# Generic Urban Fantasy Jumpchain

By Ze_Bri-0n

You've probably been to many interesting and fantastical worlds as your journeys, Jumper. From the farthest corners of a distant galaxy to the strange landscapes of unearthly dimensions, you've traveled far and wide. So of course, this world is no different.

Oh, on the surface, it's simple enough. Any office drone from your home world would fit right in. But if you look deeper, you might find things aren't quite as you remember. Maybe there's a secret community of psychics or wizards. Maybe there's vampires or werewolves. The weirdness is probably hidden from plain view though.

Still, one thing that should be familiar is the one-thousand choice points we'll be giving you to help you find your place here.

# +1000 CP

Origins
Keep your gender or pay 50 CP to change it. Roll up to 4d8 and add 13 or pay 50 to chose.

Newcomer(Drop-In) - You are new to this world. Not to this planet, but to the strange and secret underworld that hides in upon it. Perhaps you've just been turned into a vampire. Maybe you just learned you're a wizard. Or as likely as not, you were simply involved in a supernatural incident of some kind and refuse to forget it. One way or another, you've learned some measure of what's really out there. If you're in a world where the weird is public, then you've spent your life up till this point secluded from and ignorant of it.

Insider - The secret community is your home. You've been a part of it a long time, probably since you were born into it, though you might be a simpler sort who stumbled upon it and has lasted long enough to acclimate.

Enforcement- Secrets generally don't stay that way easily. Monsters and magicians don't behave themselves without a reason to. That's your job. Maybe you're one of them, maybe you're not, but either way you keep order in the underworld. You might be a member of a secret government agency or the military branch of a supernatural conspiracy, depending on the setting. Or maybe you just took it upon yourself to make sure everything remains "normal." You might even be one of those who takes it upon themselves to hunt and destroy the weird. One way or another, you are a violent presence in the world of the weird.

Location
Roll a d8 or pay 100 to choose.

1. New York
2. Chicago
3. Cinncinnati
4. London
5. Cairo
6. Tokyo
7. Moscow
8. Free Pick

Species
Many Urban Fantasies have a divide between normal people and magic using people. But sometimes the divide is between a hidden world of various supernatural creatures such as vampires, werewolves, and dragons as well as magic using humans. So here's you chance to choose what you are.

Insiders get an extra 300 CP to spend just for this section or the "Magic" section.

Human(free) Normal Joes. May or may not be able to use( certain forms of) magic, depending on the setting.

Witch Species(100) Either a subspecies of human, a hybrid race, or a seperate species that's nearly identical to humans with a subtly different physiology that somehow allows the use of magic. Might have a significantly longer lifespan. Gain "Magic" free.

Enhanced(200) Whatever you are, it isn't that big a deal. You've got a few tricks up your sleeve, but even if you're outside human maximums, it isn't by much.

Creature of Power(400) Simply by virtue of your nature, you are significantly above normal humans. They would need significant resources or specialized technology to match your native abilities or negate your advantages. In time, or under certain circumstances, your power may increase to reach Blatant Supernatural levels, depending on what you are, but that's for the future. Most species of vampire and werewolf float here.

Blatantly Supernatural(600) Are you a dragon the size of a harrier jet? Are you a wish granting djinn or a minor "god?" At this level, you either are or have the potential to be a real force to be reckoned with. Intelligence agencies probably have files on you specifically, or they should, if they know of your kind. You're not necessarily on this level, but it's either a matter of time or circumstances. You might be a god powered by worship by starved of it, for instance, but if your situation improves…

Perks
Discounts are half off or free for perks that cost 100 CP.
Newcomer

- Modern Means(100) You're a part of the modern world in ways that ancient gods and demons have trouble being, for obvious reason. You'll stay that way too, never having significant trouble keeping up with or adapting to technological or cultural innovation.
- No Weirdness Censor(200) There's a reason you've noticed the weird. You know a werewolf from a large dog. When there's something odd afoot, you notice. If you see something, you won't rationalize it away unless there actually is a rational explanation. You have an easier time locating the supernatural when actively looking for it( though this won't help you put the pieces you find together correctly) and cannot be affected by perception filters and false memories. Well, not effected is an exaggeration. You can see both the truth and the illusion, and know instinctively which is which. As a bonus, this makes finding conspiracies easier in general. Toggleable, in case there's a conspiracy you don't want to see through. When its off, you will actually forget all but the vaguest notion of what you're intentionally hiding from yourself( and that you're hiding it), and it will automatically switch back on if you somehow stumble back through it again in your ignorance.
- Let Me Tell You Something(400) When you are trying to expose the existence of things that have been hidden from the public *to* the public, you have an easier time convincing people of such. So long as you actually know what you're talking about. Also helps with teaching in general. Works on an individual scale better than a general one.
- Magic Resistance(600) For some reason, it is very difficult to affect you with supernatural powers or magic, especially those that target the mind. Not impossible, but difficult. Those that do penetrate your defenses will still usually have a reduced effect. Illusions that affect the world instead of the individual work fine on you though, so watch out for that. Helpfully, beneficial magic is not resisted.

Insider

- Basic Knowledge(100) As a member of the supernatural community, you know the basic facts of said community. It'd be hard not to. If you're in a world with enough "weird" people to have a hidden community of this kind, you'll know the broad strokes automatically.
- Deeper Understanding(200) Your time amongst your own kind has given you a more complete knowledge base when it comes to what you are. You know your own abilities intimately, and have pinpoint control over them.
- "Magic"(200, free Witch Species) You can utilize the setting's magic system or similar, assuming there is one, even if you shouldn't be able to, in a manner befitting your species, if they can use it at all. Mostly this is for any ability not directly covered by your species.
- Ancient Innovation(400) Creatures that have haunted the shadows for millennia are often outpaced by the rush of innovation. You, however, will not be left behind so easily. You can compensate for technological advances more easily than normal and can match magitech and technomagic with traditional magic, should it become relevant.
- Master(600) You are wise and powerful, more so than most of your kind. Because of this, you have been placed in a position of authority and prestige amongst your community for achievements past, and will have little trouble rising to another such

position in later jumps. You are also a skilled politician, manipulator, public speaker, and schemers.

Enforcement

- Authority(100) If you want to enforce any kind of law, people need to respect - or at least fear- the ones enforcing it. Now they will, since you're that person. Respect and fear of you and your group is contagious. Fortunately that fear thing won't rouse people to turn against you.
- The Strength to Rule(200) You know how to fight, and fight well, with whatever weapons are appropriate to this setting. Well enough to combat the settings supernaturals professionally. This might mean wodden stakes and swords in Buffy. It might mean iron bullets and flamethrowers in Dresden. Whatever. You also have a strong will and are good at exploiting weaknesses and keeping your head under pressure.
- Archaic Weaponry(400) Supernaturals tend to like using them more than more modern armaments. Some foes will scoff when you charge them with a broad sword or similar, but just imagine their surprise when they discover that you're good enough with it to match a squad of professional and modern soldiers. Somehow. Pick one weapon to be so proficient in. Hand to hand combat is considered a weapon. You may later train up to this level with other Medieval or "primitive" weaponry.
- Leader(600) You're no grunt. You occupy a position of power and influence in your organization. Maybe not the most prestigious, and you're far away from politics of any kind, but whether you're a General, pencil pusher, or a battlefield commander, you've got the skills to do your job and do it well. That means delegation, administration, logistics, and probably tactics as well.

"Magic"

You only gain access to this section if you took "Magic".

Pick a starting power level. It doesn't reflect the setting's standard power level, just yours personally.

None(free) You haven't got any magic or "magic," except whatever's inherent to your species. Otherwise, you're just a regular Joe.

Parlor Tricks(100) Low level magic, and aptly named. Floating pencils and lighting candles are the limits of your power.

Moderate Magic(300) You aren't strong enough to guarantee victory over a man with a shotgun, but your magic is combat applicable and strong enough to be at least on par with one, probably even stronger, if only in terms of flexibility.

Major Magic(600) Now we're talking. Your magic is abnormally powerful for whatever setting this is. Keep in mind that whatever constitutes "magic magic" is depended on the setting, so

fanwank responsibly. You are a significant threat to a small group of soldiers at the very least( you *are* paying CP).

Other “Magic” Perks

Talents and Reserves(100) Magic comes just a bit easier to you than it otherwise would and you’re able to keep going just a bit longer than you otherwise could. I’ll let you figure out what that means in this setting.

Battle Magic(400) You are adept at exploiting whatever powers you have, from this world or others, in combat. Even those that probably should be useful in battle.

Exclusive Magic(600) Some forms of magic and “magic” are restricted to specific species, specific bloodlines, specific bloodlines, specific sects, specific individuals, or other categories. Now you get one, optionally without being a member. Pick one “exclusive” form of magic in the setting, including those that only have a handful of practitioners worldwide. Can be bought multiple times. Comes with basic training.

Gear

Newcomer

- An Identity(100) You exist. Legally. You are a legal citizen of any one nation of your choice, with all the necessary paperwork to prove it, including an ID card. You may choose a new nation at the beginning of each jump.
- Somewhere to Go Home to(200) A small house or apartment and a pet of whatever (legal) kind you want. No bills necessary for the heating, electricity, internet, water, or stuffed fridge. You’ll always feel right at home here and be able to relax. No caretaking, cleaning, or upkeep necessary( unless you want there to be). Can be imported into future jumps or added to your warehouse.

Insider

- Lair(100) A small, out of the way place for the supernatural side of you. A sanctum for a mage, a vampire’s crypt, a grove in the woods for a werewolf. Can be added onto the warehouse or imported into future jumps. Self cleaning. Unless you *want* to leave a mess.
- Ingredients(200) Witches need their reagents, vampires need blood. Here’s a steady supply of whichever you need, including for other magic systems. Nothing harder to acquire than blood bags, none from specific people. Don’t try using this for a get rich quick scheme, it can’t provide *that* much.
- A Special Place(400) An ancient manor with a wizard’s library and an attic of enchanted artifacts? A (sacred) forest all your own, a convergence of ley lines, or a personality territory where no one can feed on the humans but you? One way or another it’s a patch of land that’s special in some way that everyone acknowledges is yours. Well, maybe not

that last one, not among the human authorities, but your fellow anthropages will agree. Can be imported into future jumps or incorporated into your warehouse, as appropriate.
- Mystical  Artifact(600) You know those super special, one of a kind items that every Sci fi or fantasy setting has, from lost grimoires to portable super weapons? Pick one from this setting. It's your's. Or at least a copy thereof. Alternately, you may instead gain a collection of more minor items of your choosing.

Enforcement
- Symbol of Authority(100) An object that tells all in the know who you are, or who you're working for at least. Probably a badge of some kind.
- Local Weapons(200) The standard arsenal of whatever weapons the peacekeepers and warriors of this secret world use, including any and all ammunition, which refills daily.
- Organization(600) Chose one organization you are a member of, from this jump or any previous jump. You may import that organization into future jumps.. Even if it doesn't make sense.

Companions
Pay 50 CP each to import or create companions, or pay 300 CP to import or create until you have a total of eight. Your companions gain 800 CP and may take drawbacks.

Drawbacks
The Unmasqueraded World +0 The weird is public knowledge now, and either has been forever or has recently become so. Hope you didn't just wreck the setting.

Stereotypical +100 You are an extremely stereotypical example of whatever it is you are. That may mean a vampire wearing an opera cape, a witch covered in warts( that won't stop cackling), or just an angsty teen, but this will get on everyone's nerves, including your own.

Hiding Something +200 You're either responsible for hiding the weird or some deeper conspiracy, but either way if it ever reaches the point where its public knowledge you chain fail. And make no mistake, there *will* be threats to the secrecy thereof.

Painful past +200 You were traumatized in your youth and are haunted by it even now.

The Dudley +200 You're kind of a jerk. You're rude, insensitive, and generally arrogant. Also, every year, something at least minorly traumatic is going to happen to you.

Paying the Bills +200 Is a pain. And it's never going to be easy. You'll always be struggling for enough money to keep the lights on, the water running, food on the table, and the government not slabbing you with fines you can't pay for not paying.

Suspicious +200 Maybe you've just got one of those faces, but everyone who doesn't know you is going to have a hunch you're up to something. Especially when you are.

Hunted +300 You've made an enemy, jumper. A powerful person in this world greatly desires your destruction, and they have the means to do it and make it stick. Maybe, *maybe* not the means to do so easily, but the means to do it period.

Dark and Angsty +300 You are cursed by fate, apparently. Everything you build shall fall, every dream you have will be crushed, every triumph will by tainted and ruined in the end. You're not going to have a fun decade.

Notes
For No Weirdness Censor, when I say perception filter I mean things like the Mist from Percy Jackson, that alter the perceptions and memories of normals so they cannot(as opposed to do not) notices or see the supernatural. Only children can see fairies? Guess you're the exception, because you'll be seeing them even after leaving the safety of your childhood. Only wizards can see spirits? Even if you're not one, you can too. Normals can't see the monsters unless the monsters let them? Only crazy, drunk, or high people can see the world as it truly is? That won't hide them from you. The exception is naturally invisible creatures, like ghosts. If every witch or wizard and vampire can see ghosts by default(like in Charmed or Harry Potter), you can see them with this perk, but if being able to see them is a power unto itself even amongst mages, then you can't. As for toggling the perk off, this is for worlds like Percy Jackson and Pact, where ignorance actually is a form of protection. When you do so, you regain said protection, but don't expect the world to forget you just because you've forgotten it.

Strength to Rule presumes you have the minimum level of supernatural abilities necessary to police supernaturals. As in, if only mages can police magies, then it assumes you are a mage yourself. If normal people can get in on the policing a la Buffy, then it assumes you're a normy.

Exclusive Magic can only provide a form of magic that already exists in the setting. If the rule is only the Avatar can bend all four elements, then fine, you can take that. If the rule is *no one* can bend more than one element, then you have to buy each one individually.

Organization makes the minimum possible changes to the past will be made to incorporate your organization to its new jump. Individual members do not follow, but new members will be very similar. Some specifics may change. If you work for a secret department of the US government, and import it into a setting where there is no US government( possibly due to a lack of a US) your organization may be a secret conspiracy or it may work for a different, local government. Abilities and technology may work somewhat differently in new settings, but you and all members will know how. You may choose to have local variants of your species powers, technology, and superhuman species replace the originals, but only for that specific jump. You may take this multiple times for multiple organizations, including organizations from past jumps. If the primary purpose of your organization is jump specific, then it can be imported too. For instance, if you're an order of vampire hunters, and there are no vampires in the new setting, you may choose to have vampires added to the setting.