Dimensional Stalker Supplement

By LDAnon

You are not alone in your travels.

Whether it was intentional or not, you attracted the attention of… **something.** Perhaps it saw you as a threat, or a meal. Maybe it's interest in you is something else altogether.

Regardless, whenever you enter a jump, dimensional boundaries begin to collapse as this being begins to make its way in. You will feel its influence leaking into every jump you enter, as a consistent threat to your adventures. An unkillable threat, both to you and the normal denizens of every world you visit.

This being is now hunting you down, serving as the ultimate counter to your existence. While you can beat it back temporarily, it will always return, ready to try again at its goals. Are you prepared to fight inevitability? Or are you going to accept your fate?

You will begin this document with 1000 Choice Points and must end it with at least 0 Choice Points remaining, but you may end it with any negative value.

Form

All form options are free, and can be taken with each other as you see fit, with their features combining seamlessly, though this alone has no influence on the powers and abilities of the thing chasing you across jumps.

Bestial Maw: This being resembles an animal, if an animal were guided by endless years of evolving to be the ultimate horror. Teeth-lined maws bleed into hides of fur or scaled flesh. Is this the ultimate predator, or is its form just the most efficient for hunting you down? Regardless, one should not mistake this being for a mere animal.

Formless Sprawl: The inky blackness of its body gives way as more and more of its details can be made out to you. Mouths and eyes emerge and retreat back into its body, and tentacles tear out of its body as it seeks to move about the world. Your hunter has no definite form, and you wouldn't be surprised if visions of its appearance inspired the works of Lovecraft and Cronenberg for sheer horror.

N-Dimensional Geometry: What you see is simply a fraction of its appearance. From one angle, it appears to be an ominous cube, before shifting to a polygonal monster to attack you, before shifting to a sphere the moment you are lost. Like a nightmarish math problem, the only reprieve you have is that it needs to shift into this world to begin its attack, though you might remain concerned about how big this being truly is.

Technological Horror: This is a machine, or at least a facsimile of one you might be familiar with. Unknown metals shift to reveal circuitry hidden underneath, impossible to understand, but with a clear purpose. Such a being was clearly constructed at some point, but the question remains: by whom, and why? Regardless of the reason, its hunt for you will be done with mechanical precision impossible for any flesh and blood being to have.

Divine Destroyer: Your hunter takes the form of a divine avenger in some manner. Perhaps it appears like a traditional angel (that is to say, wheels within wheels), or some monster of destruction out of mythology, but regardless, an onlooker familiar with the myths might think you are suffering divine punishment.

Familiar Form: Unlike other possible forms, this being is something a lot more human in nature. It may have deviations from what you would expect, with inhuman skintones, sharper teeth, and other imperfections, but blending into a crowd would not be impossible if it ever felt like it.

Other: If none of these succinctly describe the being hunting you, you can feel free to describe it yourself. You have the right to decide to shape your doom, after all.

Motive

'What' is hunting you important, but 'why' is just as important still. You may take **one** motive, but may freely determine how it manifests.

Horrendous Hunger: Hunger defines this being's actions, even if it needs none to sustain itself. Whether it faces a living being or structure, or even an entire world, it desires to devour it all to sate its endlessly gnawing feeling. To it, you are its prime meal, the most delicious feast which may finally sate it hunger forever. If only that were true.

Dark Forest: An infinite multiverse of possibilities would indicate that there would be many other people jumping through the multiverse. Then why have you never encountered any other jumpers? This being is the answer, something which actively hunts dimensional travellers. Now, you are its newest target.

Unintentional Beacon: Unwittingly, you are a shining beacon to beings through the infinite multiverse. While most beings who notice it may just take note of it as an interesting feature in a greater galaxy, this being is being drawn toward you to figure out the reason for the disturbance. Unfortunately for you, its desire to figure out why will be destructive toward your own existence.

Punishment for Hubris: Why should a mortal get a chance for power when they should be satisfied with their position for their life? This being seeks to punish you for leaving its perceived perception of your 'proper' place in the universe, for even considering flying close to the sun. Other beings it encounters are simply tools to punish you as well.

Benefactor's Hound: This being actually serves your benefactor, as another being traversing dimensions. It exists for their amusement, as a trial for those it seeks to test, as a pet that has been let off its leash to hunt you down. After all, if you can't handle a being at its level, why should you be seen as worthy? At the very least, you know that hunting you is no mere coincidence.

Love: Some would call this the greatest motive. A love that transcends dimensions is the motive for the being hunting you down. While this seems like it would protect you from harm, it still does not value your freedom and is fine with injuring you as long as it can acquire you, and allowing it to drag you out of this dimension will end your jumping experience just as much as death from any of the others.

Abilities

Jumperbane [Mandatory]: Regardless of your perks and abilities you have gained throughout your adventures, this entity stalking you serves as a metaphysical kryptonite to your existence. If you have an ability that would prevent it from achieving its goal in some manner, such as a perfect immortality perk for one that seeks your death or a way to freely traverse dimensions for one that seeks to capture you, they will be nullified in its presence. It wouldn't make sense for a being like this to challenge you if it didn't have the means of enforcing its will on you, after all.

Inevitable Approach [200cp/Tier, First Tier Mandatory]: No matter what you do, it will arrive in your jump eventually. Though it may influence it until then by other means, you are blessed to know when it will enter exactly.

- **Tier 0 [Mandatory]:** On the eve of your exit from the jump, this being will finally enter this jump to hound you, albeit for a day. Will you be able to escape its attack by the skin of your teeth, or will you succumb at the literal final moment?
- **Tier 1:** Your Stalker will enter your jump halfway through. It will have time to hunt you down, but perhaps you will have enough time to prepare for its arrival and survive. I just hope it doesn't interfere with the plot of the worlds you enter
- **Tier 2:** Once your time in the jump hits its one-tenth mark, it will breach and enter to begin hunting you. This choice will very definitely affect the plots of the worlds you enter, especially if you decide to take an active part in them, so be careful.
- **Tier 3:** Five minutes. That is the distance between you "taking control" in the jump and it appearing within it. With it so close on your tail, can you escape to get a reprieve, or will you succumb before you have even really started?

A Reflection of Its Power [200cp/Tier, First Tier Mandatory]: Once it arrives, the question remains on how dangerous this being will be compared to you. This is not just a consideration of your personal power, but for all of your resources you regularly possess, and it will never weaken from the peak you raised it to.

- **Tier 0 [Mandatory]:** At the bare minimum, you can expect your Stalker to be at least half of the sum of you and your resources. This might seem like it's not a lot, but even acquiring a firearm will make it capable of severely injuring an ordinary human and taking several shots, even if it would be visibly wounded by this.

- **Tier 1:** For every bit of effort you put in, it will gain eighty percent of your overall strength. Obtaining the aforementioned firearm will give it the ability to more than effectively shoot others with an equivalent, albeit weaker, weapon, and any supernatural ability you gain it will gain equivalent but lesser powers in response.
- **Tier 2:** One for one. That is the easiest way to describe the power imbalance between you and it. The moment you get situated with that gun, you can expect it to be just as difficult as yourself with the same firearm. You will need to use strategy in order to defeat this threat, and counter any strategies it has in turn to take you down.
- **Tier 3:** At all times, this being will be half again as strong as you. Good luck.

Impossibility of Defeat [100cp/Tier, First Tier Mandatory]: As indicated in the introduction, this threat is impossible to truly kill. At the same time, how fast it recovers from a seeming defeat will vary greatly, depending on what you get here.

- **Tier 0 [Mandatory]:** After slaying your Stalker in some manner, they will only reappear in your next jump, good as new. Relentless, but not infinite.
- **Tier 1:** Your Stalker will now recover after one year or ten percent of the jump's length, depending on what is shorter. Enough time to recover between the fights, but you will never be truly free of it.
- **Tier 2:** Your Stalker will now recover after a week of being defeated, or after half a percent of the current jump's length, depending on which is shorter. At this point, any injuries you take might not be healed by the time you face them again.
- **Tier 3:** Disabling your Stalker is all but impossible. Even if you do kill them, they will return in mere moments to hound you again. It's best you find other ways to slow them down, or not even attrition will stop them from achieving their goals.

Fragments of Its Power [100cp/Tier]: While the above is important to consider once it arrives, it is equally important to consider how it will hound you before you arrive. This being is capable of shedding small bits of itself or its power, sending them ahead to attack you and fulfill its goals before it even arrives. Regardless of your choice, each Fragment possesses about 1% of the strength of the entity hunting you down, though they do not diminish its powers with their presence. Their appearance will be over an interval of a year or over 10% of a jump's length, whichever is shorter.

- **Tier 1:** The beings sent against you are few in number, with only two or three appearing for every interval. While this certainly can get disruptive, especially for the rest of the world if you are far stronger than it, they alone are more than manageable as long as you deal with them before they collect their strength to attack you.

- **Tier 2:** The beings sent against you are far greater in number, with about one hundred to two hundred appearing every interval. While preparation may help you survive an encounter, this is enough to overwhelm the unready with numbers.
- **Tier 3:** The beings sent against you number in the tens to hundreds of thousands every interval. You will need to invest a lot of resources in suppressing them throughout a setting, or the world, and you will easily get overwhelmed by sheer numbers without any allies to help you, even with the strictest preparations.

A Cult of Madness [100cp/Tier]: Before you enter a setting, this being's actions emanate throughout the people of the setting, entering their dreams and subconsciousness with an intent to dominate their lives. For most of the world, they will only remember this as vague bad dreams. For a few, they will begin to willingly serve your Stalker, intent on helping it in its goals in exchange for an unclear, nebulous goal. Once someone has become a cultist, there is no way to sway them from the path, and they all know who you are by extension. The only reprieve is that you can expect no one stronger than the being hunting you will be converted by this, but the exact details will be mentioned below.

- **Tier 1:** Those affected by the Stalker are few and far between, being those who were too weak-willed to avoid its call, and too weak to physically resist your actions. While they are unlikely to directly assault you at this point, at least without some serious numbers on their side, you can expect harassment and bad rumors to spread about you, if only to isolate you from the world. At most, you can expect one or two people to be converted to its side at most in any community, and it wouldn't be unusual to never see one, even if you looked.
- **Tier 2:** Now, individuals who are far more skilled at fighting are being affected by the entity's call. Getting randomly attacked by people should become your average expectation, not to mention those who attempt to assassinate you when you are vulnerable. You can expect one percent of every community to secretly serve its interests, and while they still won't necessarily act out in the open, you should still watch your back for attacks of opportunity.
- **Tier 3:** If you thought an individual important to the plot would be immune to this effect due to their heroic willpower, you should think again. Major characters in the works you are going to may fall under the entity's thrall occasionally, working against you specifically while pretending to be unaffected. Worse, a sizable minority (about 10%, if you need a number) of the world will be affected, and many will realize that they need to lie low and play nice in order to hit you where it hurts. I hope that someone with superweapon access doesn't try their chances when you are present.

Signs of Arrival [100cp/Tier]: Even without its presence, the world itself acknowledges its arrival and will assist it with its goals. For you, that means that parts of the world itself will work against you and in its favor.

- **Tier 1:** For those who are not familiar with your situation, they may just think you are really unlucky. Animals near you seem to tense up and flee, and getting attacked by seemingly crazed beasts is going to be an occurrence that happens to you more often than it should have any right to. Even the underbrush seems to cling to you more often than it should, just to slow you down by even a fraction.
- **Tier 2:** Dropping the pretenses of this being a natural occurrence, the various threats of the world will begin to mutate into stronger forms to hunt and hinder you further. Even mundane things will change greatly, like wolves growing the size of motorcycles, and plants growing vines in an attempt to grab and choke you with their power. While situations like this are going to be rarer than the now ever-present attacks by wildlife in the above tier, these ever-present threats will have to be dealt with regularly if you want to survive.
- **Tier 3:** What do you do when the world itself begins to turn against you? Along with the previous effects, the terrain and weather will also actively inconvenience and fight you, with existing paths being destroyed and major natural disasters impeding your ability to travel around. Let alone yourself, even those around you will begin to realize the calamity that is approaching you.

Corrupted Source [200cp]: Your first temptation when preparing to fight back against your opponent will be to seek knowledge in supernatural powers in order to defeat it. Even these were not completely untouched by its powers, however.

Whenever you train in or otherwise you an esoteric energy or ability, you will find whispers of your Stalker will seep into your thoughts. These will generally attempt to influence you similarly to how your Stalker views you, making you ravenously hungry for a **Horrendous Horror** or giving you severe contempt for others under **Punishment for Hubris**. If you don’t spend time clearing these thoughts, they risk consuming you, causing you to willingly accept your fate under their direction.

Cannot Hide [100cp]: Normally, the appearance of your hunter in the world relative to you would be completely random, though still close enough that it would be able to find you in the remaining time of your jump. Now? It will always emerge right on top of you when able. Worse, instead of vaguely knowing where you are once it actually enters the setting, it will instantly know your location at all times. You'd better be ready to run or actually fight, and not hide behind defenses that will now be irrelevant.

An Invisible Inevitable Threat [100cp]: You can still see it. But no one else can. Sure, they can observe its effects, as any destruction it inflicts is still as visible to see as ever, and can even damage it coincidentally, but no one can actually perceive this being existing beyond you and any companions, followers, or items tied to you that you have. Misunderstandings are bound to be afoot when it is trying to take you out permanently.

A Gift of Memory [100cp]: This option is very simple in its effects. When taken, you will immediately forget everything about the being you just created. While you might have a vague memory here or there, and will not forget if you struck a deal with the being as described below, you will have to relearn its capabilities by yourself.

An Amicable Offer [Free/Optional]: Are you not excited to be hunted by a monstrous dimension-travelling superpredator? Are you willing to concede that it has a point in this entire mess? Do you just want to actually date the super-yandere waifu you created without having a chainfail? That can be arranged, though not without a cost.

Your Stalker will no longer actively attempt to harm you. Indeed, all of the abilities before will now purely benefit you, as their agents and abilities will instead assist you in your goals and affect your enemies instead of yourself. There are simply two costs for this deal.

One, and more immediately, you will have agreed to aid your Stalker in its goals, on threat of it going back to its original goals with you. This could be as literal as assisting one with a **Horrendous Hunger** eat more and more of the setting you are in, a bit more esoteric like assisting one after you as an **Unintentional Beacon** figure out why you are such a beacon in ways which are very dangerous to your health, to ones as simple as having to spend incredibly long times with one with **Love** as a motive without distracting yourself with anything else. Your actual goals will be regularly interfered with if you choose this, but that is the price for peace.

The secondary cost of this deal is simple, in that **you may no longer end this jump with negative Choice Points,** though all other original restrictions apply.

Weaknesses

For all of the strengths your hunter has, it also has weaknesses. Each of these options will grant your hunter Choice Points in exchange for adding a weakness that you can exploit for your own survival.

As a warning, none of these weaknesses can ever fully protect you from its grasp, especially if you try to enforce it with perks. Otherwise, the perk or combo preventing you from being harmed will be affected by **Jumperbane** like other perfect defense options.

Classical Weakness [+100cp/Tier, Can select multiple times]: Perhaps it is a specific substance, or a specific environment, but regardless, something will greatly weaken the entity hunting you when it is used against them in some manner, alongside any Fragments it may have released. Weapons utilizing this weakness are especially effective against it, either weakening it as a whole or dealing massive damage depending on how you use them.

- **Tier 1:** The substance that is good against the entity is extremely difficult or otherwise rare to acquire. We are talking about things like holy water blessed by a true saint of the setting you are in at the time, or some sort of unobtainium for most of the world. In general, if you can mass-produce the weakness, it is ineligible for this tier.
- **Tier 2:** A somewhat common material happens to be effective against the threat you are facing. Like iron to the Fey and fire to a tree, it is not unreasonable to acquire this to use against your Stalker, and it will make your Stalker tread far more than it should have to. At this point, even extreme temperatures can keep it at bay, though you should be wary that it doesn't find a way around it.
- **Tier 3:** An overly plentiful substance serves as a weakness to this being. This is like sunlight or water, which would be a very problematic weakness for any to have. Any weakness at this tier won't be usable as a silver bullet, but you should be glad that you can guarantee yourself the upper hand in any encounter, and be warned that it will attempt to avoid letting you take advantage of this.

Obligation [+100cp, Can select multiple times]: It is said that, for vampires, one could get away from them by throwing a handful of rice or seeds at them, which they would be compelled to count. Similarly, the entity hunting you must act in a specific way for it to hunt you properly. Maybe something that hungers must appropriately 'prepare' anything it seeks to eat before it can begin, or those who give divine punishment must recount a short prayer before striking you down. Until your Stalker fulfills all of its obligations, it will be unable to finish you off.

Be warned, however, that it only needs to fulfill its obligations once per ‘chase’ before it is permitted to finish you off, and it doesn’t have to fulfill them all at once if they contradict each other.

Antibodies [+100cp, Can select multiple times]: A lot of the abilities above turn a setting and its people against you, but who is to say the setting itself cannot fight back? Select any of the 100cp/Tier non-mandatory abilities purchased for your Stalker. The general setting will become aware of what is happening, and will try to suppress that particular aspect as much as they can. Fragments will be actively hunted down by those capable, cults will get actively suppressed by the majority, and other similar effects will occur. Sometimes we just need someone else to provide some help, and while their help may be fleeting against the actual threat, be glad the lesser threats will also be handled.

Ending the Threat

By the time you read this, you are very likely going to have dealt with your Stalker many times in your past adventures. Whether they remained an occasional annoyance or were a more proper threat throughout your time, you may eventually decide that it's time to get rid of the threat of your Stalker once and for all.

The first method you can seek for this is to erase the ability for your Stalker to detect your travels throughout jumps. This is a very complicated process, and it will take many jumps' worth of researching the possible ways they are tracking you. This is further made difficult if you have purchased the **Cannot Hide,** as you will need to find a way to suppress their supernatural awareness of your location as well. Once you have succeeded, once you leave your current jump, it will no longer be able to follow you endlessly, freeing you of this burden.

However, perhaps you are not satisfied with such a passive method of handling this threat? Instead of just trying to hide, at the end of a jump, you may attempt to enter your Stalker's lair in between dimensions, the source of its immortality, and where it returns to in-between every jump you go to. Once here, you will need to find the source of its immortality and destroy it, allowing you to finally kill it to free yourself of their presense. This must be done in the same trip, for they are more than capable of repairing this source if you decide to leave without finishing the job. Worse, each of your above choices will be reflected in this lair as well. At least ten intervals of **Fragments** will be present, and any cultists and mutated beasts from previous jumps will also have been taken to this lair to protect it from your influence. Any possible **Weaknesses** will be banished as much as they can, so you'd better bring some with you if you seek to win.

Once you have achieved either of these goals, you will be free to venture forward without your stalker hounding you the rest of the way, unless your actions have lured yet another after you…

Notes

This supplement is meant to taken as a means to make a chain harder, so please don't use it if you don't want to make your chain more difficult.

The inspiration for this supplement literally came in a dream, so I don't have any good examples of works with a similar mechanic beyond literally every endlessly pursuing enemy in video games, so feel free to get creative.

Fragments will always appear to be related to the form of your Stalker in some manner. If you choose to hunted by a formless beast, they will likely be similar but far smaller formless beasts. If you decide you want to be hunted by a yandere butler waifu, they might take the form of various maids instead.

Obligations can essentially be anything, but they cannot delay the Stalker more than five minutes at most per obligation, so no assigning a year-long obligation to deal with your stalker that way. A "chase" is defined by it knowing your general location and being close enough that you have to make a choice to flee or fight in the immediate period of time. If it knows but is in no position to attack you any time soon, all obligations will reset at that point.

Q: Can I cheese the Stalker by doing [Insert Perk/Power/Item/Whatever Exploit Here]?

A: No. Even if you could, the effects of the cheese would still make them your equivalent opponent, depending on their scaling. If you, as an example, had the ability to instantly kill anything, then it would equally have the ability to use that against you, or an equivalent power. This isn't to say such combos won't work, but if it would prevent them from fulfilling their objectives for you, **Jumperbane** will counter it.

Q: How does the scaling work anyhow?

A: Any directly purchased perks or powers will immediately be translated to a similar power boost for your Stalker. Companions scale it based on their utility toward you, with more competent or combat-focused companions being accounted for completely, while ones that are generally only company might not even strengthen them in the slightest, even if they, on paper, could help you. Additionally, any companion that is 'distant' from you and generally doesn't help if asked will not scale the Stalker up, as they are less likely to interfere on your behalf anyway. Only skills you gain will not immediately boost your Stalker unless you achieve some sort of breakthrough.

Items only begin being counted when you begin 'commonly using' them. While rubbing your hand on a sword or a gun isn't going to trigger any scaling, holding them when they are ready to be used will.

Vehicles focus primarily on their aspects as a weapon, as opposed to their speed. Regularly using a car isn't going to suddenly make your Stalker as fast as a car, but it WILL assume that you regularly can use a car as a weapon. This isn't to say that more speed isn't eventually on the table once you get strong enough, but you can escape from it eventually. It will just be relentlessly targeting you, no matter the distance, regardless.

In-jump superweapons which are not purchased are also counted a bit differently; touching an atomic bomb wouldn't cause any scaling, and you could even get away with using it once against in-jump threats. The moment you start trying to purposely use them against your Stalker, however, they would begin to scale depending on your access to said weapon, getting the full benefit if you can spam them endlessly. While accidental uses will not trigger this, even an emergency use will make them stronger the next time around.

Q: How does An Amicable Offer work for [insert Motive here]?

A: While I left the details intentionally vague, as you can freely interpret how a motive manifests, I did make a small list for those who need inspiration on what each will ask of you without further details.

Horrendous Hunger seeks **destruction.** Their requests for you will generally revolve around destroying resistance in an area so it can feast on it freely. These areas will include both hero and villainous areas, and any jumper accepting this offer should expect to become the enemy of the world.

Dark Forest seeks **prey.** Their requests will involve getting you to hunt down other dimensional travelers who are in the jump you are in. In settings where this is commonplace, this will mean making an enemy of any who travels between dimensions, including many who might be far stronger than you might like to face. In others, it will involve facing completely OC ones that were never detected in the original setting.

Unintentional Beacon seeks **knowledge.** They will be experimenting on you, attempting to figure out exactly why you work the way you do. Many of these experiments will be extremely dangerous and painful, and thanks to **Jumperbane,** the odds of something severe happening to you are never zero.

Punishment For Hubris seeks **judgment.** Whatever you were being punished for, it will attempt to inflict on beings in the setting as well. Whether this is forcing those who obtained superpowers to relinquish them or face death, or take away the freedoms of those lesser than it, you will have to serve as its herald in the world.

Benefactor's Hound seeks **entertainment.** Your benefactor desired entertainment originally, and it will ensure that you are doing interesting and likely dangerous things. While this is pretty loose, it will also get upset with you being idle or otherwise repetitive, such is the nature of stories. It might also request you do something when you are not obviously ready to handle it yet.

Love seeks **companionship.** Their requests will always involve you being taken away from the world (metaphorically, unless they gain such a power) and having to interact with them for extended periods of time, even to the detriment of your goals and other companions. They will also mandate that you don't do any sort of training and focus on them, so any time spent with them will be wasted.

Version Notes

0.1: Original WIP with just the **Form** and **Motive** sections written.
0.2: Original versions of the **Abilities** and **Weaknesses** added to the document.
1.0:

- First proper release of the Supplement.
- Finished adding the **Ending the Threat** and **Notes** sections to give a way to end the Stalker as a threat.
- Added the **Corrupted Source** ability.

1.0.1:

- Added a note on vehicles to avoid an obvious issue and allow people to escape from the stalker and not suddenly face a car-speed stalker.
- Fixed some minor grammar and formatting issues.