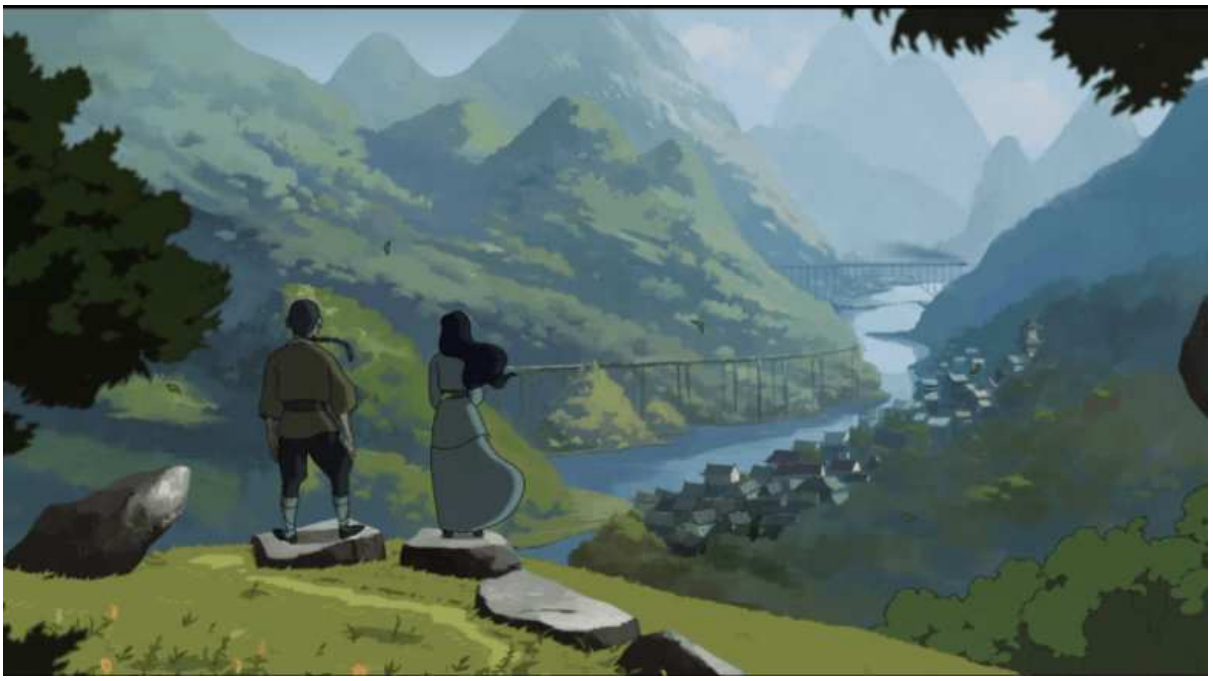
Good Hunting (Love Death + Robots)



Jumpchain by Ferrlovskar

This is a world of forgotten mystery, where magic wanes with the coming of the industrial age and both hunter and monster need to lay down their arms to adapt to this new way of life. It is a world of technology unlike the one seen in ours, as clockwork and steam makes way for wonders, but with the same issues of exploitation, racism and the other downsides of the colonial age. What will you make of yourself in this brave new world Jumper? Will you be a victim of the new age, one of its perpetrators or perhaps just someone trying to get by in this new age of technology?
Whatever it might be, take 1000 CP!

## Origins

*Any Origin can be a Drop-In, giving you no new memories of this world but also no connections or backstory.*

Free - **Inventor**
An inquisitive mind, you spent your younger years happy but with an everlasting sense of wanderlust, of something missing. As you grew older you traveled the world but despite what sights you saw and what practices you tried your hand at this feeling wouldn't abate, that is until you found the wonders of technology.

Free - **Spirit Hunter**
As one of the brave men and women who protect humanity from the spirits that would harm it, your childhood was spent learning about this profession from your parents and young you joined them in the hunt. Over the years you have saved many lives, but also lost many comrades. The world is changing and soon there might not be a place for someone like you anymore, though applying your talents in the tasks of a bodyguard or police officer would probably not be too hard.

300 CP - **Fox Spirit**
You count yourself as one of the Huli Jing, a nine-tailed fox spirit. You can switch between a human form and that of a fox spirit, a white fox with nine-tails. You live as a recluse and seldom interact with humanity, whether you do so with good intentions or not is up to you to decide.

Free - **Master**
Born to wealth and privilege, the luxuries you enjoy have only grown with the changes brought by this new era. You have learned the craft of the merchant from your family and already possess a large number of influential contacts. While many others of your status abuse their power and influence to grow fat and rich on the backs of others' misery, perhaps you will turn out to be different.

## PERKS

*Origins get their 100 CP Perk for free and other*
*Perks in their Perk-tree are discounted 50%*

## Inventor

100 CP - **No Signs of Cubs**
To all there comes a point in their life when they are faced with a decision that puts conflicting desires against each other. Most at that point seek comfort in discarding their freedom of choice by adhering to group pressure or what others have told them to do. You possess a willpower and sense of self sufficient to always go your own way if needed, to make the choice that you want despite what expectations or demands rest upon your shoulders.

200 CP - **Inspiration**
With this you are able to immerse yourself in your work, to love it and to be constantly struck by inspiration, new ideas flowing endlessly. While this can make any task enjoyable and one you can quickly advance your capabilities in, do take care not to lose yourself in your hobbies Jumper...

400 CP - **Imitation**
The greatest flattery they say, well prepare yourself to flatter wide and far! Your talent for imitating things, objects and creatures alike, is absolutely incredible. You possess an eye for details and a steady hand that could surely make you a great sculptor or a painter without compare but with technology?! Mirroring even supernatural creatures' inherent abilities might be possible with enough skill and talent with machinery (and research), and creating mechanical equivalents to organs out of clockwork that can allow someone to live on when everything except for their head is metal is also possible.

600 CP - **New Magic**
Truly there are few others who can match your understanding of automata and machinery! The machines you create are otherworldly and alive, a new kind of magic, and that is with the early-industrial age science you have access to, using steam-engines and clockwork to

bring your machines to life. You are a genius without comparison, except for maybe one, here and the things you can create could pave the way for a technological utopia should your inventions spread far enough, and be used correctly...

## Spirit Hunter

100 CP - **Throw the Piss!**
Throw piss on them! You have a wealth of knowledge on the specific strengths and weaknesses of the supernatural creatures that currently call these lands their home. As a result you also find yourself quite good at figuring out the same things about other creatures you encounter in your travels and also seem to already possess unconscious knowledge of their powers and behaviours.

200 CP - **Fearless**
Standing against an invisible danger that hides its presence from the rest of humanity is a prospect that would make many a man falter, but not you. With this perk you become completely fearless, you better temper this trait with wisdom.

400 CP - **Martial Master**
You have honed your body well in the pursuit of standing against the darkness!
Your training allows you to run up walls and you possess the acrobatics and strength needed to scale buildings by kicking off walls close enough to each other. You also possess the speed and reflexes to reliably fight against those with supernatural grace and physical abilities, though you might need trickery to close the gap. With the blade you are easily the equal to any samurai or other fighter who walks these lands.

600 CP - **The Spirit Hunter**
When standing against supernatural threats you will find that their powers are weaker than they should be when turned against you, the fire of a dragon would burn less hot and the petrifying gaze of a gorgon would merely slow your movements. Powers of entrancement, enthrallment or other mind control are especially weakened, enough so that you can ignore it from all but the most powerful of wielders, and you will always have a chance to resist it with your willpower. Supernatural enemies also make more mistakes when facing you, especially if they think you are but a normal human, and tend to underestimate your capabilities and guile.

## Fox Spirit

100 CP - **Inhuman**
You possess grace and beauty of an inhuman level, making it easy for you to entrance mortals left and right. Even if you take a human form people would be able to sense the otherworldly nature of your origin. This also makes you better at dodging but gives you no training.

200 CP - **Emotional Bonds**
Those you possess a strong emotional bond with, whether that be one of hatred or love, are connected to you on a supernatural level. This allows you to feel where they are, how they

are feeling and somewhat what the source of their feelings are (if they long for your presence or flee in fear from an adversary) and if their distress is great enough, you can even hear them. This can be turned off if you want.

400 CP - **Unbound**
A devil need not fear the light, a vampire can gorge themselves on garlic and a werewolf can wear as much ~~bling~~ silver as it wants. You are completely bereft of any racial weaknesses inherent to your kind and this also applies to any other species you pick up along the chain. You are also Unbound from the world, this meaning that if your current species depends on something like magic or another similarly mystical-sustenance for their powers/life and this source disappears from the world you will still stand proud and strong!

600 CP - **Old Spirit**
While a fox spirit might naturally grow more powerful with age you have the ability to apply this process to any other supernatural species you become a part of. All your racial abilities will increase with time, becoming stronger for each day you've counted yourself as one of them (though only time spent in their form counts towards this). While the areas your species focus on experience the greatest rate of growth, your basic physical abilities will also increase over time (at a slower rate). Your appearance might change as well, a fox spirit's hide slowly turning from white to gold for example.

## Master

100 CP - **A Sense of Class**
You carry with you an innate air of superiority and high-class, the way you move, talk and look. Anyone looking at you could see that you are cut from a different cloth than the common rabble, even if you were muddy and dressed in torn rags. This also comes with an attitude that can easily overwhelm weak willed people into following your commands without question, though do beware of who you try to use this on and that people can adapt to your presence.

200 CP - **A Perfect Liar**
You can act as a perfect gentleman for months without anyone finding out your true self, well if that true self differs from a perfect gentleman that is. Even supernatural abilities will never find out anything except the false truth you want them to believe.

400 CP - **A Leader of Men**
You possess the political and social acumen needed to rule a city, or a kingdom even. Acquiring influence wherever you go is second nature to you, so much so that you would have to consciously hold yourself back from manipulating your way to greatness in some cases.

600 CP - **A New World Order**
As you know there are all manner of perks dealing with integrating magic and technology, but what about the opposite? In this world, the declination of magic and the weakening of magical beings is because of the rising golden age of technology, the supernatural fleeing the world as it is industrialized. In future worlds you can now give rise to similar

phenomenons. Through your influence technology can bring about a world bereft of magic or magic can become the bane of technology. With a lot of work, doing the opposite might also be possible, creating a world of magic through technology or jumping science far ahead through the use of magic.

# ITEMS

*Origins get their 100 CP Item for free and other*
*Items in their Item-tree are discounted 50%*

## Inventor

100 CP - **Travel Sack**
This simple woollen sack will mostly be empty. Whenever you set out on a journey though, to a far off place (far off being outside of your village/similarly), it will contain just the things you need to get by, though only mundane things that also exist in the current world. Should your goal be the capital and starting over there it could contain enough clothes, food and amenities to get by until you reach it as well as a small amount of money for starting your new life. The bag needs time to “recharge” and will only activate once a month.

200 CP - **Anatomy Book**
This book will reveal the secrets of any creature whose blood is placed in it. Already has all the anatomy of the mundane creatures of earth, even those extinct. It possesses a changeable index and can skip instantly to any page you require.

400 CP - **Automated Workshop**
This advanced workshop contains near endless parts, equal to dozens of large warehouses’ (regular warehouses) worth, needed for your craft and refills every week. Dozens of people would have to work days on end for most of the week to truly deplete what lies here to begin with. It can automatically build any designs you put into it.

600 CP - **A Mythical Machine**
You have in your possession an automaton that has been created in the image of a supernatural creature (one of your choice). It can mimic its abilities through a blend of technology and what can only be magic but it possesses no soul or real consciousness. Still it is capable of understanding your orders and acting on them, like a highly-advanced AI. Whatever creature you pick it will not be much stronger than the form Yan ends up in, though depending on your choice its physical capabilities or breadth of abilities will vary.
If you want to you can choose to take this body for your own, it will become an Alt-form after the jump in that case.

## Spirit Hunter

100 CP - **Picture Book of Terrors**
This book contains drawings of the different supernatural creatures that can be found in this world (and future ones when you travel there). It contains both the signature look of the

creatures, with small notes pointing out things such as eye colour or claws, and also shows them in their different forms and in the process of changing forms if they have them.

200 CP - **A Fine Blade**
A blade capable of harming any creature, how much depends on your own skill and strength. It is also blessed to be unbreakable and to always keep a sharp edge.

400 CP - **Enchanted Clothing**
You have a seemingly mundane wear of clothing, something like a yukata, that possess abilities far above its look. It is enchanted by magic, giving it the defensive abilities of full plate armor while also weakening impacts (allowing you to survive steep falls or blows directly to the head).

600 CP - **Legendary Piss**
I don't know what creature this came from but it had to have been reeeeal special.
It is able to stop any creature from transforming or using any supernatural abilities once they have been doused in it or otherwise subjected to it in great enough amounts, smaller exposure will simply weaken them. The jar refills once a week so make sure not to waste it all in one go. It won't do much against something that is naturally strong, like a troll or a bear, but for those who rely upon magical means/qualities of giving them power you have the perfect counter, if you can hit them that is.

## Fox Spirit

100 CP - **Some Clothes**
You have a shapeshifting outfit here, able to turn into any clothes you can imagine and shifting to fit any form you take. No longer will you accidentally expose yourself when changing form!

200 CP - **Old Church**
An old, partly run down and overgrown, church. It creates a sense of peace and comfort for those who reside within and also steers away people who get close to it, remaining unobtrusive and seemingly unimportant enough for most people without supernatural powers for them to completely ignore its presence. This Item can also be the/a gateway to the Sanctuary-Item if you have bought it.

400 CP - **Protective Charm**
This protective charm keeps most eyes off of you, people or animals' attention just sliding off your form, and makes it harder for those with ill-will in their mind to take note of you, working as good protecting against murders or other scum looking for the next victim. The power of the charm will increase the more vulnerable you are compared to your usual state; be your current affliction one of poison, a sudden loss of supernatural power or something else.

600 CP - **Sanctuary**
A village hidden from the rest of the world where creatures like you can find Sanctuary, where magic still lives and breathes strong. You can decide the requirements for entering it, perhaps by stepping through a newly created puddle in a certain region when it is first

touched by the sun, but it needs to be something even a normal person could do. If a magical creature leaves this place they won't lose their abilities instantly, though they will start to weaken (if the rest of the world is bereft of magic that is). Worlds where magic is very prevalent will instead heal magical-creatures and make them temporarily stronger while they reside in this village. As the owner you can enter or exit this world by simply concentrating for a few seconds, and can bring anyone you are touching with you as well.

## Master

100 CP - **A Capricious Cane**
A masterfully and tastefully crafted walking cane. It will shift somewhat to accommodate your current mood. Should you be full of anger it will become more durable and any strikes made with it will be more powerful and should you be tired from a long day its grip will change to be more comfortable and it will somehow support more of your weight than it should.

200 CP - **Master's Manse**
A surprisingly large mansion with an extensive underground complex of rooms and secret routes. It is staffed by multiple automata workers that maintain themselves without your input.

400 CP - **Great Line of Masters**
You stem from a noble bloodline, having an extensive and highly-regarded family-line in another country than the one you started the jump in. The country your kin comes from is probably one far away but with at least some influence over your current location. Your status as one of noble blood, even if foreign, will open doors that would otherwise be shut and the power your name holds in your home country should not be underestimated, as the word of you or your family can decide things such as trade-blockades or perhaps even the initiation of hostilities between that country and another. You will receive the same status in future jumps as well.

600 CP - **City of Wonders**
A sprawling, technological and cultural metropolis that neatly cuts out its own slice out of the region it is inserted into. You are its leader, free from the influences of any country, and the broad strokes of the cultural and societal aspects are up to you to decide, though it will adapt to whatever world and time-period the jump takes place in. Great people ahead in their field, especially scientists and engineers, will often be drawn to this place, meaning technology here will be exciting and always changing, and trade flourishes even without your influence.

## COMPANIONS

100 CP - **Canon Companions**
If someone here strikes your interest you can pay 100 CP to get the chance to take them along with you, though you will need to convince them first. Perhaps you want to show Liang the wonders of the future, perhaps you want to take Yan to a world where magic still lives, allowing her to regain her past form, or perhaps the train-supervisor had a mustache that made you instantly fall in love with him!

100 CP - **Import/Create A Companion**
For 100 CP you can either create a new companion or import an old one. They gain a Free Origin of their choice (not the Fox Spirit Origin) and get 800 CP to spend on Perks and Items!

200 CP - **Import/Create A Fox-Spirit Companion**
For 200 CP the Companion you Create/Import can be of the Fox Spirit Origin. Just as the others they gain 800 CP to spend on Perks and Items!

## DRAWBACKS

**Unfortunate Inclination**: +100 CP
You can only "get hard" from metal and you DO get hard from metal! Perhaps this growing age of technology can come up with an answer for your needs but until then you will find little release here.

**"For A Chinaman"**: +100 CP
The english masters who currently rule this land look down upon your people with both scorn and casual indifference. This Drawback makes you chinese if you weren't before and ensures that you will be confronted with a lot of racism during your stay here, both towards you and others from your country.

**Hunted**: +200 CP
If you are the Fox Spirit origin, a Spirit Hunter is aware of your existence and hunts you relentlessly. For other origins this is someone who hates you greatly and sees your death as the only answer, their abilities are about the same as the aforementioned spirit hunter though without the supernatural knowhow.

**Dark Interest**: +200 CP
Someone has taken a darker interest in you, probably seeking to turn you into a plaything of theirs in one way or another, if you manage to deal with this person a new one will replace them in a week or two.

**A Selfish World**: +300 CP
Many are those who perpetrate evil and call it progress. Finding someone good here is not impossible, but harder as most now seek simply to increase their own gain.

**Poverty A Plenty**: +300 CP
Fate will conspire to ensure you are constantly dirt poor, whatever your station might be. Living in squalor might not suit you but it is the way you will spend this jump.

**Bad Luck**: +400 CP
Stumbling onto a robbery, getting corned by a dangerous spirit-beast in the forest, walking over a bridge just as it starts to give out… You will constantly be where the danger is, this can worsen the effects of other Drawbacks.

**New Age**: +400 CP

During this jump you will also be affected by the declination of magic, the dying of the old world, as your powers will be stripped of you and you will live as a normal human in this jump.

**Age of Strife**: +500 CP
War is coming. No matter who you are, the war will affect you as the coming age of technology is turned into a struggle for supremacy. Advanced machinery and automaton will be turned to violence and men all over the world will meet on the field of battle. There is much horror to be witnessed here...

**Death Throes of the Old World**: +600 CP
Magic has decided it doesn't like dying. Natural disasters will be prevalent all over the world, animals will turn on humanity and their creations, spirits driven mad with anger by the planet will wreak havoc across the lands. Chaos awaits, and don't think yourself safe from it just because you are a Spirit. As mentioned above, as a spirit you will find yourself (and any companion fox-spirits) driven mad time and time again, wildly attacking the creations of humanity and their masters.

## ENDING

A Good Hunt - Should you choose to, you can stay in this world, perhaps you wish to work to bring magic back or perhaps you simply wish to shape the future to your liking.

Back To The Nest - You can choose to lay down the chain and go back to your first world if you wish, taking all the things you've gained with you!

The Hunt Continues - Your spark is still elusive so why give up the chase now? You will continue to another world, hopefully your time here gave you something that will be useful in the next!

Notes*
Unbound - the second part of this refers to underlying forces of reality like magic or Qi and that you can continue functioning/existing even if they disappear. As a Kryptonian you won't be fully charged without a sun and as a human you can't go without meat, or a vampire without blood.

Sanctuary - How this place looks is up to you (though it defaults to the fantastical and magical) and it encompasses a large town, big enough to house thousands of people if need be, and several mountains around it where the city could expand to if needed. The edges of its lands end in mist and walking through this mist is one way to return to the real world (the other being the same thing needed to enter it but reversed) and doing this will transport you to a random location in the outskirts of the region this Item is connected to.