Generic Buffy Fanfiction

Welcome to the Buffyverse where Buffy became a vampire, Xander became the champion of Janus, it's Halloween every other week, and magic has rules more relaxed than a stoner in a hot tub! Welcome to Generic Buffy Fanfiction! In this jump you may take any Buffy fanfic you like and jump through it, or alternatively jump through the vanilla universe with generic fanfiction tropes added, making it your very own Buffy Fanfic. Take 1000 Choice Points and good luck! The Hellmouth awaits!

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Time and Place: Start whenever and wherever you like. This is a fanfic jump, go nuts!

Origin: What kind of character will you be?

Drop-in: You're the nobody from nowhere that just isekai'd on in. Enjoy being a wild card.

Fighter: Lots of problems in this world can be solved with violence, and you're able to handle yourself in a fight. You could be a member of the local police officer or in the military, or maybe on a local varsity sports team.

Sorcerer: Despite it being extremely apparent, most people never notice that magic exists. You are not most people and have been introduced to the art of witchcraft and given a rudimentary knowledge on the subject. You'll have contact with a few witches to help early on.

Engineer: It's not fun being a nerd in the 90s, but everyone likes cool gadgets. You've got a good head for tinkering and an encyclopedic understanding of pop culture.

Race: So what race are you?

Human [-200]: No racial abilities at all? Well okay, take another 200CP for your trouble.

Android [200]: You didn't quite appear in this jump so much as you booted up. Where you came from, nobody knows. This android form comes with its own super strength akin to a vampire, durability as you'd expect from someone with a metal skeleton, and of course the means to keep yourself repaired. You've been imbued with your magical essence in your power core, meaning you are compatible with all your powers and can still perform magic. You can charge your batteries by sleeping, but if you plug yourself into a charger you'd never need to sleep.

Vampire [0]: Vampires are zombies possessed by demonic reflections of their former selves with a virus transforming them into terrible bloodsucking predators. They never age, and can only be killed by fire,

wood touching their heart, decapitation, holy water, and of course sunlight. They do have super strength, and can convert humans into vampires by having a human drink vampiric blood, then draining their human blood. Optionally, you may have a soul if you aren't into extreme sadism.

Werewolf [0]: Werewolves transform into monstrous creatures every full moon, and often choose to chain themselves up during this time, as they will indiscriminately hunt down prey, even if it's a loved one. With enough training and time, werewolves can learn to suppress the transformation during a full moon, and even trigger it at will. Even in their human form, werewolves have enhanced senses, smelling and hearing threats from afar. They can always tell when other werewolves are near.

Half Demon [100]: Not necessarily a proper half demon, it could just be demonic ancestry. You may choose any demon or create a custom demon to have mixed into your human blood. This will manifest as you gaining minor versions of that demon's strengths and weaknesses while retaining your human form. You may also shift into your true form, which will be a more human looking version of the demon. Beware, many demons look down on half breeds, so keeping this identity hidden is advised.

Lesser Demon [200]: You may choose any demon species or create a demon with powers on on the scale of a vampire. Canon examples include Deathwok Demons, Brachen Demons, Empath Demons, Loose Skinned Demons, The Gentlemen or even Turok Han Vampires since they still have the vulnerability to sunlight.

Greater Demon [500]: You may choose any demon species or create a demon with powers strong enough to give Buffy or Depowered Illyria trouble. Some examples are Mohra Demons, Kleynach Demons, Trolls, Vengeance Demons, or a weakened Old One.

Perks: Every origin gets their 100 CP perk for free, and the rest at a discount.

Clever Quips [100]: You've got a sharp wit about you, always having a clever comeback or a perfectly crafted insult for any interaction.

"I'm a rebel, you're an idiot" [100]: You radiate cool, no matter what you're doing. Be it stoicism, loving to party, being a badass… whatever it may be, you'll always be accepted as being the epitome of cool in any social group. Even if you do things that are typically uncool, people will think it's cool when you do it.

Enchanted Beauty [100]: This is the unbridled force of fanfic beauty. You are quite literally the most attractive being to ever walk the jumpverse, and nobody can ever deny that even if they've been hypnotized by Jasmine. Your movements are graceful, your voice doesn't make you cringe when you hear a recording of it, your sense of fashion will set trends, you always smell nice, you'll always have perfect teeth and hair, and even beyond that there's just something about you people can't quite explain. This effect runs so deep that romance will always be an option, as people's sexual orientation seems to make an exception for you if they wouldn't ordinarily be into you. This isn't the same effect as a love spell that makes people ravenous for you like a love spell gone wrong, and it won't work as well in alt-forms. If you turn into a sludge monster, people won't be attracted to you but they'll all still agree you look pretty cool. Furthermore, your attractiveness cannot deteriorate. You can't get fat, your teeth

cannot yellow, your skin won't blemish and dry out. You can still age, but extremely gracefully. Also, being a beauty perk, this wouldn't be complete without the standard "you can't get STDs or get anyone pregnant unless you want to."

Intimidating Eyes [100]: There's something about you that makes the truth of your power obvious, maybe it's a subtle aura, maybe it's a look in your eye, or just the way you speak. Whatever it is, you can easily reveal the scale of your power to anyone without actually showing it. This won't tell them specifically what power you have, but if you're much more powerful than them, they'd know going against you means certain death.

Old Fashioned [200]: So long as you yourself are not using modern weapons, your enemies will be extremely hesitant to use modern weapons against you, and when they do they are drastically less effective. Vampires technically could just shoot Buffy, but they never do, even though she's used flamethrowers, a rocket launcher, and even C4 in the past. You still will encounter guns from time to time, but so long as you're not currently using one they will be no more effective than medival weapons, though you may get a clean shot through the shoulder.

One Reality, Many Versions [200]: Reality is reality, and nothing can ever harm your grasp of it. Illusions, memory replacement, insanity, etc cannot penetrate your mind, and you will be made instantly aware of what was attempted to be changed. This perk extends to reality warping effects as well; if somebody altered the timeline so that Buffy never came to Sunnydale or changed reality to retroactively give you a little sister, you'd know it. The old and new memories won't confuse you, and you may continue on without missing a beat. Finally, these changes can never directly harm you. Time travelling villains can go back and kill you as a baby, but they'd return to the present to find you still alive. Reality benders cannot erase you, nor could they erase people's memories of you. No matter how much somebody fucks with the world, you're a constant.

Contrived Luck [200]: What's a fanfiction without contrived luck? You've got incredible luck at your service to help ensure you have a good time. Yes, this will help you a lot when gambling or have cops not paying attention when you're speeding but that's not what you're here for. The power of this luck depends on circumstances; it will hold back if you're fighting significantly weaker enemies, but when you find yourself in a dire situation it will make you perform up to twice as well as normally. This perk is at its most powerful when trying to inject you into stories. Maybe on your first day of school Willow is assigned to be your lab partner or perhaps a vampire comes after you while Buffy is on patrol. This perk is aware of your desire, so if you're evil it could bring you into contact with The Master JUST when he's looking for some hired help.

Prophetic Visions [200/400, Discount Brachen Demon]: You're not seriously going to spend CP on a headache, are you? Well here you go, you get prophetic visions. These visions will give you the aforementioned headache, and glimpses of notable events nearby. If you're a demon hunter, you'll see where demons will be attacking people. If you're a cop, you'll see crimes ahead of time. Whatever you would want to know is a potential target for your visions. The visions won't necessarily be clear, and will require some investigating to understand, but nothing too difficult to decipher. If you buy the 400 CP version of this perk, the headaches are gone and the visions will be clear with far greater detail. In time this can progress to a proper psionic connection to the Astral Plane, allowing you to commune with powerful spirits and seek visions out at will.

Demon Blood [400, Free All but Human and Android]: Maybe you are a demon, maybe you're a half demon, or maybe you merely had some dark power infused into you through a ritual. In any case, you now have demonic blood, and have access to the "Demonology" section of this jump. This perk is free for all races except human and android.

Share The Power [400]: One slayer wasn't enough for the world, and maybe one jumper isn't either. With this perk, you may give some of your abilities to others. It starts off as a seed, awakening slowly, but in time will grow to its full power with the same "it just works" fiat backing your powers have. You can use some of your energy to expedite the process, but it will take time for your powers to recover after doing so. You can set limits on these powers, such as removing attributes or just capping them at 50% of it's intended power level and such, or they only have the power for 24 hours etc. This can be used for your powers and magic you know, but also any abilities you've bought in a jump doc. This could be beauty and luck perks, skills you paid for, charisma, intelligence, and even perks that simply make them immune to boredom or mental trauma. Finally, you retain the ability to remove these powers from anyone you gifted them to.

Primeval Fusion [400]: A simple ritual, you are able to merge your essence with those of your allies, becoming a being several times more powerful than the sum of your abilities. All that is required is that your allies join hands (or claws) in a circle and willingly give their power to you. Ordinarily, this fused being would be a hivemind, but since you're paying for it, you will be dominant personality with your allies being internal voices. You have access to all powers, skills, and abilities of all involved in the fusion.

Like A Corked Bottle [400]: All powers, abilities, skills and perks are beyond being interfered with. Your powers always work as intended and exclusively for you. No beings may remove, restrict, copy, or fully understand the mechanics of your powers without your explicit permission. This also applies to any technology not native to a jump.

Ancient Empowerment [400]: CAPSTONE BOOSTER. Just as the very first slayer was empowered with the essence of a demon, you too have been greatly empowered by an ancient essence. This empowerment comes with the obvious physical enhancement we see in slayers, as literally being a slayer is one way this perk may manifest, so it will come with the super strength, the durability, healing slightly quicker, general threat detection instincts, but that's hardly all you get. Your empowerment reflects your origin, drop ins and fighters get the aforementioned super strength, but sorcerers and engineers can trade this for magical power. You also get this whole Chosen One vibe going about you, such that ritual, magic, or mad science project that uses your blood is now twice as effective. Finally, by having this "chosen one" blood, your blood can be substituted for any blood seals meant for specific people. Your blood can open the Seal of Danzalthar even if you're not a vampire, your blood can substitute for lamb's blood in a plagues of Egypt type scenario, your blood can open (and shut) the gateway to Glory's Hell Dimension. This also extends to any item that's restricted by users or race, you can use anything you can get your hands on. You're just really special.

Chosen of Jumpchanus [800, Discount Ancient Empowerment]: Even Xander can become a godslayer when chosen by the Roman God, Janus. You now similarly have a deity that's chosen you as their champion. You may chose an existing buffyverse god like Osiris or Hekate, or perhaps import a god like Amaterasu to get some dope fire magic for instance. Alternatively, you may chose a primal being to merge with a Primal entity to control their essence. Functionally, it doesn't matter if powers are given by god blessings or primal empowerment as, by paying CP for this power, the god won't require you to do

things and the primal spirit will never try to take control. This perk puts you roughly on par with Illyria, pre nerf.

Relatable [100, Free Drop-in]: You will never struggle to connect with people. No matter how smart you are, you'll be able to connect with the smartest incarnations of Willow to the dumbest incarnations of Harmony. Dawn being a giantess won't isolate her from you, nor will Fray being from the future, nor will the fact that you may be thousands of years old at this point in your chain and regular people with their mere decades seem like toddlers. Differences in intelligence, power, background, or form won't interfere with your ability to form a genuine connection with people.

Under The Radar [200, Discount Drop-in]: Authorities who don't specifically deal with the supernatural are very unlikely to notice you or anything you do related to demons. If you leave an apartment wrecked after fighting vampires, the police won't connect it to you. Chasing demons through the streets on a motorcycle wielding a sword? Cops mysteriously aren't there. If you're a vampire, you won't encounter police while trying to feed, though if you're just trying to rob someone this protection won't work.

Alignment Reassignment [400, Discount Drop-in]: You have a way about you that can reach just about anyone. For you at least, nobody is beyond turning back from their path. The darkest witches, rogue slayers, ensouled demons, desouled demons… All of them can be turned from the path of evil so long as you're there to show them the error of their ways with violence. So long as you can subdue someone with sentient intelligence, they will become far more receptive to your message. Unless someone is literally a single not manifestation of evil, you can turn them to an equal level of good. They will connect very strongly with you after their transition, and you may have trouble getting others to come around to accept them as atonement may not be possible, but they will have a genuine change of heart. This may require multiple "therapy sessions" for people who are very far gone in their alignment. Of course, this also works in reverse; using this to transform a pure soul into a monster much like Drusilla. If you are magically inclined, this allows you to remove souls from humans, or restore souls to vampires, or even grant souls to demons who never had one to begin with. This perk works better with stronger alignments, and is has a notably reduced effect on neutrals. Damn filthy neutrals.

Yet Another Halloween Fic [600, Discount Drop-in]: You can now create magical Halloween costumes which enables the wearer to take on the personality and powers of the costume. The total power of all active costumes cannot exceed the power of the one who made them, and they mute any powers the users would otherwise have. You can choose whether or not this overwrites the memories of the user or merely impacts their mannerisms.

CAPSTONE BOOSTED: The costumes may now manifest into their own living forms. The clown make up and purple suit will actually form into The Joker or that pair of cat ears becomes a cat. The form will be true to your vision of the costume. The limit to this is the same as before, all active costumes together cannot exceed your total power. The living costumes and worn costumes are in separate pools though, so you can have one person equal to your power by wearing a costume, as well as one living costume equal to your total power. Regarding living costumes powers, this works per attribute; you may be a million times stronger than a base human, but if you've only got 10x the mental processing power of a base human, you cannot make more than 10 costumes with human level intelligence, or 5 costumes with double human intelligence.

Face Punchery [100, Free Fighter]: You gain the skill of a Buffyverse fighter; martial arts expert, pre-gunpowder weapons expert, familiar with all modern + weapons you encounter. The skill from this perk alone is enough for a human with no powers at all to take on 4 regular vampires with their bare hands.

Monster Slaying [200, Discount Fighter]: Most demons are pretty straight forward, a few pokes in the goo and they're dead. Others, not so much; barring decapitation vampires are immortal if you don't have a substance that specifically hurts them, ghosts are incorporeal, and Mohra demons need their face jewelry to be smashed to die. While countermeasures are always useful, you can now do the job with brute force. Vampires will die if you harm them enough and you'll still mostly phase through a ghost but they'll take a bit of damage in the process. Furthermore, there's no such thing as "immortal" or "indestructible" to you. Those merely mean "extremely hard to kill" and "extremely hard to destroy."

Hacksmasher [400, Discount Fighter]: There are all sorts of hacky abilities, banishing spells, seals, mind control, memory spells, BFR spells… Even a mid level witch could escape a god's wrath with these. Not you, however. You have a resistance to all hacky abilities that would let someone much weaker than you squeeze out a win, provided they are indeed much weaker than you. Brute force is inefficient, so you must be significantly stronger to be flat out immune to these hacks, but you will be resistant to their abilities proportional to how much stronger you are. Instant death magic would kill you if they were your equal, nearly kill you if you were slightly stronger, and it would have no effect at all if you are an order of magnitude more powerful than them.

Master of arms [600, Discount Fighter]: Anything you can wield, can at will, channel your powers. Super strength make a gun's bullets shoot harder, super speed makes it shoot faster, and the bullets can be imbued with your magical energies. In the hands of a slayer, a wooden stake could punch through a robot's metal shell, though this isn't to say weapon quality doesn't matter, as a slayer with a metal axe would still hit considerably harder than one with a wooden stake. Furthermore, weapons become perfectly compatible with you; a holy sword could easily channel demonic power in your hands.

CAPSTONE BOOSTER: This now greatly enhances your relationship with all items, allowing fragments of your power, skill, and knowledge to remain in the item when you're done with it. The more effort you exert while using the item, the more of your essence is reflected in the item. The item will, in turn, begin boosting the powers it has absorbed whenever you wield them. If you loaned a weapon out to someone, they would find themselves having some of your powers, skills, and knowledge that pertained to that particular weapon. A hammer you used to build a house would make anyone wielding it more proficient in construction, and the pen you used to write down your biology notes would make someone better at biology.

Sorcery [100, Free Sorcerer]: This is a very wide but shallow understanding of magic. You know a bit about all magics, but nothing in great detail. This is only a starting point however, as you have explosive learning potential regarding all things magic. Your ability to research is increased tremendously. You'll never take too long to find whatever information you're looking for, and when you do you absorb it like a sponge. With some practice, you will no longer need to read books and may simply touch a book to absorb its contents directly into your mind with a full understanding said contents.

Arcane Bloodhound [200, Discount Sorcerer]: You can sniff out magic, and your magical palate is incredibly refined. You can sense when magic is affecting someone nearby passively, then upon investigation you'll be able to determine the nature of the magic. Upon further investigation, it won't take long for you to figure out where it's coming from, how to stop it, and by directly tasting something

impacted by magic you might even be able to determine the exact ritual and reagents used. Suffice it to say that this will let you detect, counter, and replicate most magics.

Ancient Tongue [400, Discount Sorcerer]: You are fully fluent in all languages you encounter, though that's only the tip of this perk. You additionally gain your very own ancient language, complete with its own alphabet and numbers. This language empowers anything it touches. Magical incantations evoked with this language will produce a much more powerful spell, magical seals using runes of this language will be much stronger, and if you teach it to others, conversations in this language will communicate your intent perfectly with little effort, and people will have a much easier time remembering things taught to them in this language. Even software written in this language will be more effective! Even things bound to specific languages such as curses that must be spoken in perfect Latin or a door that requires you to say the word "Friend" in Elvish. Being that this language is meant to be as old as time itself, any ancient beings (gods, demigods, really old demons...) will recognize this tongue as something older than time itself, and will take you much more seriously if they hear you speak it. For convenience, you can enable anyone to understand this language when you speak it without them knowing the language.

Magical Inversion [600, Discount Sorcerer]: All things exist in the balance, even the supernatural. This power allows you to take any powers backed by jump fiat and allows you to inverse the effects. A ritual to share the powers of the slayer with all potential slayers could just as well be used to take away Dracula's super vampire powers from Toru's vampire clan after they learned his secret. Healing magic causes flesh to decay, shrinking to the size of an ant now grows to the size of a skyscraper, an AOE strength buff for your allies becomes an AOE debuff for your enemies, invisibility becomes blinding light, invading someone's mind could drag them into your mind, etc.

CAPSTONE BOOSTED: Rather than simply inverting the effects of an ability, you may now invert the targets of an ability, allowing you to make your self target abilities hit other targets. You may choose to not invert the effect, and simply use this to loan out some of your super strength to your allies, but you can also use it to inflict super weakness on your enemies. Durability can be inverted to make a brick wall as sturdy as wet cardboard, mental quickening could make someone into an idiot, supreme luck could cause someone to step on a rake and have it smack them in the face... Twice!

That was then, this is now [100, Free Engineer]: Anything you personally create is extremely effective against magic. A demon who cannot be killed by a weapon forged of man can't stand up to a rocket to the face, and you are the embodiment of this concept. Bullets will hit demons harder, vehicles can crash through magical forcefields, you could even make a cloaking device that magic can't detect. This does come with a general skill for craftmanship, making you comfortable with most tools.

STEM Studies [200, Discount Engineer]: You are extremely knowledgeable in 21st century sciences, from biology and physics to engineering and computer science. You've got a mind for design and the hands to bring it to fruition. With the proper tools you could build a car from scratch, and with time you can engineer all sorts of countermeasures for the vampires and demons of this world (or the slayers if that's your priority). Things like a can of spray paint loaded with holy water mist is a good start, but laser weapons which can sap the unstable powers of a god are certainly doable if you have access to the tools to make it. This perk will give you an equivalent mastery of all sciences in future jumps

Genius Upgrade [400, Discount Engineer]: It wouldn't be a proper fanfic without having intelligence so unreasonably high it borders on the author just telling certain characters what's going on. This comes

with a perfect memory, virtually unlimited multitasking, and an enhanced intelligence which makes even the most wanked versions of Willow and Fred dizzy just trying to keep up with you. Your ability to process information is so great that your ability to improve your skills is increased by an order of magnitude, and all skills and knowledge you gain will never degrade. Furthermore your mind is dizzyingly large and fast, any attempts at reading your mind would disorient the perpetrator, and attempts to invade your mind could be anything from simply failing at it to going completely mad from gazing into the swirling abyss. Psionic attacks could never keep up with your mind, in short, your mind can never be tampered with by a hostile force in any way.

Magical Mechanic [600, Discount Engineer]: By definition, anything that exists as part of the universe is natural and is therefore subject to engineering no different than physics, chemistry, or biology. Cybernetic human/demon hybrids is certainly doable, as are computers that perform location spells and summon power from a massive reactor stored in a pocket dimension. Magic's erratic nature is never beyond a mathematical equation to account for the variance, and even spells that require a living being would easily accept one of your AIs.

CAPSTONE BOOSTED: This now extends to any abilities you have. Your creations are inherently linked to you and are receptive to your powers. You may have trouble finding a way to provide enough energy to machines to let them wield your full power, but you at least have the means to imbue any ability, perk, or attribute into your creations.

Items: Any items bought here can freely be merged with pre-existing items or with each other for free. Take a +400CP Stipend for this section

Stake [50]: More durable than it rightly should be, this wooden stake is always sharp and can be summoned at will whenever needed. If broken, it will return to pristine condition when summoned

Band Candy [50]: An infinite supply of chocolate that makes people act like their teenage selves. This lasts 24 hours per bar consumed.

Beer Bad [50]: A bottomless keg of any beer you want, though the beer will make those who drink it act like cavemen. Effects are temporary, wearing off like a bad hangover

Nice Jacket [50]: An iconic piece of clothing that radiates your essence, when people see it, they think of you. When you wear it, you radiate cool. It's not indestructable, but it will mysteriously avoid damage more often than it should, and it returns to pristine condition every day. If stolen or lost, it will find its way back to you within a day.

Motorcycle [50]: A quality motorcycle for you to ride. It always has it's registration taken care of, unlimited fuel, never needs to be maintained, can be summoned, and even drives itself if you want to just zone out. In other settings and times, it optionally take an appropriate single rider vehicle or even a horse with the same abilities. It can always be a motorcycle regardless of setting.

Necrotempered Glass Spray [100, Discount Vampire]: An unlimited spray can that can turn any glass into necrotempered glass, protected vampires from the sun's light while still letting light pass through. Any

glass you spray it on permanently gains this property, though it only works on glass. In future jumps, this will apply to any beings who are sensitive to light.

Bags of Blood [100, Discount Vampire]: This minifridge is packed with bags of human blood for feeding vampires, giving transfusions, or whatever rituals require blood.

Demonology 101 [100]: A textbook with effectively a wikipage on all magical beings in the jump. Typically you'd just see generic pages for monsters, but if someone is notable enough it would have entries on them. The knowledge is as good as any books in the setting could provide, as well as updating with anything you know. This can come with a digital copy as well

First Aid Kit [100]: This kit includes a replenishing stock of all your typical first aid items; bandages, disinfectant, antibiotics, antihistamines, stitches, slings, stints, etc. Anything treated with this kit will heal twice as fast, and see the lingering pain reduced drastically. It even works on robots and undead if you don't look to closely at it.

Local Club [200]: Much like the Bronze, this local club will always be popular no matter when or where it is. It will give you 100k USD per year (adjusted for inflation), as well as just being a great place to blow off steam. Despite the music blasting, you'll easily hear people talking to you. Nobody can get alcohol poisoning or overdose on drugs here, and it will always be packed with 10/10 people who are attracted to you. Comes with a private VIP lounge, an unlimited supply of booze, drugs, music... whatever you need to blow off steam.

Nigerian Zombie Mask [200]: A cursed mask, summoning a horde of zombies, is now yours. The mask won't do anything without your command, but you can use this mask to summon zombies seemingly from nowhere, or alternatively have them dig out of nearby graves. If you actually wear the mask, you can give direct commands to your zombies.

Sacrificial Doll [200, Discount All after the first purchase]: This doll, about the size of a human child, can substitute for a human sacrifice in any ritual that requires one. The doll will need a month to recharge between uses, so if you have a large demand for sacrifices without the mess, additional purchases are discounted

Love Charm [200, Free "The Zeppo" Drawback]: Love is a misnomer here, as this is actually an infatuation charm. It can take the form of something like a jacket, a watch, a ring, or even a temporary tattoo. While wearing it, all people of your preferred gender will be irresistibly attracted to you. Initially it won't be so bad, but after a few hours it will start to ramp up to full on obsession, with even powerful villains betraying their cause and friends turning on each other for you. Since you're paying for this, removing the charm will instantly break the magic. Those affected won't have a detailed memory of what came over them unless they know about the charm. If you've got "The Zeppo" drawback, this item is free.

Proper Afterlife [400]: Unlike the Heaven and Hell dimensions, this warehouse attachment is a much more proper afterlife. If you have access to someone's soul, you can send it here to be kept. It could be a personal heaven for those dearly departed, or eternal torture for those who escaped judgement in life. You can customize this to be some elaborate paradise or just simply have them be on fire forever, or just

have their own minds create an afterlife for them. Maybe you can use this to reform people and resurrect them later, or simply put them here to prevent their souls from captured.

Jar of Osiris [400]: The bridge between life and death is one travelled both ways, and Osiris is once such deity that has helped people return from the grave as they were in life. This jar is the central component of the resurrection ritual, and being that this is a fiat backed item, it's ditched the "only works on those who died of supernatural causes" rule. Furthermore, this jar can be used to easily commune with the dead and even ancient spirits that would ordinarily require a trip to the middle of the desert.

Box of Ascension [400, Discount Demon Blood]: Everyone wants to be at the top of the pyramid, but ascending is no simple matter. For you however, this is your elevator to ascend to be a member of any species you want. This box can consume the essence of a demon, and empower you with it. First, you will need a freshly killed corpse of the demon, then leave it in a safe location with the box for a few hours. Once the box has absorbed the corpse, it will produce crab demons for you to consume, you must eat 100 of these little bastards in a ritual more on the gross end of things. After a few days, the transformation will begin, and after a month you will be a full fledged member of that species, with all the powers and weaknesses that entails. You may gain this as an alt form, reverting back and forth at will, It takes a year for this form to stabilize, so you may not use the box again until one year since you've consumed the crabs. Happy Ascension Day!

Musical Talisman [400]: So, you want the world to have a bit more fun in it? Well sure, you've got it! This Talisman summons the spirit of rhythm to your town, causing people to spontaneously break out into song, with choreography, backup dancers, and background music coming from nowhere. These songs can bend the rules of reality a bit, enabling people to sing a ballad without those nearby noticing. People won't burst into flames this time, nor will they seem to ever mention it after the fact. Once the song is over, life is back to business as usual, though any epiphanies people had through their songs will be remembered.

Hell Dimension [800, Discount Greater Demon]: A dimension of your very own! It may take any architype you want, being a proper hellish fire and brimstone type, a frozen waste, a massive forest, etc. This dimension must be dangerous, full of dangerous predators, demons, magical beings, and environmental hazards that would make an average human unlikely to last a day. Some attributes of this dimension can be changed from Earth; for instance, the sun might not harm vampires, rather transforming them into beasts. The residents of this dimension can be humans who have adapted to the dangers, whatever non human race you are, or you may alternatively select any alt form you have as a template for the population here. Their technology will begin at medieval with some understanding of magic, though you can lead them to progress further in time. Regarding size, your dimension's landmass will begin about the size of California, but it will double in size every 10 years, eventually simply adding new planets. You can change the race and environment of your hell dimension at will, but doing so reverts any progress to the people and size of your dimension back to the base. Opening portals to this dimension is taxing; you can travel back and forth freely, bringing a few people with you. Sending a dozen or more people would require some energy, and opening a large portal where armies could pass would require enough power to bring about an apocalypse. The final thing to know is this is your dimension, and it knows it. Your powers are increased by an order of magnitude here, the people here worship you as a god and can never turn on you now matter what, and even the land itself seems to avoid harming you.

Comfy Bed [100, Free Drop-in]: This bed is comfy, like REALLY comfy. Anyone could lay down in it and fall asleep instantly, feeling years younger when they woke up. Aside from being fiat backed to just be an absurdly comfortable bed, the true purpose of this is to protect you from things that go bump in the night. If anything means you harm while you are in this bed, you will be woken up ahead of time fully rested, regardless of how long you actually slept for. Lots of things go bump in the night, but they can never catch you sleeping. Any properties you own will gain a copy of this fluffy heaven.

Mansion [200, Discount Drop-in]: The most humble of jumper homes, a mansion! fitted with gargoyles and all the comforts of a modern home. It will have it's own self-sustaining power source, water source, heat, air conditioning, cable, and high speed untraceable internet, as well as a replenishing stock of any food you could ever want, be it steak, candy, or blood. The Mansion is self-cleaning, self-repairing, though it will understand intentional changes. It can change its aesthetic to match different settings, while it would still maintain access to modern amenities as a Roman Manor. This Mansion will also keep things hidden from the public, so unless someone is specifically looking for you or what you're doing, they won't notice weird flashing lights or loud monster fights or just throwing a party for all your friends. This mansion is legally yours in all jumps, and will never attract scrutiny from anyone, and can alternatively be a warehouse attachment with a small plot of land.

Sleazy Bar [400, Discount Drop-in]: This is a bar where everyone goes to unwind and drink, run by a bartender who's got a pretty ruthless enforcement of his "no starting shit in my bar" policy that would take a god to defy. This bar is a crossroads of people looking for work, anything from mooks with the inexplicable level of mook kung fu they know to specialists who could launch psionic attacks on a Big Bad if needed. It's also a pretty good source of information; if you need a lead the bartender's heard some rumors. If you've got the money, this bar will let you hire setting appropriate minions of all calibers. If you've got a few billion laying around, you may even find a former slayer turned vampire or an ancient demon who could go toe to toe with even a Super Xander.

Apocalypse Insurance Policy [600, Discount Drop-in]: The Powers That Be have seen doom after doom come to the world, and they're almost always resolved by a ragtag team of scoobies at the last second. Surely, in all of the world, somewhere, sometime someone's dropped the ball. You now have a document, signed by Jumpchan herself, that states once per jump (or every 10 years), you may negate an apocalyptic event that's come to pass. This rewinds time to just before the event, then erases it. Angel sucked the world into Hell? Well now we're back and his statue is gone. Glory broke the barriers between dimensions? Nope. Dawn's back at the top of the tower and the portal is broken. You, and anyone you allow, will remember the events of the apocalypse, though the rest of the world will never know. Alternatively, this may revert anything, including death, that caused your chain to end, and similarly preventing it. Post spark this document loses the "once per 10 years" clause.

Personal Arsenal [100, Free Fighter]: You have a replenishing stock of every weapon, armor, and piece of gear in a jump's history that was wielded by infantry. In addition to typical weapons, demon hunter weapons such as stakes, holy water, and wet wipes are included. It will always have enough gear to equip you and your friends, or possibly outfit your high school's graduating class with flamethrowers, though it couldn't outfit an army.

Pain Pills [200, Discount Fighter]: Fighting is a gross business, you get cut, burned, covered in blood, drool, coughed on, vomited on, bitten… Well these pills are here to help! They will greatly increase your pain tolerance and amp you up, greatly boosting your focus and instincts, as well as protecting you from most poisons and diseases, mundane and supernatural, for about an hour. Just imagine Buffy on meth.

These pills cannot cause you any harm nor will they hinder your judgement in any way, and taking multiple at once only extends their duration. You will get a replenishing stock daily.

Personal Gym [400, Discount Fighter]: This gym, filled free weights, machines, punching bags, dummies, a shooting range, and a sparring ring, is meant to train the body to the peak of its performance. Any skill that relies on training the body will advance quite rapidly, and no matter how proficient or strong you become, this room will take you further. You could punch through a planet, but the punching bag here will still give you a workout. So long as you're in this gym, you have unlimited energy and motivation to train, and it will feel like watching a training montage. Skills refined in this gym will never dull, and physical growth attained here won't atrophy. This gym can provide trainers for any physical activity you want, from a karate master to a professional thumb wrestling coach, and no matter how skilled you are, they'll always be able to help you improve. Finally, this gym has a customizable arena for practice. Ideally this is for sparring, but you could make it a basketball court with NPCs or a racetrack. This arena is indestructible and can be as large as it needs to be, so feel free to use your powers with reckless abandon. You can bring friends in and nuke them, and they'd be fine as soon as the match ended, or the gym could fabricate any enemy you desire, though this can only be done for training purposes. Any powers you steal would be lost after the match.

Primal Weapon [600, Discount Fighter]: Any medieval weapon of your choice, this weapon is entirely indestructible, can be summoned at will, and refuses to be wielded by anyone but its rightful owner. It forms a bond with its owner, sharpening fighting instincts and accepting any powers channeled through it, but it's true purpose is to bring death; any wounds inflicted by this weapon cannot be healed without its owner allowing it, no matter how powerful the enemy's regeneration and healing factor or magic is. This weapon can kill enemies by raw damage, even if they ordinarily wouldn't die from the wounds sustained, such as stabbing a vampire through the gut or decapitating a Deathwok Demon, and even ghosts aren't safe from this weapon. To take this a step further, death brought about by this weapon means DEATH. No resurrection, no undeath, no uploading their consciousness to a clone, that person and their soul trapped by the weapon. You can choose to set them free, keep them imprisoned, or simply remove them from existence at that point.

Bag of Tricks [100, Free Sorcerer]: This small bag, satchel, purse, or fanny pack, has an unlimited supply of low level magical items. This could be vials of holy water, flowers for charms, and for those telekinetically inclined, a bag of knives. In addition to what the bag produces, it can also act as void storage for anything that can fit in the opening.

Magical Focus [200, Discount Sorcerer]: A small trinket of your choice, a floating crystal orb by default, that acts as an extension of your will. You can use it manually to channel your powers with enhanced precision, but it's main purpose is its ability to channel your powers without your command. Almost like having a 2nd set of arms, it will draw power from you to support whatever you're doing, be it using your telekinesis to catch you mid fall to zapping vampires that get too close for comfort. It could even assist you in rituals!

Magical Hideout [400, Discount Sorcerer]: You have your own lair when you need a ritual done with no interruptions. This lair is not protected from intruders by default, but rather relies on being hidden. It is absolutely immune to all forms of scrying, teleportation and magical tracing so that no hostile power could ever locate or summon something or someone from within the lair. The only way to find this lair is to physically locate it and physically enter it, even if you were to telepathically communicate with a god they wouldn't have the slightest idea where you're contacting them from. A wanked hacker could try

tracing a computer in the lair but would only conclude that the computer is "somewhere on the internet." This lair also has a replenishing stock of magical reagents, having an unlimited amount of common supplies to a small stock of things that are all but unique that replenishes every 6 months. You couldn't get a sample of Buffy's blood from this, but you could get a vial of generic slayer blood. Once per day you may instantly teleport back to this lair in a completely untraceable manner for no cost, and once per month you may change the location of the lair to anywhere in the universe or even in and out of your warehouse.

Secret Coven [600, Discount Sorcerer]: An ancient coven of about a dozen witches is ready to serve you. It has about a dozen or so members in a hidden sanctuary, and their power is exceptional. They will have a knowledge of magic beyond anything the Watcher's Council ever dreamed of, and in other settings they will have an understanding of magic equal to the greatest in their setting. Together, their magical power could compete with the heavy hitters of any setting, though this is only a minimum. The Coven's power will be equal to your own if it's greater than their default power, if not they'll still be exceptionally strong. They will also gain access to any perks and powers pertaining to magic you personally have, as well as being experts in whatever the current jump's magic system is, though they will not retain the magic from a jump unless you also learn it. In non-magical settings, The Coven will still have Buffyverse magic for free, at a minimum power of Glory.

Electro-Gun [100, Free Engineer]: Demons can be such a hazard to study with the claws and violence, but fear no more! You have a rifle which shoots arcs of electricity, capable of knocking out nearly any demon. This gun is compact and never seems to run out of charge. Alternatively, it can come as a badass looking gauntlet.

Magelectric Converter [200, Discount Engineer]: A replenishing supply of tanks that can store some for of magical energy. Once stored, the tank can convert electricity into this form of magical energy, or that magical energy into electricity. These tanks are fiat backed to sustain even the most volatile magical energies, and while this doesn't guarantee whatever machine you're building can safely use the energy, the Magelectric Converter will never be harmed by magical energy stored inside it. You can have as many of these as you like.

Workshop [400, Discount Engineer]: What's a tinkerer without a place to tinker? Here is a creator's paradise! A massive underground workshop with any equipment you'd need, be it for building robots, synthesizing a vaccine, an art studio, or even a kitchen. If it involves crafting, it can have the equipment for it. This workshop has an unlimited power supply and provide you with any amount of common crafting materials. The workshop can provision rarer materials from the current jump as well as any previous jumps, but only if you're actually using them for crafting and are not unique items. The workshop can have sections dedicated to research, bots dedicated to assist with the work, high tech scanners to analyze anything you bring in to understand its architecture and run diagnostics for repairs, or maybe even medical scanners for captured demons you'd like to understand better. While in this workshop you are immune to boredom and fatigue, being truly in the zone with whatever you're working on, and all thing produced here will be of a noticeably higher quality. Once per year this workshop may create an item with fiat backing, having it never need to be maintained, reloaded, refueled, and it will respawn 24 hours after being lost or destroyed, or simply add fiat backing to a pre-existing item. Post spark this limitation is removed. In future jumps this can be a warehouse attachment or placed in a similar location with self-sustaining resources.

Jumper Incorporated [600, Discount Engineer]: A massive, nebulous megaconclomerate that doesn't specifically do anything, but does a little bit of everything. This corporation will be among the largest in any jump, but won't ever attract attention. The average person will always react with "oh yeah I think maybe I heard about them, they make the green fuzz on tennis balls, right?" Well, that may actually be true but that's far from their intent. This corporation will dedicate a vast amount of resources to serving you, with a large board who knows of your jumper status but is incapable of ever betraying the secret, be it intentional or by accident. The corporation offers several services with it's CEO Jumper Package! First, it will give you a humble income of $20,000 USD a year! Wow! (and a few billion distributed to various corporate accounts held by off shore shell companies). Speaking of wealth, Jumpercorp has the finest accountants in the omniverse, with a fiat backed ability to launder any wealth you have and move it anywhere in a truly untraceable manner. As an added bonus, it can also use jumper fiat to protect the jump from inflation, so say you have an annual income that's 20x the jump's GDP, miraculously and inexplicably the economy won't be impacted (unless you want it to because you are a dick.) Jumpercorp can also take over and manage any business, organizations, properties, nebulous contact networks, and cults the jumper may already own. If you are the ruler of a country, jumpercorp COULD take over, but also provides the option to rule secretly via puppet governers. With any local governments, Jumpercorp will have quite a bit of clout, even with the least corrupt governments around you'd still have the ability to call in favors, and with more corrupt governments you could have their police force out doing your bidding. Finally, what corporation would be complete without a massive headquarters, with access to it's own labs, armory, restaurants, occult studies division, SCP Unit, legal teams, helicopter pads, and of course, a multifloored penthouse for our dear CEO. This can be imported anywhere in the jump, and in all future jumps, jumpercorp will integrate perfectly with any setting.

Demonic Heritage: This section is unlocked with the "Demon Blood" perk. Lesser and Half Demons may discount any perk worth no more than 400CP from this section. Greater Demons gain a a discount on any perk here and a 200 CP stipend to be spent here only.

Demon Sense [0]: Demons know demons when they see demons. If anyone is a demon in disguise, you'll spot it instantly. If they are a demon of your particular species, you'd instantly know if one was nearby.

Selective Sociopath [0]: You can simply turn off your conscious about specific things. You could be the most sadistic vampire in history and not feel the slightest bit of guilt, even if you reformed.

Eternal [100, Free Vampire / Lesser Demon / Greater Demon]: Your aging abruptly ceases, as well as giving you immunity to disease and poison. If you are a child, you can age to adulthood if you like.

Human Face [100]: You may freely hide any demonic attributes you have for no cost whatsoever, be it your horns, size, cold blood, etc... Unless someone has a method to specifically detect demons, this disguise will fool anyone.

Demonic Strength [100, Free Vampire]: You're about as strong as a world champion strongman, bending metal, throwing motorcycles, and tossing grown men across a room with one arm.

Enhanced Recovery [100, Free Vampire]: Your resilient form will heal at a substantial rate. Stab wounds stop bleeding on their own after an hour, and outright disappear after a couple days though bigger things like broken bones may take a week.

Paralysis [100, Free Gnarl Demon]: You have the ability to paralyze your prey by touch. All it takes is the slightest prick and powerful venom will immobilize any biological beings for hours, even the undead!

Building an Immunity [200]: Demons often have severe racial weaknesses that allow unpowered humans to kill them, but you are no ordinary demon, and as such your racial weaknesses have been toned down severely. A vampire with this perk would find themselves entirely immune to crucifixes, suffering a reaction no worse than mild allergies when sprayed with holy water, and sunlight would go from near instant combustion to severe burns after a few minutes.

"I'm a huge fan of your work" [200]: Some demons have ancient and storied pasts, attracting them a sort of celebrity status among demon hunters. You now have an alias, secretly revered among those in relevant circles. First, you can pick out any nickname you like, and it will always stick and people will take it seriously. You can even have people actually refer to you as Anon! More importantly, anything you've ever done in past jumps can be imported to the current setting as a legend about you, of course adapted for the current setting but they'd get the right idea; if you blew up The Death Star, you'd be known for facing down the armies of an ancient empire here, and people will believe it. There would be documents on you collected throughout the ages, members of the Watcher's Council fangirling to meet you, and perhaps even several books written about you with semi-accurate information. The two important notes here is that if you tell people that you are Anon, they'll believe you, and that this information would not give away specific weaknesses or limitations of your powers.

Hush [200, Free The Gentlemen]: Hunting in populated areas can be a pain when people cry out for help, though there's an easy fix for that. The eerie ability to steal voices is yours. This can come in the form of a ritual that envelopes a town, or a spell you cast on individuals. This doesn't just prevent speech, as it muffles any sound people make with their mouths like screaming or whistling.

Empath [200, Discount Deathwok Demon]: You have the power to sense people's true emotions, the closer you get the more clear the picture becomes. This won't give you access to their thoughts, but with practice you can learn quite a bit from reading people's feelings.

Blood of Eternity [200]: Your blood now has the extremely powerful healing properties of Mohra Demons. For you, this means wounds will close almost as fast as they can be formed, with cuts closing instantly and limbs regenerating in minutes. Your blood can be used as a healing elixir, closing the wounds of anyone it touches, and in the case of vampires it can even return them to life.

Soul Devourer [400]: Demons are predators, and their favorite food is souls. With this perk, you may now devour the soul of anyone you kill, increasing your total power and ensuring they don't rise from the dead and hunt you down later. Doubly Whammy

Old Magics [400]: You and magical have an extra special relationship, like cousins take a bath together! Your magical reserves and the effectiveness of your spells have both been tremendously boosted such that you can rely on your brute force even if you're lacking in the skill department. Dark Magic will come far more naturally to you, but this perk will impact any magical abilities you have.

Transformation [400, Discount Werewolf]: You have a monstrous form you can take, amping up your strength, durability, instincts, and giving you a very feral appearance. Vampires could appear like a roided out gargoyle, Deathwok demons could appear as a hulking Troll, and werewolves (or any demon that already has a transformation) will see their transformations greatly boosted in power as well as being given perfect control over their transformations.

Possession [400]: By entering someone's mind and winning a mental battle for dominance, you may fully possess their body and any abilities they have. You can still be expelled by magic, the host forcing you out with willpower, or someone simply killing the host. Once you've dominated someone, you may relinquish control and remain hidden inside their mind without their knowledge or memory of the possession. They only realize they're possessed while you are in the process of taking control, and if you succeed they will lose that memory.

Hard to Kill [400, Free Deathwok]: Demons don't always die so easily, as their strange anatomy often makes things that looks lethal no more than an inconvenience. Your essence is now in your heart, and unless your heart is destroyed, you will not die. Decapitation will see you needing to sew your head back on and wear a scarf for a while, but damage is ever permanent. Lost limbs, eyes, brain damage... an in tact heart means they'll heal, though it may take some time

Cycle of Power [600]: Your powers are now connected to a specific recurring event of your choosing. During those events, you gain a power boost proportionate to how rare the event is and how long it lasts. If the powers were linked to midnight, you would get a notable boost to all powers between 12AM - 1AM. If they were linked to the moon, your powers would be doubled at night for the 3 nights a month that the moon is full. If your powers are linked to a specific date, they would be increased by an order of magnitude on that day every year. Finally, if your powers are linked to some cosmic event that only happens once per jump, you would see your powers increased hundreds of times over. You can create a cosmic event for this final option, be it a returning comet, a pulsing star, a planetary alignment... and it can ever have effects on Earth such as the sky turning crimson and animals going wild. These are simply examples, anything you come up with that fits this general power scale is fair game.

Granter of Wishes [600, Discount Vengeance Demon]: You may grant wishes, but with some restrictions. First, you must choose a domain your wishes apply to; examples being women who were wronged or neglected children. Second, you must find someone who isn't taking orders from you or under mind control; they must make this wish of their own volition, even if they don't realize they're making a wish. Finally, this wish cannot be used to kill anyone... it can fuck with them but not kill them. This purchase is discounted and mandatory for Vengeance Demons.

Incorporeal [600]: Your body is simply a vessel for you. Your essence is a being of its own, with your life and death not tied to your body. Should your body perish by any means, you will become an incorporeal being, unable to interact with the world beyond communication. You can appear to people in any form you possess, or the form of anyone who has died. You can be resurrected normally while in this state, otherwise you will resurrect in your warehouse after one year, needing a month for your powers to return to full strength and a full year for this particular ability to recharge.

Companions and Followers: Followers cannot take CP under any circumstances, but always import freely and do not take up a companion slot.

Old Scoobies [50/100, Discount Human, Free First Companion]: Take any of the canon characters in your fic up to Buffy's level. For characters stronger than Buffy, you may take them only if you are at least as powerful as them already. Take the first for free and more for 50 CP each, or 4 for 100. If this character dies during the jump, they will return to you at the end. You may also take on for free.

New Scoobies [50/100/200, Discount Human]: You may import any companion you like into this setting, with a free origin and 600CP to spend as they wish. Alternatively, you can create a new companion with this option as well. 50CP for 1 companion, or 100CP for 4 companions. For 200 CP, you may create 8 new companions or import every existing companion you have.

Canon Doppelganger [200, Discount Human]: You gain a canon companion from another timeline, who has been permanently thrust into your timeline. Maybe it's Vampire Willow, maybe it's Slayer Harmony, maybe it's Giant Tara or Genderswapped Giles if you really want to have it be out there. You may customize the variant of any character, hell you could even just pull a character from the original canon to the fanfic if you'd like. This does nothing to explain to everyone why there's suddenly a two of someone, that's a conversation you need to have yourself.

Ghostly Roommate [50]: A nice assistant, this ghost never speaks, but they're a nice convenience. This ghost is fiat backed to be a good friend, and while they can't speak to you, if you gave them a controller, they'd play video games with you or maybe bake you some cookies if you're feeling down. If you don't want to hang out, they will simply handle chores for you, maybe bring you the TV remote or get the door. This ghost does not count as a companion and will respawn if somehow banished.

Animal Sidekick [50]: You get a pet of your choice. This pet can be an animal or a non-sapient demon, and can be no larger than a grizzly bear. The pet will always be about as dangerous as a grizzly bear, with demon hounds being unaltered, but regular dogs being much stronger and faster than they would otherwise be, and bunnies pulling some really nonsense in combat. They're extremely well trained, near human in intelligence, and have a strong emotional connection and loyalty to you. Finally, they'll typically understand what you want; teaming up with you very well in a fight, and if you are working on a car they may grab a wrench for you, or if you're watching TV they could grab you a beer. This counts as a follower, not a companion, so they do not age beyond their prime and respawn if killed.

Demonic AI [50, Free Android]: An ancient demon, thirsty for knowledge, had been ironically sealed inside of a book. When this book was digitized, this follower became a sentient AI, with all her thoughts physically manifesting as data on a machine, fulfilling her wildest desires but also trapping her in the slow and tiny world that is a 90s computer. Specifically, your computer. She will be unquestionably loyal to you, and interface with any computers you own, as well as telepathically linking to you to understand your commands perfectly. As she explores her new architecture, her understanding of computer science has grown, letting her hack machines with incredible skill and create software as easily as imagining it. Her ability to comprehend will grow greatly as she gains access to more powerful computers and will gladly function as an AI that will never go rogue on you.

Follower Bot [200, Discount Android]: This robot follower is a perfect doppelganger of anyone of your choosing, having no supernatural abilities but strength on par with a vampire and being fairly durable.

This robot is an expert on adapting any technologies you posses into its design, upgrading itself without need of your supervision. It will gain its own maintenance room in your warehouse where it can repair and tinker with itself. It is entirely hackproof, perfectly loyal, and an automated backup to its workshop in the case of being destroyed. In its maintenance room, it can cosmetically change its appearance in minutes, but major changes like taking the form of a child can take up to 24 hours.

Spare Key [400, Discount Ancient Empowerment]: A literal manifestation of your energy, a new being is created in the same fashion as Dawn, with the universe augmented to act as if they were always there. By default, this will be a younger sibling though you can specify the relationship however you like. This Key will be a reflection of you, having lesser versions of all skills, perks, powers and knowledge you have. They'll be your biggest fan and into anything you're into, though not as proficient or powerful. Should anything manage to capture you, disable your powers, or render you helpless in any way, this will trigger a frenzied state in which they grow to be your equal and seek out whatever means you harm in a blood lusted rampage. The Key comes in 2 variants, the first is a follower, who will always be able to import into future jumps freely as well as gaining any new perks and abilities you gain. As a follower, they can never have CP of their own to buy things, and they do not respawn automatically until the start of a new jump. As a companion, they will receive all previous powers you've had, powers you've gained here but this will not apply to future jumps, and they no longer import freely. Companion respawn is in full effect as a companion.

Immortal Entity [400, Free Chosen of Jumpchanus]: This is the being from the "Chosen of Jumpchanus" perk. It is either a god, an ancient demon, or an exceptionally powerful primal spirit. In any case, they're now able to manifest as your ally, appearing to you at will no matter where you are, and even taking you back to their realm for a safe retreat. Ordinarily they are capped at your usual power level, but while in their realm or your warehouse, they are at their full power. They may otherwise manifest their full power once a month. The entity cannot be killed outside their realm, and the realm itself will rise up to any who face them on their territory. They are available in both follower and companion variants.

Drawbacks: Take as many as you want, drawbacks are written with the idea you're starting in the 90s, but you can adapt these drawbacks to take place at another time with specific villains and places replaced by generic versions of themselves.

No Rush [0]: So, you started way back in the stone age but you still want to see The Bronze? Fine. Stay as long as you want, drawbacks recede after 10 years (except free drawbacks), and as long as you don't go out of your way to change world history, things will stay roughly the same. No Butterly Effects will fuck up the canon as long as you're not trying to abuse this.

What Year Is It? [0]: If you're not down with the fashion of the 90s but still want to follow the series, you can alternatively have the events of the canon begin anywhere from 1980 to 2020. Things will stay roughly the same, and somehow everyone having cell phones won't mess with the plot.

Bunnies! Bunnies! It must be BUNNIES! [-100]: You are terrified of bunnies with no explanation as to why. You also aren't fond of Easter.

The Zeppo [-100]: Peope just think you're uncool. Expect to experience the epitome of 90s bully stereotypes regardless of what age you are. Main characters will form their own opinions of you, but they will routinely underestimate you and not think to include you, even if you're the strongest being in the universe.

The Celibate [-100]: No Sex, the literal worst thing that can happen to a fanfic character. You can still flirt, and people can still flirt with you, but anything resulting in an orgasm is off the table.

Must be Tuesday [-100]: Dawn really likes you, maybe it's a crush or maybe she just wants to be like you. In either case, she will always, inexplicably show up to bother you. This could range from her popping up in your living while you're trying to watch a movie to her showing up in the Big Bad's lair with a bag of potato chips while you're trying to sneak around. No, you can't kill her or seal her away or get her an internship in Peru. Well you can, but she'd just show up again. This doesn't need to be Dawn, it could be just a generic little sister type character.

Day Job [-100]: You must hold down an ordinary life, that means either school or a full time job, either must take at least 40 hours a week. It's not all bad, if you work at the Triple Meat Palace you get all the fast food you want!

Supernatural Racism [-100]: If you are a demon, humans are far more hostile towards you, going so far as to hunt you down simply for being a demon. If you are a human, demons will be very unlikely to talk to you unless they're extremely well tempered. If you're a hybrid, humans won't inherently know, but demons will and they will hate you twice as much as if you were a human

Angry Ex [-100]: You've got an ex significant other, and they've come back for you as a troll. Even if you're strong enough to beat them, this will be an awkward conversation with those who think you fucked a troll.

More of a Cullen flavor [-200]: You are the embodiment of season 1 Angel. You can't help but brood and act all edgy. Everyone makes fun of it.

Cosmic "Kick Me" Sign" [-200]: You will run into trouble more than you should. Vampires will be lurking in alleys, local police will usually give you a hard time, and whatever the current Big Bad's plans are, they will be a problem for you.

Eyes Outside Of Reality [-200]: You're not from here, and the mentally ill know it. People who are properly crazy see you as a shimmering ball of light, and are ravenously drawn to you. They will out your jumper status to everyone if you're not careful to avoid them, and there will be a lot more of them than usual.

Death Is Your Gift [-200]: You're going to die. There's no way around it, and this is full on drawback levels of dead. It will take the combined power of all your self ressurection perks, items, abilities, etc. to bring you back, at which point they will be inaccessable for the remainder of the jump. If you have none, this drawback will provide a free ressurection because you need the extra CP, you weird non rez having careless ass jumper.

Weebs on Horses [-200/-400]: The Knights of Byzantium have marked you as an enemy, and will always assume you're responsible when their plans go awry. They're skilled in melee weapons, but are dedicated to their medieval weaponry to the point they'd try to chase an RV down a highway with literal knights on horseback. Ordinarily, these knights are more funny than dangerous because guns exist, but if you want a challenge you can upgrade them to be every bit as dangerous as modern soldiers or demons, making this drawback worth -400CP

We Are Your Nemeses [-400]: You have made a powerful enemy, one faction has made you their enemy and there is no way to ever win them over. If you take a member of that faction as a companion, they will defect to your side in the final year of the jump but no sooner. You may choose: The Scoobies, Angel Investigations, Glory's Cult, The First, Wolfram and Hart, The Initiative, or Toru's Vampire Clan.

Wrath of the Shameless Self Insert [-400]: Xander has become the chosen of Janus, the God of destiny, beginnings, endings, and technically also janitors. Janus has empowered Xander to a power similar to Illyria, and has tasked his champion to rid the world of a secret invader… you.

The Wish [-400]: Buffy never came to Sunnydale, and The Master has taken over. Humans are in cages, existing only as vampiric cattle. You must liberate Sunnydale by the end of the jump.

A Brand New Character [-400]: You're cut off from all powers, items, companons, and your warehouse. You have only your bodymod and what you bought here.

The Secret [-400]: Pick a character, they must NEVER learn about your powers for some contrived reason. This must be a main character you will interact with at least once a week. If they do learn about your powers, you have 24 hours to wipe their memory or reverse time or something to retain the secret, otherwise it counts as jump failure and you move on without keeping any of the nice things you've gotten here. This drawback is lifted in the final year of your jump if you stayed in this jump for at least 5 years.

Eaten By The Hellmouth [-600]: This fanfic has gone off the rails, as some metaknowledge warned The Senior Partners at Wolfram and Hart of your coming. People are screaming, the sky is black, dragons soar overhead and demons chase down the fleeing humans… Yep, they sucked Earth into a proper hell dimension just to destroy you. The Senior Partners wield incredible power and countless demons, and in this dimension their power is not restricted at all. You must destroy them to release Earth by the time you're done here.

Superstar [-600]: Your entrance into this world has changed reality and that came at a price. This world has spawned a monster to rival you. This monster will be as powerful as you, and will hunt you down.

That Time of Year [-600]: Every Year, there will be an apocalyptic event that nobody knows about. It will always occur in the spring, but unlike the ones encountered by Buffy, it won't just show up on your doorstep. What if instead of Willow trying to destroy the world, another witch off in Norway was trying to perform the ritual and suddenly all the way in LA the world ends for seemingly no reason? You'll start to get clues about what's going on every fall, and you'll need to look into it to discover what's coming. It may not be as powerful as a Big Bad, but failure to track them down means a literal apocalypse. Then it's up to you to stop it, nobody else is coming.

Actual Size [-600]: In Jumpchan's library, she has a beastiary of her favorite jumpers, and on your page she has, in great detail, a list of all your powers, feats, relationships, weaknesses… It is quite impressive except for one thing, a small note next to your picture in Gaelic that reads "Actual Size." For the duration of this jump, you are a mere 5 inches tall. For 2 hours a day, you may return to your original size and power, but while scaled down you are proportionately weakened. Better hope you've got some good companions!

Leave Your Sleep [-600]: Here you are, treking through the Buffyverse when you blink suddenly finding yourself in a hospital bed. Your family is very concerned about you, you've been muttering about this whole jumpchain nonsense for 6 months now. The doctor explains this is the first time you've been lucid since you were admitted to the hospital, and begins explaining the medical reason for your delusions when suddenly you're back in the Buffyverse. Periodically strangers will pass you on the street telling you to wake up, or you'll see hidden messages in the world begging you to come back. You'll have vivid dreams of being back in that hospital bed. Be careful not to lose your sanity now.

Notes: Version 1.0

Created the Jump