Supernatural Jumpchain

(Version 2.01)

This world is much like our own, on the surface.

But underneath it exists a world of monsters and demons that humankind has chosen to forget rather than confront. Forgetting isn't so easy though, especially when the aforementioned nasty creatures continue to prey on the weak. Those few who know what lurks in the night often try to leave those memories behind as well, but there are always a few who are motivated enough to take up the mantle of hunters.

These men and women track down threats to humanity and ensure they will never hurt anyone again. Since most hunters are driven by revenge, even benign monsters that cross a hunter's path are likely to be killed. But the common monster or vengeful spirit isn't the problem; it's the scheduled apocalypse on the horizon that that's the bigger issue - and not a single hunter knows it's coming.

Hell is amassing forces, trying to appoint a mortal leader to host Lucifer and lead the demons to victory again heaven when the time comes. The angels too, though without God to lead them, are trying to determine a suitable vessel to host Archangel Michael. Regardless of which side wins it will be the end for the Earth, and the highest ranking devil and angels are manipulating events to ensure they can have their final showdown.

You arrive on November 2nd, 2005 - moments after the death of one Jessica Moore. You must survive ten years in this world, though if you should die you'll simply be sent back home no worse for wear.

It's a dangerous world, and you'll need a little something to fight monsters on equal footing. These **+1000CP points** help you do just that, giving you the experience, skills, and tools you need to survive.

Location

There are plenty of places you can begin your stay, and some are more pleasant than others. Regardless of where you start, you can travel everywhere important in the world, or even leave America. You can roll 1d8 to determine your starting location, or pay 50CP to begin in any location you choose.

1. **Lawrence, Kansas**: The original home of the Winchester family, a sleepy little town in Kansas. It was badly damaged in the fire that killed the boys' mother. Though repaired the house is now a magnet for all manner of evil forces due to the visit from such a powerful demon. It is quite haunted, now home to a nasty poltergeist.

2. **Palo Alto, California**: The location of Stanford University, where Sam Winchester and Jessica Moore attended college. Since you're here, you may as well look for the smoke and follow it straight to Sam and Dean. Who knows, you might even be able to save those cookies Jessica prepared before a demon came and ended her life.

3. **Sioux Falls, South Dakota**: Just outside of town at the Singer Salvage Yard. An important hunter, Bobby Singer resides here, covering for other hunters and manning the phones to help cover for fake identities when they cover jobs. An invaluable ally to hunters, he is nonetheless regarded as a mere town drunk by local sheriff Jody Mills.

4. **Rivergrove, Oregon**: The town is unlikely to survive the Croatoan Virus that will spread here the following year. It will be the second known settlement to suffer this tragedy, with the first being Roanoke County back in the pioneer days. The highly infectious demonic ailment will vanish as quickly as it came, taking the infected with it.

5. **St. Louis, Missouri**: The largest city in the state of Missouri known for a big boring arch. A particularly nasty shapeshifter has made this his playground, mimicking men and beating their partners to death - arranging for the real boyfriends or husbands to show up just in time to discover their dead love and be apprehended by police.

6. **Chicago, Illinois**: The Five Monster Families play a dangerous game and make moves to take control of the city for themselves. They are able to prey on humans here mostly unimpeded, but a large number of hunters originate here as a result of lax response from well-placed dirty cops. Sam and Dean pass through here frequently too.

7. **Free Choice**: Anywhere you could possibly want to begin. Any of the listed starting locations are available to be chosen, as is any other place in America.

8. **Purgatory**: An endless forest of perpetual gloom. A generally horrible place where monsters have to fight to the death forever once they've died on Earth. Leviathans are the alpha predators here, and this place functions as their prison. Humans have the possibility of escape from here, and sometimes monsters can catch a ride.

Origin

One of seven backgrounds can be selected below, and is certain to drive a lot of your decisions and adventures in this world. The choice can grant you basic knowledge of the world and memories. Be warned that these experiences will affect your personality, opinions, and reactions to events during your stay if you choose to gain the memories of a life here. Alternatively, you may be dropped into the world with no history as any of the origin choices.

Special Child
You were "blessed" in your infancy by a certain Yellow-Eyed Demon, or one who hoped to copy his experiment. For most of your life this was just a bad dream, and you could go on living like a normal person, albeit one aware of the monsters and worse that prey on humans. Now that you're grown up you have begun manifesting strange mental abilities straight out of science fiction. While they can certainly make your life a lot easier, if you show too much promise then demonic forces will conspire to lead you into a death match against any of the other potential vessels for Lucifer. While your newfound psychic powers are growing, you may find you suffer some minor headaches and visitors to your dreams.

Hunter
For you demons and monsters aren't just a bad memory, but something encountered in everyday life. Where some have a cushy life of modern luxuries you have plenty of real world experience with violence and the things regular folk scoff at as superstition. Thanks to over a decade of not only fighting but surviving you've become excellent at keeping yourself and others safe from monsters. This wasn't always the case, and your first encounter with a monster might have ended very differently if not for another hunter having saved you and shown you the ropes. Perhaps this desire to save people was brought on by losing someone before you knew what was out there, or maybe you're just they type who can't sit by when you know you could be helping others. Since the day you learned what was really out there you've done your utmost to hunt and protect the world.

Monster
Even as a run-of-the-mill monster species you'll be stronger, faster, and just a tiny bit better than humanity in other ways. You have only taken up the mantle of monsterhood in the last few moments, with earlier memories not being much different than that of any other human life you could have led. Becoming a monster changes someone down to their very soul and you already feel different. You can embrace your new instincts for feeding and become something to be feared by mankind, or hold dear to your memories of humanity and use this gift for their benefit – perhaps you'll fight both these conflicting feelings and act like something completely different. Regardless of what you might want to do with the power you'll likely face a lot of turmoil both internal and external as your activities are prone to attract the attention of hunters wherever you go.

Demon
In the grand scheme of hell you may not be one of the strongest or evilest around, but you certainly make up for it in effort! You can tread on holy ground without discomfort, but still have a handful of typical demonic weakness like iron, salt, holy water, and devil's traps. The unholy energy makes it so any body you possess operates at peak human level but suffers these same weaknesses while you control it, but you can keep a meatsuit running even after they've suffered fatal wounds. With a bit of internal prodding, you can access the memories of your vessel. Though demonic now in a past life you were human and have a good grasp of what makes them tick. With this comes a liability, as with ghosts if your human remains are salted and burned you will be destroyed too.

Angel
One of the lowest orders of angels, you remain nonetheless strong in the world of mortals. Being a being of energy you can only interact with the material world by possessing a vessel. Thanks to your angelic nature you hold an advantage over demons and monster but are really on about the same level overall. Most angels rely on their inborn divine grace and connection to heaven to be able to use any angelic abilities, even being unable leave a mortal vessel if missing either. As a special offer, those who become angels here will only need to keep their divine grace to maintain any purchased abilities. They obey the word of God without question and without him have, as a race, developed a host of abandonment issues with his disappearing act.

Pagan God
Cruel, petty, and only concerned with their own survival – the majority of pagan gods who take interest in humanity seem to be evil. While the setting is more or less dictated by the wishes of singular God, modeled after the center icon of Abrahamic religions, there are countless other deities here. None of which equal His power, these pagan gods have a taste for human flesh and have an amount of power dependant on the worship the receive. As a pagan god who watches God take their worshippers over the centuries when He does not even need their praise to maintain strength, to be left with nothing but a fraction of your true glory, it's easy to become bitter. Now that He is trying to end the world with a final battle between Heaven and Hell, ignoring the designs of all other pantheons, it could be the last time to take action and reclaim what's rightfully yours.

Witch
Whilst anyone can practice magic, witches are the ones who have embraced the art and gained much greater knowledge of its uses over the years. Depending on how long a witch has been practicing they can have vastly different levels of power. Ancient experienced witches have shown themselves able to fight some of the most powerful monsters in existence… but newcomers to the craft may still find themselves threatened by common humans equipped with normal weaponry. Personal power between practitioners varies but the pursuit of power is something that divides the good witches from the bad. Some seek to share their power with others and make their loved ones strong enough to face the world, while the vast majority hope to eliminate all of their self-identified weaknesses (like love) so as to never be hurt by anything again.

Age
Roll 1d8 + 20 to determine physical age. For demons, this represents the amount of time you enjoyed your human life before being cast into hell and tortured until achieving your current form. Of course, some beings have lived far longer than they first appear… Demons have an extra 1d8 decades of experience following that first death (some of which is the lengthy process of being tortured in hell), while angels have been around for 2d8 centuries above the default roll, pagan gods are 20 times the default age - plus another 1d8 centuries. For 100CP, you may select any possible age, within the normal lifespan for your species.

Gender
You can retain your current gender by default or you can decide to switch things up for just 50CP.

Monster Type

Anyone who selects the Monster origin can select a single type of creature below. Whether you journeyed into the depths of purgatory and sought this gift, were born into the role, or it was just random chance that led you to this fate, you have received Eve's Blessing. Where once you were a normal human being you are now so much more. All monsters are created equally, except when noted. Despite their strengths, most of the monsters below don't necessarily require special means to defeat and extreme harm, such as decapitation, will keep them dead.

Vampires
Vampires can potentially live forever, they don't grow old and can't contract normal diseases that afflict humans. A vampire's strength slowly increases with age. Vampires have an extreme resistance to pain and easily overcome it. As with traditional vampires they have a set of fangs for ease in drawing human blood. They can pass the condition to humans by getting them to drink their blood, and because of how quickly this condition can spread these monsters were hunted to near-extinction by previous generations of hunters. Drinking or being injured with dead man's blood will incapacitate a vampire for hours. A cure exists so long as the new vampire resists feeding. As exposure to sunlight causes them physical pain they usually go into hiding during the day.

Werewolf
With superior sensory abilities and the ability to assume a powerful wolf-like form, the werewolf is a dangerous creature indeed. Those that survive a bite from you will have the condition passed onto them, though each generation loses more control to their animal side than the last. While some of the species have troubles with memory in the early stages of infection, you can easily control your transformations, controlling yourself and remembering events clearly. All have a hunger for human hearts, though as long as they don't give in to the urge once it will never become overwhelming and force them to feed regularly. Mere contact with silver inflicts burns, as do many compounds containing silver.

Skinwalker
Unlike werewolves, a skinwalker's transformation into an animal is complete. They become unidentifiable from the regular creature. The animal form varies between individuals as determined by the individual when they were originally blessed. Like werewolves they also have an infectious bite that will pass on the skinwalker condition to a target, usually making them a similar animal. As some wild animals are much faster and stronger than humans the same can be said for skinwalkers, but the chosen animal will wildly influence an individual's strengths. They are detected by retinal flare and burned with silver.

Djinn
The greatest weapon in a djinn's arsenal is their hallucinogenic touch. This inflicts a powerful and detailed delusion over the target allowing them to live out their deepest dreams and desires, as though their greatest wish had been granted. The perception of time within this delusion is greatly changed, with one being able to experience an entire life inside the fantasy they've wished for. A person can reject the delusion and return to consciousness, but having your most sincere wish granted can be difficult to turn down. Djinn feed on the blood of their captives and can easily pass for human. They are incredibly vulnerable to silver dipped in lamb's blood.

Wendigo
Cultures around the world believe that eating human flesh gives a person abilities and a wendigo is what happens when someone is forced to do so out of starvation. With a name meaning "evil that devours", a wendigo can

actually hibernate and survive long winters without food. They keep victims alive and stored for whenever they're hungry. They can perfectly mimic human voices to lure in victims, but are terrifyingly fast in chasing down their prey as well. With this host of abilities comes several weakness however; a wendigo is weak to both fire and silver, and repelled by Anasazi protective symbols.

Shapeshifter
Beginning life as any human, a shapeshifter does not learn about their innate ability until a later point in life which varies wildly between individuals. They can take on another person's appearance by shedding their skin and they literally become that person over the course of only a few minutes – seconds for some of the more accomplished. They copy DNA, fingerprints, and can even mimic wounds. While disguised they have access to the thoughts and memories of any living person they mimic. They are burned on contact with silver and iridium, and can be detected easily due to retinal flare or by common dogs. Shapeshifters tend to be eager to inflict violence and quick to desire revenge on others.

Siren
Siren's read the minds of their targets, intuitively knowing what a person desires most and taking on that form using illusions. More than just the physical traits, a siren is keenly attuned to picking up on mental traits a person is attracted to in this manner. Their bodily fluids enthrall others to them, making a person completely enamoured and willing to do anything to prove their love and devotion; morals and personal beliefs suddenly tossed aside. What the siren feeds on is simply the euphoria of causing others to commit atrocities against former loved ones. A mirror can reveal a siren's true form, that of a hairless gray monstrous humanoid with a decayed appearance. Brass blades dipped in blood tainted by their toxin will kill them.

Ghoul
These are mostly scavenger creatures that lurk in graveyards to avoid human threats. Through the consumption of a dead body, a ghoul can assume the form of that person while they were alive and retain the ability to access that form after taking others. While in the form of a human being they've fed on, ghouls gain all of the memories that person had in life. Live human are their ideal meal but they're known as scavengers and content to live off graveyard scraps. They are incredibly resistant to damage, able to shake off being shot in the chest by a shotgun. They are not invincible though, as with other monsters removal of the head is lethal.

[100] Dragon
Formerly frightening and massive scaly beasts, the modern dragons are a more subtle design unable to assume the form of their ancient brethren excepting their shadows. They still have a protective scale-like layer that glows beneath their skin when injured, and this is hard to pierce with most weapons in a hunter's arsenal. Swords forged in dragon blood are deadly to them - but like other monsters a chainsaw or woodchipper works just as effectively. They can generate heat powerful enough to melt steel from their palms. Curiously, like the pagan gods they are able to sense virginity in others.

[100] Phoenix
Among the more durable of monsters, a phoenix is incredibly hard to kill. They can eventually regenerate from any non-fatal injury and they do not age whatsoever. Upon death they provide ashes that can in turn kill the mother of all monsters – making them an enemy to the rest of monsterkind, though naturally you won't have much access to those ashes as the phoenix in question. A phoenix can incinerate their foes on touch, though heat-resistant enemies and massive foes will still be a problem. Iron is their biggest weakness, hurting them on contact and locking their special abilities until removed.

[1000] Leviathan

Primordial monsters that served as God's first attempt at creating beasts, the leviathans are very special breed of monster. Too strong, too hungry, too destructive, too clever, and too… entertaining. Purgatory was created for their confinement, so they wouldn't run rampant and devour the rest of God's precious creations. With a true form of an inky liquid capable of flight, they are basically invulnerable to conventional harm excepting a few key weaknesses, able to shapeshift into any person with just a minute amount of DNA – or simply possess them by forcing their liquid bodies into the skin, even being able to possess already possessed creatures. Angelic power in their presence is negated utterly, making them deadly to angels. Only with an attack incorporating components from a righteous human, fallen angel, a king of beasts, and a ruler in hell can they be killed. Borax causes them extreme pain, burning worse than any acid, but because of their regeneration it does little long-term harm. Though their greatest weakness in truth is their hunger, a hunger which drove their species to convert Earth into a personal food farm while ignoring threats just to sate it. Leviathans are never truly satisfied with a meal. Beyond simple defense they are exceptionally physically capable; faster, stronger, and smarter than the majority of other monsters.

Perks

100CP perks are free to the origin associated with them, and all other perks that are tied to you selected origin receive a 50% discount. You can buy perks connected to other origins at their full cost, if desired.

Special Child

[100] Clairsentience: Able to detect supernatural energies in the environment around you, especially those of a demonic and/or psychic origin, you can feel the flow of this energy and follow it to a source. While very useful for finding objects and creatures that give off these auras, the true value becomes apparent when getting your hands on the items it leads you to. Those objects with mystical properties can have their histories read by you, helping you understand where they've been and when, and the kinds of people that have used the objects in the past. A talent useful to anyone who finds themselves in a world of demons, it holds significantly less utility against stronger people who can mask their auras or objects that are sealed behind things like curse boxes.

[100] Hollywood Babylon: You've digested far more than your share of modern media. You're a person who has embraced all the wonderful things that humans have brought to the world… at least insofar as those things that have been aired on television. When it comes to both making and understanding pop-culture references you're ahead of the curve, holding the combined potential of both Winchester brothers. You'll find that many of these somehow retain their relevance in future worlds, even when a secret underworld of demons running Hollywood or stranger things should probably have altered what's on TV your favourite films and shows are still on. Even some programs you may have starred in personally in another life seem to inexplicably still exist with minimal deviation.

[200] Electrokinesis: Starting out with simple shocks at a touch, this ability will only grow the more you practice with it. Soon increasing to the point where you can damage electronics or start inflicting some lasting damage while holding the object (or creature) of your ire. While offense is the most direct application of this psychic ability, it can certainly be honed for other uses like defibrillation or inference with nearby electronics or wiring such as causing lights to flicker and fail. With training and some it will no longer be restricted to touch, allowing the ability to toss arcs of painful electricity through the air at your foes.

[200] Precognition: Frequently while sleeping, your dreams will be visited by vague visions of events that could come to pass in the future. They may help you avoid pain, protect others, or just help lead you towards your destiny or another goal. Not precisely allowing you to see into the future, this can help you see a future that may come to be depending on if you act on what has been witnessed. Having any of these precognitive dreams will heighten your memory during the experience allowing you to recall detail in greater clarity than events that happen during waking hours. If unable to sleep due to your own biology or other powers, you can enter a meditative trance to make use of this and other skills that require rest.

[400] Mental Projection: You can tap into the minds of other people, giving them visions or thoughts of whatever you like. They can still see and think normally, but whatever you wish will also be present in their mind's eye as a potentially jarring distraction. This ability can function at great range and you're able to choose the people who receive your transmission as long as you know what they look like. As you grow in strength masking another person's vision will become possible by selectively blocking what they would see with what you want them to see. This can only be used to send visions to others, not receive any information.

[400] Telekinesis: With just a hand gesture and sometimes less, you can cause objects to move without touching

them. At first, your ability to move things with your mind will be limited by your physical strength, so without training you won't be able to move things much heavier than you're capable of normally. With training of the mind this limit becomes much easier to reach and surpass, and a normal human could toss foes through the air without straining themselves. One of the many psychic powers passed down from to humans, it is common for demons and their witches to have this talent too and with their longer lifespan to have honed it to great effect. For some, a mere flick of the wrist can force an enemy's neck to snap.

[600] Blood Drinker: Like a certain yellow-eyed demon you're able to gift psychic powers to others by having them drink your blood. Just like his disciples by drinking the blood of demons you can skyrocket your own psychic abilities for a short time. Being able to drink the blood of demons to enhance your psychic strength is not unique to you, but may be one of the gifts you pass down to any who drink your blood should you choose. Being able to actually grant new psychic abilities to others is a gift for you alone and cannot be passed down. Some people won't be satisfied with just a taste of power… those you gift who lack sufficient willpower may find the surge in energy too addictive to resist if they don't have someone to support them…

[600] Demon General: Prepared as potential vessel for Lucifer himself (or not), you possess all the necessary willpower to compel demons to do as you wish and/or dispose of them if they are no use to you. This ability does not require any verbal communication to take hold, you simply will them to act however you choose and they are forced to obey against their own wishes. For those demons you have no use for, you can use your same overwhelming presence to exorcise them back to hell wordlessly or inflict extreme pain or destruction of the spirit upon them. This may fail against especially powerful demonic beings unless supplemented with more demonic power, but your gift for controlling the average demon masses in undeniable.

Hunter

[100] Hunting Things: Stalking and killing monsters is second-nature to you along with identifying news that sounds like monster activity. You're reasonably familiar with all the habits of monsters indigenous to the United States of America and know quick methods to narrow down what sort of creature you're dealing with based on the information as well as what's needed to kill them. This comes with a great understanding of simple hunter tricks like using devil's traps and salt lines in order to identify who in a given group might be only pretending to be a human.

[100] Clap Your Hands If You Believe: It's not an easy thing to accept that monsters are real, or that the people you love could have been replaced by one. The simple matter is people may refuse to believe the truth if living a lie isn't as scary. However, they still definitely want to live. You have remarkable ease at getting people to accept the existence of the supernatural quickly when they're in danger. Instead of being confused or frozen in fear when an unnatural threat shows itself, those you've warned will remember your words and run, following your instructions until the threat has passed. Afterwards they'll want a more complete explanation and be more than willing to take your advice to heart.

[200] Hunter x Hustler: Seeking out monsters and regularly impersonating officials, hunters can't exactly hold down a normal job and set down roots. Most have to live on the road and make use of… less legitimate skills to get by. Like these hunters you have street smarts to get by on illegal channels being able to pick locks, hotwire cars, and (perhaps obviously) impersonate others to commit credit card fraud. Your main talent is in gambling. You may not be much better at the games but you're definitely able to cheat better and undersell your abilities to appear

like a novice while playing billiards, poker, dice, or other common pub games. It's easy for you to act inexperienced in this regard and lure others to play with you to make a quick buck.

[200] Bullshit Ballistics: While all hunters seem to be competent with guns, you can put their skill to shame with your own ability to hit a target. While a deft marksman you're supernaturally skilled in the creation of specialized ammunition for your firearms. With what you might run into in this world having the right weapon for the job is essential. Putting together rock salt shells for a shotgun or melting down silver to use in your bullets is the simplest use of this ability. There are far greater applications for your personal rounds, like melting down an angel blade into angel-slaying bullets, or putting potions into hollow point rounds to make the contained magic trigger against a target. Most curiously you can inscribe sigils or seals you know onto bullets, and they will not be deformed on impact keeping their properties.

[400] Exorcism: You have memorized a variety of Latin and other (somewhat lengthy) incantations that, by speaking, you can use to speak to banish any demon within hearing range back to the hell it originated in. Demons will know what you're doing when you start the exorcism and most will attempt to stop you from completing it. But when using any form of verbal ritual you can be interrupted without it impacting the effectiveness, and should others understand the words and wish to aid you they're able to complete such recitations while you may be incapacitated. Changing who incants during combat is an excellent way to keep a target distracted.

[400] Saving People: It's not just about the hunting things and the family business, but what happens after when those you've saved have to go on living with the knowledge of the terrors that lurk in the dark corners of their world. Perhaps because of the hope you've brought or them simply finding strength in themselves after their ordeal, anyone who goes through trauma that you happen to save will never be burdened by the experience - only coming out better for it after given a brief period to recover from any physical harm they might have endured. No more will you have to worry about those you protect after the battle is over.

[600] The Cure: "There's a cure. There's always a cure and we will find it." Sometimes there is something worth saving, even buried deep in the hearts of demons and monsters. When you encounter beings that were once human but have lost are losing their humanity, there is always a ritual somewhere that can save them from their fate so long as you have the drive to seek it out. It may not be easy to find, it may not even be possible to find with months of effort, but it will be there waiting as long as you earnestly seek the knowledge. Often an extended process to actually apply the cure, your target will need to be willing to carry out the process (or at least heavily restrained).

[600] Remarkably Unremarkable: In spite of all the reasons why someone should be able to immediately recognize you based on your (in)famous reputation, they will consistently fail to associate you with that identity unless you've personally revealed it to them or they have the connection explained by someone who does know. You can be on the Most Wanted List for the last decade, personally attempt the assassination of a president, and be well-known for impersonating FBI and other government officials yet still able to calmly walk into a police department and flash a fake badge knowing that not a single person will notice your resemblance to a known criminal unless they've encountered that side of you first-hand. Not even powerful beings are exempt from this, having to have either personally watched or been shown your deeds by another before being able to acknowledge just who you are.

Monster

[100] Spooky Eyes: Maybe your eyes glow in the dark, or turn completely white/black when you're hungry or in a bad mood. Regardless, you have distinctive eyes with some cosmetic trait that will unnerve regular folk and even help set you apart from other monsters, possibly making people run for help at the first sight of them. This effect can be switched on and off at your convenience. While many creatures here, be they monster or demon or angel, seem to be self-assured enough to broadcast their supernatural nature through their eyes every time they so much as stare at someone they're stalking, you'll never feel unnecessarily compelled to show off your unnatural eyes when emotions flare or for overdramatic effect.

[100] No Dogs Go To Heaven: Monsters don't go to Heaven. Nor do they go to Hell. The human soul is a precious thing, coveted by both the factions of angel and demons and intended to go to one of those places when they perish. No matter how human a monster may still feel, their soul has been altered and so too has its destination. You know have this trait and can pass it to any others you convert to your kind. If there is an alternative locations souls go upon death in a setting, these newly-turned monsters may be able to find final rest or torment there, or you can select an afterlife you already own as the place they will be sent. This does not offer you any protection against the typical results of dying.

[200] I Can Change: You can suppress your desire for the succulent taste of humans and no longer need flesh, blood, or other parts of people to sustain yourself as more typical fare will now fulfill any basic nutritional requirement your inhuman body might need. Eating regular food remains as satisfying as it has ever been, but of course still doesn't have that delicious appeal of fresh flesh. You're always free go back to killing people if you really want to sate that craving, but so long as you have this the hunger won't control you. Being a monster by choice is so much more liberating anyway.

[200] Monstrous Durability: You get knocked down, but you get up again. They are never going to keep you down. Enjoy being annoyingly hard to kill. Short of decapitation or the possibility of being torn apart by industrial equipment you won't be kept down for long. Taking a shotgun blast at point-blank range will merely knock the wind out of you, and even after being thrown through a wall you'll be able to jump right back on your feet. Even having your feet tortured with a blowtorch won't keep you off them. While this won't eliminate any of the specific weaknesses you might have it does help avoid being one-shot by them before having a chance to defend yourself in a proper fight.

[400] Bibbing: As an act of punishment, you can force your subordinates to begin an act of autocannibalism. Upon completion of this act (or far more like, the target's death) their spiritual essence, their soul, is immediately transported to and stored in a open space within a pocket dimension of your choice where it regains its former body and can wander. Beyond the simple use against subordinates, if you devour a foe alive they can be sent to this realm. On its own, this perk does not allow you to transport people from the world of one jump to another, but if unable to leave it by the end of a jump non-companions will be stuck inside. For the purposes of this perk, a subordinate can be anyone who directly follows your commands either through employment or your leadership.

[400] Specialist Predator: In nature, some species are generalists able to survive in a wide range of environments on a variety of foods, while others only thrive with a limited diet that they are specialized to hunt. While perhaps not being completely natural, you are one of these focused hunters, and your prey is mankind. Around them you can hide in plain sight and keep them from picking up on cues that would alert them to your status as a predator. You are vastly stronger than those you hunt, being able to effortlessly snap steel chains or toss a grown man through a wall. As humans often use automobiles to escape danger, you are capable of keeping up speed on foot

with modern land-bound vehicles and of course having better handling.

[600] Jefferson Starship: Why be one monster when you could be two? When the classics just aren't cutting it, the Mother of Monsters likes to switch things up a little and take parts from two of her favourite creations. Whether created by her directly or for another reason, you can select an additional monster type (at cost, if applicable) and hybridize it into your form here. Even if not a monster yourself, you may use this perk to select one of the monster types to add to your form here. Furthermore, in both this jump and beyond you are able to use two of your alt-forms simultaneously giving you the weaknesses and strengths of both as a hybrid creature.

[600] Alpha: You are not just *a monster*, you're *the monster*. As the very first of your kind you possess great powers over those that came next. The progenitor of your selected species here, you gain two valuable abilities. Not only can you command other creatures that share your chosen species here and have it taken as an absolute order, but from normal humans you create others of your kind (though not alphas like you). In future settings, while your orders on other beings that share this type will not be absolute, you retain the control over your spawn and still gain immediate respect from others that resemble your kind.

Demon

[100] Possessive: Unlike with those socially backwards angels, your efforts to blend in while controlling the body of another is actually believable. With a host's consciousness trapped in the backseat you know precisely how to coerce information out of them in order to play your role to a T. You know exactly what lines you can and cannot cross to keep your host responsive instead of giving in to total despair. Even if piloting around a corpse or other body without soul, you can intuit the ways in which a person is supposed to act in society to avoid drawing attention.

[100] Picasso with a Razor: You have turned torture into an exquisite art, able to inflict extreme pain upon your captives dealing only as much physical harm as needed. In truth, this allows you to love the act of torture itself – granting both incredible skill in causing pain and enjoying it when the tables are turned, if only to further mentally agonize those hoping to gain some kind of reaction from you or get payback for the harm you've done. With this level of talent you could gain special assignments in Hell, breaking people's will until they ask to be made into demons to escape the pain.

[200] Scary Just Got Sexy: You're incredibly seductive when you want to be. Even if beneath that gorgeous exterior lies an objectively evil monster wearing human skin and people know it, so long as you keep acting in a way that seems in their best interest they seem willing to give you a chance. Tempting is an easy matter for you, just the suggestion that magic deals must be sealed with a kiss is more likely to get your business partner to agree to unfavourable terms. Unless you're taking on a form that a person finds truly unappealing they're likely to drop their guard around you. Changing an uneasy alliance of circumstance into something more personal is not just possible but likely if you work at beguiling them.

[200] Enochian Sigils: Though Enochian is a magical language of Heaven, the properties of using the runes makes actually knowing them more common in demonic circles. The correct symbol carved into a human body keeps the demon possessing them trapped inside. Carved into a weapon, they can render that object able to hurt angels. Possibly the most common use for the markings is to ward structures - making angels outside unable to detect what's happening within the site through supernatural means. You know enough of the angelic symbols to make use of all these valuable skills. Plus you also know a variety of vulgar phrases in Enochian should ever have the

need to cuss out angels from the safety of a protected structure.

[400] Crossroads: Be you working with devils or demons, you can use the resources of any analogue to Hell in order to supply the desperate or greedy with almost anything they might wish for – all for the low cost of their soul. By creating a contract with someone who reaches out to you, you'll be able to fulfill their heart's desire from talent to wealth to romance. Since their side of the bargain probably wouldn't be very enticing if you were to take their soul right away, you can delay the recovery of it for up to a decade. While demons investing into your business won't like it if you don't make efforts to actually collecting the souls and may try to take them if you're ignoring expired contracts, they're perfectly content to let you do as you please once the damned soul has been claimed.

[400] Unfavoured Soul: In fiction, there are those who can do no wrong. Those who the plot favours time and time again, rescuing them from their own failings against impossible odds, even as those same people refuse to accept their faults. Others can make a single poor choice and meet a damnable end, with no chance at redemption. Unfortunately, reality can be as cruel as fiction to the little guy. While you may not truly be in the second category, what you can do is spot those with unnatural advantages, those selected by God or otherwise fated to win. With this knowledge at hand you can stay work to remain in their graces and by anticipating that they will succeed, you'll be able to offer calculated aid to ensure their victories serve your interests. In the long-term. At the very least you'll be able to know who is protected by the plot.

[600] Deadly Sinners: Even among the low-ranking demons, some can claw their way to substantial personal power and reach Like the set of seven infamous black-eyed demons sealed deep within hell, you can now overwhelm the senses of another sapient creature in the worst way, consuming them with one of the Seven Deadly Sins using only the slightest touch. You may select any one of the seven sins to personify. How it effects each individual may vary, but with some choice words you can influence people quite easily when the ability is affecting them. Unlike common demons which can fall victim to devil's traps, all of the Seven Deadly Sins are able to cause sudden tremors in their immediate vicinity, often breaking the surfaces such sigils are inscribed upon.

[600] No Equals: You have a vision. A vision of rising to the very top and remaining there. Not only do you know your current power relative to the competition but understand exactly what you must do to consolidate it with minimal risk. To this end you possess excellent planning and manipulation skills being able to act anywhere from affable to downright ruthless as the situation demands. This includes both controlling those beneath you to quell any attempts for them to rise to your level and devious talent for ensuring that your betters' plans can be carried out to help you as well. You're able to easily swallow your pride and offer alliances to your enemies if it would serve your end game. Of course, even the best laid plans can't account for the overwhelming stupidity who refuse to act in their own best interests.

Angel

[100] Angel Radio: With a true form being multidimensional waveforms, all angels can communicate over a network imperceptible to other creatures, often called "angel radio". Whether you're an angel yourself, or perhaps were one in a past life before being reborn as human, you've found a way to tap in to this ability. Listening in on other angels or identifying them in person is simple, as is broadcasting any news to them. You can also decipher the signals of traditional AM and FM signals, or tune out any or all of this extra noise as you wish. Whenever someone is praying to you specifically, you can easily hear their request and what's going on around them unless they are somehow warded against the divine.

[100] Localization: All angels are able to find anyone they seek, so long as the person is not warded specifically against them or using some other special method to hide. Angels are not alone in this gift of instantaneous tracking, with an assortment of powerful demons, primordial entities, reapers, and even witches frequently having methods to know where someone is. In conjunction with Angel Radio, this lets you immediately pinpoint the location of anyone offering you their prayers if you wish it.

[200] Channeling: Not even beings as powerful as Death can break a soul apart. They can be beaten and tortured but never broken. While one soul is said to contain the power as one-hundred suns, in practice the process of extracting energy is still incredibly inefficient with tens of thousands of souls being needed to effectively fight archangels. You can tap souls for power, both your own and those of other creatures you're in contact with. Just by looking at another creature you can see the state of their soul or lack thereof, quickly knowing if they've suffered damage, been tapped for power, and letting you know if what's inhabiting a vessel is a human, demon, angel, monster, or something else entirely.

[200] Guardian Angel: Protective charms come in many forms. If you can anticipate the exact wound a person would suffer given the circumstance, you can prevent them from suffering harm. Any use of this perk can only be used in order to guard one person at a time, requiring you keep you close attention a bit of focus on the danger at hand to stop it from doing any damage. Despite the limited focus and foreknowledge needed, this lets you bestow greater safety on others than you yourself hold. Keeping someone from being burned when immersed in boiling water or even shielding a demon against the smite of an angel is quite simple if you can tell it's coming. Linked to your own collected defensive capabilities, this only serves as a baseline that allows you better defend others when your personal protective power grows.

[400] Amanita bisporigera: Angels today may be seen as a force of good, of protection and healing. They are soldiers of God and can bring ruin to those who interfere with plans for Revelations. When humans stray from the path or worse yet, oppose it – there are many methods to hurt instead of heal. Inflicting immediate and severe trauma to any sapient entity both biological and much weaker than you is now more than possible. Mundane illnesses of all kinds can manifest fully in your target within seconds, gonorrhea all the way to cancer. Forcing internal bleeding is simpler still, whether you want a massive cerebral hemorrhage or just to strike fear by having them coughing up blood. Stopping the function of cells or just removing organs entirely is all too easy against lesser beings. Not unique to angels by any means, many of the creatures of the world have spells to do equal harm.

[400] On The Wings of Prayer: You can instantly travel to any location you're familiar with on the same planet, or to other destinations on the world if someone gives you proper direction on how to reach it. When taken by an Angel this travel is accompanied by the sound of fluttering wings, regardless of the current form you inhabit. Any angel can use this ability while connected to Heaven here, but without that connection they will need to resort to more mundane travel unless this perk is purchased. It takes a brief moment to steady yourself after 'landing' to adjust to the new surroundings which might leave you vulnerable to traps, so it's best to look where you're going carefully if given the chance to do so.

[600] Nephilim: The forbidden result of a union between two species. Normal nephilim are viewed as abominations and hunted by angelic society out of fear of their power in early childhood. In fact, when last mature nephilim occupied the Earth, God himself had to intervene to remove them. While you are not one of these beings yourself, you possess the unique quality of being able to… through a similar union of dissimilar species… er… When you become the parent of a hybrid being, it will retain all the racial strengths of both you and your partner's

species brought to new heights that completely outclass even the strongest of the component species.

[600] Touched By An Angel: Demons and monsters beware, for your hands can smite the unholy them with but a single touch. As you smite the wicked, a brilliant light shines out from within the target leaving them with burned out eyes. Though you cannot directly kill creatures without corporeal form you are still able to grasp demons in their smoke bodies and force them into a host in order to smite them. Alternatively, if the difference in power between the two of you is monumental, your touch can instead cause the target to burst apart into a bloody paste. Not everything is about smiting; to help others your touch can also sedate or heal, purging any wounds and mortal illness or simply rendering someone unconscious until the pain has passed.

Pagan God

[100] In My Name You Pray: You can offer a blessing to a person or place, so long as that person first provides you with an offering. Most of these blessing boil down to matters of small coincidence and just a touch of divine magic bringing good into their life in the manner desired. Wealth, health, crop success, romance, so many things are possible with just a shift in fortunes blessed by the divine. While a sacrifice may not be required, some amount of worship or at least reverence is. Without proper belief in you the power will dwindle and you'll need some other way to gather the energy needed to influence other's fortunes. Of course should that happen, you may need to take sacrifices to recharge your power.

[100] Virgin Sacrifice: Using humans as your food source isn't complicated, they're everywhere – but finding high-quality ones that are perfectly ripened can be a chore. Like dragons you can immediately identify whether or not a person in pure. Or at least you can identify whether or not they've ever had sex before. Useful to make sure your worshippers aren't try to cut corners and give you a lesser sacrifice. Regardless of what you might want to use it for this sixth sense will never steer you wrong. When part of a meal, the purity of your ingredients enhances the taste making it more delicious all around.

[200] True Form: The ability to masquerade as a human is as important as ever in the modern world and like many others you have evolved to do so. While physically you can take on a human alternate form to mask your identity from the unenlightened your actual body is not quite so normal. In this world, what that means is underneath your human exterior lies something else entirely; you could be a sacred tree using the human guise for mobility or some kind of beastman, or just have inhuman skin tone and some additional limbs. This is what others will see upon using some kind of ability to peer into another's soul or divine a true nature. From this point forward you can choose any one of your alternate forms or a combination of those forms that you can achieve to be considered your true form.

[200] Restoration: Old decrepit buildings are not a place for a being of your stature and superiority to stay. You can influence the environment around you, bringing life back to mundane plants or transforming even the most run-down building into perfect condition over time. While not able to grant any kind of healing benefit to living creatures and taking upwards of a few hours to fully work its magic; this will completely repair and renovate a mostly-intact structure to working order and style it to your tastes. Any of the former functionality will be restored with the included objects inside being healed as well.

[400] Force of Nature: Be it a classical element or something more unique there is a force of nature at your beck and call that you claim authority over. As a true master over the domain your chosen force could behave quite differently than one would expect though (ex. using blasts of fire or air as concussive force or otherwise harmless

bindings). Natural sources of the substance can be controlled as you wish, but you can also generate and endless stream of your chosen force as well. As an ability of the divine, this gift only grows stronger with others worshipping you as their god but you will always be able toss thunderbolts or call forth vicious gusts that can toss humans aside at a minimum display of strength. As long as your followers grow so too will your divine might. One with command of earth will learn firsthand, faith really can move mountains.

[400] Trickster: A standard ability of a specific type of deity known as a Trickster but known to many others as well is the gift of conjuration. These beings have the ability to make something from nothing, including minor monster constructs to furniture and much more. While any of these constructs can hold a personality designed for them by the creator any living things will not truly have a souls and only acts based on behaviours designated by the trickster. Where other deities must rely on worship to restore their energy needed for performing miracles, a trickster can substitute this for imbuing copious amounts of sugar to recharge. Just like those powerful beings you now have the ability to conjure objects and creatures, as well as the option to use the sugar you eat as a secondary source of energy for divine powers.

[600] Immortality: "There are billions of us, and we were here first." With toggleable immunities to pain, time, sickness, and physical ailments, there is a reason so many of the old gods consider themselves to be above common humanity. Like those powerful figures you will never grow old beyond your ideal human age unless you choose to. You will never experience mortal disease, never experience fatigue, and never experience the pain a mortal might feel unless you choose it. From here on, unless violence or an accident should take your life you will never experience death. Unless of course, you choose it. Men grow old, gods grow strong. Age means nothing to you or your strength and you can set your own age freely, able to show up in the prime of your life, as a child, or even as an elder depending on what mood you're in.

[600] High Stakes: When it comes to conventional weapons only a specific type of material can be used to kill you. In the case of most pagan gods this usually means living material of some kind. Most often the material is a tree that grows in their home region that can be crafted into a stake or the blood of a specific species considered to be that deity's enemy which can be used to treat a weapon before combat with the god. Whatever your kryptonite is, it's really more about what can hurt you now than what can't. Outside of this single selected material, only other weapons with absolute fatality will be able to harm you. Those who wield divine weapons that kill any gods, a magic gun that can kill anything in creation, or a scythe that has nothing it cannot kill – these are all things your single weakness cannot guard against.

Witch

[100] Borrower: The most common form of witchcraft available to humans is that which needs to be petitioned from a demon. Coughing up pins, forcing food to spoil and fill with maggots, or forcing parts of the human body to fail or fall off, making another commit suicide, even subtle reality warping to shift events in their favour… While there are many versatile and dangerous applications available for demonic magic it all depends on your ability to predispose a demon to want to share it with you first. One thing you can already do well is identify which demons can offer which spells, and perform the summoning rituals that will put you in contact with those patrons.

[100] Groveling: When dealing with demons, personal safety is always a risk. When it comes to such malevolent entities you know exactly to effectively beg, either to avoid being killed or for humbly requesting they imbue you with a measure of their power. Not all demons take to such revolting displays of human meekness though, and so you also know when you should maintain your composure. Any devil or demon is going to be far less inclined to kill

you outright if you get a chance to speak, particularly in the event you can offer a certain service or something else of value.

[200] Tongues: The trouble with trying to make use of ancient spellbooks and their incantations, or the dark rituals from the even-more-ancient realms of heaven and hell is that such material is rarely written with the language of modern man in mind. You have the familiarity with ancient languages to instantly recognize them in written and spoken form, being able to tell which specific dialects is being used. Only giving you true fluency in one ancient language, you can still pick out words and patterns well enough in other writings you may encounter to tell the difference between a spellbook, historical record, or other tome. Though not able to fully understand the language you will know the kind of experts needed to get something translated. Furthermore if your pronunciation of words in a spell isn't technically correct to the language, it won't impair the spell's effect.

[200] Witch's Wager: Using magic, you're able to bet more than money in a game of chance. Qualities such as age, height, or other mundane features can be wagered and the magic you weave will ensure the victor receives what has been offered. You can either be taking the risk equally or just supervise the games of others while using this power. All parties involved must be aware of what is being gambled and competing of their own choice, though they don't necessarily need to believe it. Rewinding a person's age enough can cause them to lose disabilities gained during their lifetime, just as pushing a person's age forward can cause complications of old age. The winner can only take as much of something as the loser has to give…

[400] Natural: The Grand Coven classifies each of its members into one of three recognized types of witch. There are the Borrowers who harness the demonic for spells, the Students who lack talent but after years of training from a mentor can produce witchly power, and then there are the prized Naturals. You are one of these prodigious few, able to quickly understand new spells you come across and perform them with decent results on the first attempt. Practice makes perfect, but you start closer to perfect than most. After witnessing demons and other such beings prepare a spell, you can easily memorize and duplicate the rituals allowing you to perform them in the future without relying on outside aid.

[400] Hexpiration: Instead of having spells run their course and fade once the magic used to power them runs out, a witch's repertoire of curses end will end with the death of the target. You know many such hexes already and with the aid of hex bags can bring death to your enemies. Forcing someone to cough up needles, or lose their teeth, or to lose their memories until nothing remains, or to be swarmed by insects. The end result is a drawn-out death unless you show mercy and lift the hex or the source of the spell (you or the hexbag) is found and destroyed. You can bestow this fatal quality on any single-target spells as you cast them, provided they affect a target over time. Powerful creatures, rather than being immune to your magic just find that it takes much longer to dig in and take root before the inevitable.

[600] Wicked Witch: Unlike those 'human witches' who fumble with the magic designed by demons, you possess something older and more powerful. As one the visitors to the faery dimension Avalon you have come to hold far greater magic power. The real variety in this magic comes in it being able to change the transform the body of one creature into another, either to give yourself incredible shapeshifting or punish those who would stand against you. Some examples include: taking the form of gas or liquid to heal and avoid attacks, replacing someone's tissue with inorganic material like tin or marble (either allowing them to remain mobile as normal or forcing the properties of the new material on them), or simply shifting them into a new creature entirely like a flying monkey or common beast. If trapping your enemies in unnatural forms doesn't suit you you can simply destroy them with an emerald blast of dark magic.

[600] Servitude Spells: You have spent years with the greats, mastering the intricacies of high witchcraft. With arcane secrets of the human consciousness laid bare, you can bend anyone to your will with a well-placed hexbag and incantation. Whether you need a rabid attack dog or polite and receptive servant, you have a mind-controlling spell for every occasion. Upon falling victim to one of these spells the target is under your complete control, able to act only in the manner you designate. But instead of taking command over the mind of another with magic you can do much more, freeing mind from body is something of a talent in your spellwork. Though a certain level of preparation is required for each ritual, you have spells that can swap minds between two bodies, steal the memories of the dead to put into a doll under your control, and even create phylacteries that can conceal a soul for decades until you're ready to implant it into a new host.

Hunter Equipment

An unprepared human will always be outdone when confronting a monster. Thankfully, humans are a resourceful bunch and there is plenty of time-tested equipment than can turn fights in their favour. To even the playing field between the hunters and creatures they pursue, a Jumper with the Hunter origin receives a 300CP stipend to be spend on equipment in this section.

[50] EMF Meter: This handheld gadget will reads electromagnetic fields, helping you to determine the location of spirits and the objects or remains tethering them to the mortal plane. While the equipment of some hunters can be thrown off by other strong sources of electricity like power lines, your device is refined to be able to filter out such man-made interference and only reacts to spiritual energy fields due to differences in the way they change electromagnetic fields. If you have another portable electronic device, this feature can be installed as an app to help save space.

[50] Iron Crowbar/Shackles: Your choice of two valuable pieces of gear. Depending on if you want a sturdy tool helpful for breaking in to things best left sealed, or something just as sturdy for keeping things bound. Iron hurts any vengeful spirits, be they ghosts or demons, and is capable of hurting fairies too. Striking ghosts with an iron object will force them to depart for a short period before they can interact with the material world again. While exposed to the items, demons will be unable to make the most of their supernatural powers. Instead of taking a new item, you can give an old object the traits of iron.

[50] Silver Lining: You gain a simple but wickedly sharp silver machete that can be easily concealed beneath heavy clothing. The foil to any shapeshifting monster, it can leave them with burns on simple contact and inflict much worse pain when actually used properly. You may instead upgrade an existing item you own to grant it the same properties as silver. It's recommended you choose something with a blade long enough to properly decapitate a target in one swing.

[50] Handgun: As unusual as some of the creatures are in this world, most are still vulnerable to good old fashion human firearms. This easily concealed semi-automatic isn't magical or anything, but it'll still stun most monsters effectively enough to move in close for the killing blow - as long as you have something more inclined for monster decapitating on hand. As getting ammunition can be a bit of a chore when you're in the business of constantly jumping state lines, hunting human-like things, and using fake IDs, this will just comes with two magazines that refill themselves between fights.

[50] Shotgun: At close range far more effective than a handgun, it can be made even more effective for hunting various creatures by loading the shells with silver shot or rock salt, depending on what you're facing. Always ready for each engagement, you have an ammo box with 8 shotgun shells along with 2 shells loaded with rock salt in the event you're up against less conventional opponents. Between battles the box will refill and ammunition that's been used.

[50] Trusty Shovel: Though common in appearance, this tool will pay off in spades for hunters, necromancers, or anyone who has need of a corpse or spot to stash one! Digging and uncovering graves is when it is most effective, letting you unearth coffins or provide a final resting place in minutes rather than hours. When used to dig for other purposes, it is only as effective as a regular shovel. It will never betray you by telling authorities what it's been used for so long as you keep it clean.

[50] Hunter's Journal: The single most valuable possession for most hunters, books like these are passed down through families and hold extensive records on the demons and monsters encountered over generations. A constant companion for any hunter this notebook is used to keep track of where they've gone, what they've hunted, and who they've helped along the way. It includes many hand-drawn illustrations, newspaper clippers, and the occasional photograph to help identify creatures as well as keep track of rumours and lore about creature sightings. If well maintained, it allows other hunters to avenge their family or at least tie-up loose ends and give some closure.

[50] Salt: An invaluable tool for hunters, this common condiment is a symbol of purity that can force spirits to disappear for a short time. When made into a line, it prevents both demons and spirits from crossing. When force-fed to a person controlled by a poltergeist it can release them from that possession. Salt lines can only be broken by creatures it does not affect. For actually defeating such vengeful spirits in a permanent way this is basically a requirement, as ghosts will not pass on until their tethers to the world have been salted and burned. This particular container never seems to run out.

[50] Holy Beads: Most hunters carry a bit of holy water for emergencies, but not all can create their own when the situation needs it. With just an incantation, any standing water in contact with this rosary will be converted into holy water. While the water's main use is a deterrent against demons, it is a particularly effective one. Creative hunters have been able to use this process to create particular effective traps, such as by blessing sprinkler systems or water tanks before using them to soak buildings.

[50] Laptop: "We should call the internet and find out as much as we can about these people. Did I say that right?" Not exceptional as far as computers go, even for 2005, but this can fulfill your research needs as well as any other machine of the era will. If destroyed or shut down unexpectedly it retains all data. No matter how many explicit websites you may use for "research", you'll find the device is unable to be permanently damaged by viruses or malware – though there is a high chance the screen could freeze at inopportune times to embarrass you.

[50] Holy Bible: A testament to God's grand design, contained within these pages are many of the events that will lead to Judgment Day – both those that have occurred and those yet to come. Deciphering true meaning from the is surprisingly simply, almost as though the English translation was the one He always intended to be read. In hindsight each of the omens of The Book of Revelation becomes even more clear letting you know when to prepare for the biblical apocalypse to come. Your personal copy is additionally filled with a series of exorcisms, in the event you should need a reminder.

[200] Classic Muscle: This car is in immaculate condition despite its decades of age. You can select any classic muscle car you would like, and will never need to worry about stopping for gas. Impala, Camaro, Firebird… if you want it you can have it. The spacious trunk capable of stashing a person armory comes with an optional Devil's Trap painted within for the easy storage and transport of demons. Through this option you can import a previous vehicle and give it the appearance of a classic muscle car while letting it retain its former abilities in the new form. If it uses a type of fuel beyond that of a normal modern day car, you will still need to provide it to run those functions.

Items

Don't think hunters get cheap access to all the toys! Everyone can gain some tools to make their stay here all the more enjoyable. Unless specified otherwise, any items purchased within the jump have the guarantee of being fully repaired and returned to you at the beginning of each subsequent jump if lost or destroyed. Weapons and properties purchased here can be incorporated into other similar items you've purchased from other jumps at no extra charge.

Special Child

[100] Meta Fiction: Each of your adventures will be recorded in as well organized a manner as they can possibly be made to be in the form of a series of books. These cover every important moment in your journey, and though they directly violate your privacy at times can offer a bit of insight into details you could have overlooked. Discovering just what happened to an artifact after you lost it or who a certain attacker might have been working for becomes pretty simple when it's literally spelled out for you. You can choose for these books to have been published and available to the world at large or just part of your private collection.

[100] Fan Fiction: You can apply this upgrade to any perks or items you have that give an account of your journey – whether it takes the form of books, films, or other media. You now gain triple the amount of material on your adventures, but these extra adaptations tend to deviate from actual events. Varying wildly between better written than the original content or wildly inappropriate, the new versions are likely to feature more unexpected (and possibly unwanted) twists. Characters may remain true to the original or completely different to suit the writer, with other characters added or removed from stories just to suit the new story being told. In any case, if media about you is available to the modern world, expect the fan fiction community online to grow.

[300] Croatoan Virus: This sulphur-based virus is the work of Azazel and Pestilence, incorporating demonic elements in order to turn those it infects into murderous creatures over the course of 3-4 hours. Hunting in packs they usually retain the same levels of cunning they had prior to infection. Spread by blood to blood contact, the infected know and desire to spread their condition to many in order to spread cruelty into the world. You have a shipment containing endless of samples of the virus ready to be administered, packaged in what purports them to be a vaccine for an unrelated illness. Demons and those who have been granted psychic abilities through the consumption of demon blood are immune to the virus.

[300] Thirteen Bullets: You may provide any one of your ranged weapons with 13 rounds of very special ammunition. These projectiles cannot be replicated, but when fired from your selected weapon they can kill basically anything you could expect to encounter. In practice, only exceptionally powerful beings, or those that predate creation, seem immune to the death these rounds inflict. Without a specific ritual (that you do not possess without purchase of The Colt) and special components this ammunition has no chance to be replicated, and once used successfully against a target these special rounds will not be returned to you.

[600] Cold Oak: You will find yourself with uncontested access to an abandoned (and admittedly decrepit) town surrounded only by miles of wilderness. Why the town is abandoned in each incarnation is up to you, as is the location, though superstition will spread around the region about something malignant lurking there and those rumours still keep the place very private. With a frightening history and the general isolation from the modern world, it's incredibly unlikely to see any uninvited guests for whatever you may have planned… Feel free to invite

as many people as you like however, as you can force any individual whom you're familiar with to be teleported to this town from anywhere on the same planet if you know their location.

Hunter

[100] Family Business: Badges and various business cards that will assist you in infiltrating multiple levels of society for information under a number of fake identities. Anyone suspicious of your involvement in a case will initially call the superior listed on your business card rather than verifying your identity in another manner - so it'll be good to have someone manning a phone somewhere to back up your story. This includes F.B.I, C.D.C., Federal Marshal, and material identifying you as various local police and health department roles.

[200] Matching Tattoos: A relatively simple method that is guaranteed to ward off any and all forms of demonic possession. Where normally an anti-demon tattoo could be burned off or otherwise removed this one will remain effective just as long as your body does unless you choose to remove it of your own free will. Since the tattoo is relatively simple despite it's essential role in hunting demons, you can copy the design to grant this protection to any of your allies as well – though anyone else who gains the tattoo will only see it effective so long as it remains on their body.

[400] Sizzling Grill & Bar: Welcome Jumper, to the family of the 27th largest restaurant franchise in this great country. As the owner of your very own Biggerson's, you and your companions can always eat free. The food here may not be entirely healthy, but it is entirely delicious. Unlimited greasy burgers and chicken wings are just the beginning, with the restaurant boasting a few delicious trademarked menu items like the Pepperjack Turducken Slammer. This innocuous location serves as a great meeting place for sharing notes or a pint with fellow hunters without drawing suspicion. In future settings you can have a business as part of another franchise or independent bar & grill, allowing you to quickly collect rumours on any urban legends or supernatural regional dangers from the patrons.

[600] The Colt: Despite an antiquated appearance they say this gun can kill anything. For any hunter it would be a priceless artifact to be used in their business, if only one could overcome the limited ammunition Samuel Colt made for the revolver. For you that will not be a problem, as included with this purchase is instructions for the necessary ritual that can be applied to the pentagram-engraved ammunition. Now with a supply of myrrh, sage, holy oil, and the right incantation you won't need to worry about a lack of killing power. Taken in conjunction with Thirteen Bullets, you may be able to apply the process to another weapon chosen by that option.

Monster

[100] Vital Nutrients: There's no need to go out killing people like those uncivilized man-eating monsters. Worry not, all your humanitarian dietary needs will be met with regular shipments! Or at least one of them, as from now on you'll receive your choice of a specific vital organ or blood that can satisfy a monster's hunger as well as the real deal, and you get a fresh delivery every few days that can easily hold you over until the next one.

[100] Borax: Whether you want to keep the house clean or just defend against the baddest monsters in Purgatory, this provides you a great supply of replenishing cleaning products that include the compound sodium borate, regardless of what you might need them for. While not exactly deadly to Leviathans because of their vast regenerative properties, it burns them worse than any acid and is typically used to prelude beheading and storing

the head in a way it cannot regrow a body. This includes various products like aerosol air fresheners, laundry detergents, soaps, and several cleaners for your windows and carpets or flooring.

[200] Vamptonite: A bit of a misnomer as it's not only dangerous to vampires, with the exception of leviathans this corn syrup additive is unreasonably toxic to any human-eating monster. Should such a monster ingest the blood of a human who has recently eaten consumed the additive they will die instantly. Not just intended for the destruction of rival monsters, this makes the humans who eat it more complacent and generally dull-witted as well as being better at fattening them than other brands. For leviathans this means big and easy meals, while for others it could simply work well as a drug or anti-monster poison.

[400] Canyon Valley Wellness Spa: Offering yoga classes, a great gym and personal trainers, a kitchen providing nutritious meals, and a variety of relaxing spa treatments – this is the place to come for anyone who wants to lose weight and get in shape. The specialty treatments are able taking off tens of pounds of fat with each session with minimal discomfort. Along with the other services here can quickly help customers reach the healthiest physique of their life. You own a retreat just like it in this world and each future one, helping people rapidly reach their body goals with similar techniques as appropriate to the setting. By default it does enough business to keep running smoothly, but with such a great success rate it should be easy to promote to something more profitable.

[600] Purgatory: Considered a slightly worse neighbourhood than hell, this seemingly endless dark forest hosts upwards of 30 million souls. "Every soul here is a monster. This is where they come to prey upon each other for all eternity." You don't have that, not exactly. Like Purgatory, the dimension you receive shares a few features. It is able to serve as an afterlife for any creatures if you hold some kind of claim to their soul, such as through having created them or being worshipped as their god. Others who are not meant for this place can find an escape-hatch somewhere in the expansive plane that will eject them somewhere reasonably safe on their home world. Unlike Purgatory your realm need not be a spooky dark forest, but can include any kind of natural biome(s) you may desire to be cultivated and built up if someone puts in the work. Your inactive companions are free to wander this domain freely.

Demon

[100] Sanguine Cellular: This large brazen goblet is a popular tool in the demon world used for communication between each other. Decorated in faces twisted in agony one becomes accustomed to living in hell, it's for a little more than just social drinking. If you have access to a supply of fresh (and preferably human), blood, by filling this goblet you can easily converse with any demon of your choice. With simple incantations, it can be used to make calls to other beings as well.

[100] Human Remains: One of the greatest weaknesses of demons is the fact that they were once human. Much like vengeful spirits a demon can be permanently destroyed by salting and burning the bones. What you have here is a skeleton you should be very familiar with, one that was once inside you. But death is hardly permanent for many of the residents of this world with circumstance allowing spirits of all kinds to escape from places like hell or purgatory with a new physical body. Anyone could end discovering bones from a previous life. In subsequent jumps, you can receive a duplicate of your own skeleton.

[300] Demon-Killing Knife: This serrated-edged blade seems much like a common hunting knife, with a antler for a handle and engravings along the blade. It is especially deadly to almost any denizens of hell, causing both hellhounds and demons agony at superficial cuts. Actually stabbing them is invariably fatal, with only the first

demons, and those high in hell's hierarchy like the knights and princes resisting the effect. Upon stabbing a demonic being the wound glows with orange light and causes the same light to flicker within them until their spirit is destroyed. An excellent close-combat weapon for fighting off groups of demons, some might find it lacking compared to traditional exorcisms in that you have to inflict fatal stab wounds.

[300] Pet Hellhound: Sharing a fate with leviathans, God saw the hellhounds as too terrible to keep with his other creations. Instead of locking them away he wanted them destroyed, and without the intervention of Lucifer would have succeeded. Violent, voracious, and cunning, each hellhound is nonetheless deeply loyal and obedient to their chosen master. Inspiring fear in even angels they can be anywhere in size from a large dog to a horse, with even the smaller ones overpowering demons. The best defense against a hellhound being having your own, larger hellhound. Under most circumstances a hellhound is completely invisible, typically only humans they're assigned to retrieve are part of a crossroads deal can see them. Unfortunately for those humans, their mere presence can scare a person to death or drive them to suicide.

[600] New and Improved Hell: You have a throne that *technically* entitles you to rule over common demons here. In practice unless you're powerful enough to maintain authority it's unlikely you'll be able to keep the throne against treacherous others who envy the position. You have complete control over your own part of Hell, changing both the scenery and methods of tormenting damned souls here at your leisure. Whether you desire a place of darkness and chains where the hooked prisoners are torn apart each day or just a series of repeating waiting room and queues, people have different fears and you can personalize this place for any purpose. In every jump you visit that has its own hell, you may once again take up your throne in one of these layers of hell and will be offered the same control over the landscape. Once even demons may have hated and feared Hell, and now you can give them greater reason to do so or turn it into a place the demons never want to leave.

Angel

[100] Holy Oil: A very rare substance that can only be found in Jerusalem, Holy Oil has many applications in both rituals and confronting angels. When a circle of the oil is ignited angels are unable to cross, as both their vessel and the angel will be destroyed immediately. Very useful, if not for the fact angels can still call for help over Angel Radio and archangels can only be held for minutes before the fire goes out. Despite its primary use being a weapon against angelic beings, used as a fire-starter it still does great harm to both low and mid-level demons as holy fire molotov . Your jug of the fluid will refill regularly.

[100] Angelic Grace: This celestial energy is integral to every angel, but it can be stolen away with the right tools and leave an angel stripped of nearly all of their powers – including the ability to even leave a vessel. It is a serious crime in heaven for grace to be removed, whether by the owner or another. Once removed from an angel, this energy can cause a surge of life and growth in an area over time, turning barren fields into fertile overgrown areas. Of course, the angel would be stuck as a human unless they could find and reclaim it.

[300] Cherubim Sigil: A small bow that can be hidden as a tattoo on the palm of your hand. By channeling your power into this bow you can fire "harmless" arrows that cause the two humans of your choice (or at least the two people you hit in succession) to fall in love with each other. It catalyzes the affection felt between them enhancing any romantic feelings with a 100% success rate, so please try to be careful when you aim it. Upon being forced into falling in love with another human because of one of these arrows, a small mark is left on the heart. Those who have already been marked cannot have this ability use on them again; you can only use this method to create one true love per person.

[300] Angel Blade: These long, thin, triple-edged daggers are carried by many angels who enter Earth expecting combat. The wounds this blade inflicts harm almost any creature be they monster, demon, or another angel. Even those working for death, the reapers, are vulnerable to these blades. Still, powerful beings like archangels and leviathans cannot be killed so easily. Attacks performed with this weapon against most supernatural creatures that does damage sufficient to kill a mortal will also kill that creature. One needs to strike vital organs to deal fatal damage. The blade itself can be melted down and reforged into other types of weapons even with the simple technology available to humans, retaining all its killing power in the new form.

[600] 66 Seals: Whatever you can overpower and trap inside this pocket dimension shall remain here indefinitely without intervention from the outside world. It is absurdly difficult to open this extra-dimensional cage once it has been locked, with 66 events needing to have occurred before the prisoner is able to escape. You can choose the requirements to break each, though none of them can be impossible. While the prisoners are kept in a pocket dimension, they can individually still be called forth through a short ritual that allows their spirit to manifest in a large, doorless physical cage that comes with this item purchase.

Pagan God

[100] Scarecrow: With an emphasis on scare, this is unsettling sight is not the sort of thing you want to bump into in a dark field at night. Its face appears leathery with thick stitching and has deep wide black holes in the place of eyes. With a patchy black outfit and decidedly too human hands pesky birds aren't the only thing it will keep away. Left out in a field it ensure that no pests will harp the crops, and that blights and foul weather that could damage the yield will skip over the general area.

[100] Busty Asian Beauties: Just one of the many XXX multimedia brands available, Busty Asian Beauties caters to everyone who likes to see voluptuous east Asian women in erotic poses. While that may not be to your tastes, you can choose any one demographic or fetish and have access to a lifetime subscription that accommodates such desires. This includes access to their website (provided the setting has such a networking service), any of their released films, and the many magazines. From the very first edition up to your recurring monthly delivery you'll have enough erotic material to sate even the carnal appetites of Zeus.

[200] Mjölnir: A truly devastating weapon once belonging to the Norse God Thor that you acquired at an auction. Even in the hands of an (admittedly plot-aided) human, this hammer can fell opposing pagan gods in a single blow accompanied by a surge of electrical energy it gives off. This hammer has no particular loyalty, as hammers are infamously disloyal creatures, and can be wielded by anyone who picks it up potentially even putting its rightful owner at risk. Alternatively you can bestow these capabilities on another weapon you own (much like Athena's sword or bow) allowing it to bypass the requirement for an incredibly specific weapons and allowing it to do lasting damage to deities.

[400] The Elysian Field: A swank five-star hotel in the middle of nowhere that sees enough business to keep its many luxurious accommodations running smoothly. With rooms that can house all kinds of other deities comfortably and a speedy staff that can keep up with their demanding nature this place holds itself to the highest standard of excellence. Perhaps because of this outstanding quality, it is seen as an excellent convention place for meetings between deities like the pagan gods, where they can come together and discuss issues without it coming to violence as easily. The catering is supernaturally good with an abundance of pies and toppings for pies at the 24-hour pie buffet, all of which are guaranteed to taste better than the desserts of their pie-making competitors in

Heaven.

[600] Tulpa: The physical manifestation of an idea, brought to flesh by having others just believe in it. A Tulpa is created through the rite of dubthab, an intense visualization process with the intent of creating a thought-form and the desire to have it harm another person. After this point the Tulpa has a life of its own and no longer needs people to believe in it, but can still be shaped to give it new abilities or weaknesses based on those who see the Tibetan Spirit Sigil that spawned it with those thoughts in mind. Having found such a Sigil and Tulpa after it killed its creator, you have the unique opportunity to influence its growth for the remainder of the jump by crowdsourcing what people believe this Tulpa to be, after which the Tulpa joins you as a companion with the sum of those contributions.

Witch

[100] Hex Bag: A common component used by witches worldwide, a hex bag is simply a means to cast a hex upon a single target from a safe location. A kind of magical trap, a hex bag is to be hidden in a room and once the desired target enters they suffer the spell contained within which lasts continuously until it either causes the death of the intended target or completes the hex with no more to be done. The only way to stop a hex prematurely is to find and burn the bag. This hex bag can be aligned with a single-target spell you know – from this world or any other. That spell cannot be changed once selected.

[100] Curse Box: When it comes to seeking magic, one is bound to come across just as many volatile items as beneficial ones. What you have here is a simple but effective way to counter the dangerous consequences of encountering cursed equipment. Created by magic, accidental or malicious, these items can quickly lead to the death of one who finds them unless a curse is neutralized. The box your receive is superficially like any other curse box, with simple lock and protective sigils capable of neutralizing the ongoing effects of any cursed item placed inside. Your curse box is large enough to hold any one cursed object safely.

[200] Angel-Proofing: An intricate series of ancient runes has been carved into your ribcage, making it impossible for angels of any rank or power to sense your presence using their divine powers. Even archangels like Lucifer himself would have to hunt you down the old-fashioned way. You have an ancient tablet with instructions for placing these same protective runes on others to hide them from angels. If you copy them onto another person or persons they too will receive this safety from detection, though any copies can be removed from a person as per normal for whatever means you use to inscribe them.

[400] Resurrection Seal: Developed by the Grand Coven, this small ritual box is filled with powerful life magic and typically only found with their members or associated. Implanted into a witch or person that witch wishes to protect, the sealed life energy will only be released when it senses the person it is inside of begin to die. When the life force of the bearer fades due to death, the spell contained surges for to restore them. All wounds and injuries that led to the death will be healed and with the damage gone their heart restarted by the spell. Knowing this, a person can avoid letting their spirit pass on until the magic takes hold and returns them to life.

[600] Book of the Damned: The true book is a 700 year old tome written in an obscure Sumerian dialect, made from the skin and blood of the very nun who penned it after receiving a vision of darkness. Her life's work of breaking curses was compiled into it, a dark magic tome with no equal. Within its many pages lies the ability to undo any kind of damnation that has been performed. It has an answer for every curse you will encounter, even able to explain what you need to lift primordial ones put in place by a capital-G gods. Keep in mind the book will

only tell you how to break these ancient seals and curses, not the consequences for doing so. Your copy of the tome may be written in any language of your choice, made from less clichéd materials than Mother Agnes.

Companions

Any of the below companion options can be used to either create a new OC character with a personality and appearance of your choosing or instead be used to import a previous companion to the role at no extra cost giving them the listed skills. Freebies and discounts apply for the Jumper, but any companions you purchase cannot buy more companions unless explicitly indicated otherwise.

[50] Carry On Wayward Son(s): You can import a single companion into any origin and provide them with 600CP to be spent on perks. If you have taken any of the other companion groups (Special Family, Roadhouse Connection, Pack Leader, Unequal Partners, Heavenly Choir, Pantheon, or ~~Mega~~ Coven) your companions imported with this who share the matching origin can receive the additional bonuses offered by those options. There is no limit to the number of companions who can be purchased with this option, each individual costs 50CP.

[100] Non-Canon Pairing: But perhaps you don't have any friends to bring with you or lack the confidence to make new ones? If that's the case you'll be in good company with the characters on offer here. You may select any canon character to incorporate into your history here (though not to the extent it warps the plot) and have something resembling a friendship with. If by the end of the jump they are alive (no matter how many times they may have died over the course of your time here) and have agreed to join you, you may take them as a permanent companion.

Special Child

[100] Special Parent: You could hardly be a Special Child without one, no? While decidedly not your biological relative, this demon is the one who provided you with blood to grant you powers. They have mere traces of any of the Special Child perks you've purchased here, with far less potential for growth in themselves. It's just something about the human soul that seems to empower the sinister potential of that blood. When sharing their blood with a human, it will bestow upon them the same psychic powers you've gained here over the course of several years, if that recipient is allowed time to mature and practice the skill. They can visit the dreams of you and their other children to help keep you on the right course…

[200] Special Family: Family don't end with blood. Family is there, for the good, bad, all of it. Even when it hurts. That's Family. You're lucky enough to have three people you can call your family, biological or otherwise. Each of these companions can select a free origin, and has 600CP to spend on perks and equipment, with discounts appropriate to their chosen origins. In your backgrounds here you've been through struggles together and know you can count on one another no matter what trials may lie ahead. Even should one of you be killed you'll never give up on each other, fighting to hell and back to keep each other in your lives. Any other Special Child can share your Special Parent, with their psychic powers having come from the demon in the same way.

Hunter

[100] Call Center Idjit: Someone who handles your cover stories when infiltrating locations with fake I.D.; the person on the other end of the phone who can quickly adapt to various roles as needed. They can manage

impersonating your superior with the Federal Marshal, F.B.I., C.D.C., Police Department, or Health Department easily depending on which cover story you may be using and have a 100% track record for nailing every performance. Should anyone try verifying the fake identities you or other companions may be using with the number of your superior on your business cards.

[200] Roadhouse Connections: You've got connections in the community, and even know a few hunters friendly enough to team up with for those jobs that are just a bit too difficult to manage alone. All 3 of these companions have the Hunter origin and 600CP to spend on any perks or items of their choice (taking discounts and freebies as appropriate in those categories) and are equipped with 200CP of personal Hunter Equipment to assist them on the job.

Monster

[100] Ghostfacer: This "hunter" loves the idea of the supernatural and turned it into their career. While they technically possess many of the tools that could be useful for finding and filming monsters they seriously lack the requisite experience to escape a situation once they've actually found such a creature. Though their survival instincts may not be the best, they excel at entertainment and running social media to keep people up-to-date on their adventures. With their very own web series or other platform to showcase investigations they've gained enough fans to make a living off their passion. Whether you saved them from their own incompetence or are recurring monstrous entity you two know each other well and your cameos bring in ratings. It will be very clear for any legitimate hunters who digest the media that this person has no idea what they're doing and would be killed if actually dealing with a monster – making you easily disregarded as a hoax by such people if supernatural yourself.

[200] Pack Leader: You gain a full set of three Monster allies who defer to your leadership. Each receives 600CP to be used in perks and equipment purchases with the typical benefits of being the Monster origin. They care share the same monstrous species as other members of the pack (including you, should you have chosen to be a monster) at no extra cost to themselves even if one is something as unusual as a new type of Jefferson Starship (though only the companions who actually purchase the perk gain additional benefits beyond simple species here) or something as horrible as a leviathan.

Demon

[100] Meatsuit: For a demon a human body is just that. What you have here is a hospital patient found in comatose, whose soul and consciousness were reawakened by your possession (or may have already completely passed on). As long as the body of this host is mostly intact it will cling to life and you can continue using it as a host for your spirit. Destroyed organs, shattered bones, the only thing that will stop it from moving is if they lose the parts necessary to do so. Should it expire while you're out of the body, by possessing it once more you can start it up again even returning the spirit. If your meatsuit has a personality of its own, it can be as perverse and/or sadistic as you wish. They're eager to be taken by you again, and when they call out to you to take them you can oblige the request immediately – even letting you pass between Hell and Earth to do so.

[200] Unequal Partners: No matter how righteous you consider yourself to be it's helpful to keep a few contacts in the underworld to get you out of trouble now and then. You gain three demon allies with all the regular perks of the origin, along with a total of 1800CP that can be used to purchase any perks or equipment their dark little hearts may desire to reflect their background. Not all demons are created equally and should you encourage the

pattern in this trio one of the demons will be rewarded. Any companion demon who spends greater than 900CP will gain both Telekinesis and On The Wings of a Prayer as free bonuses.

Angel

[100] Vessel: Angels often have difficulty in taking part in the world of humans, with sufficiently powerful ones requiring specific vessels to avoid having their holy power corrode them from the inside. Even finding a partner that can house them safely, an angel has no guarantee to be invited in. For you that will not be a problem. This (likely righteous) human is happy to let you take the wheel and will never suffer complications from your spirit growing too powerful as you have perfect compatibility. You are lucky enough to have a human with actual importance and influence in the world – someone like a politician, military leaders, a CEO, or otherwise famous figure in the public eye. They have normal knowledge of the modern world and all the professional skill needed to perform in their career, with all the natural talent to obtain similar positions in other worlds.

[200] Heavenly Choir: You've got a host of friendly celestial beings looking over your shoulder. Each of these 3 companions receive 600CP to spend, gaining the Angel origin as well as any appropriate freebies and discounts on perks and items. Unlike with other companions, they may take a perfectly compatible vessel of their own to interact with in the world. This vessel can come in two flavours: the first option is giving them a brand new sub-companion, while the second is bestowing another of your existing companions who does not otherwise gain an origin in the setting with the same spiritual properties of vessel, though unfortunately they only hold a normal set of skills acquired over a very average career.

Pagan God

[100] Worshipper: The quality and reverence of those who praise you does not affect the amount of power a divine receives. All that is important is that you have their worship. While that could be true in the simple matter of the power a pagan god gains directly, it is also true that having someone who worships and clings to your every ideal and tries to be the change you want to see on the world also has value. Whether a physical god or something else, this human sees you as their god and will do their utmost to help turn the world into the place you would want it to be. Committing any personal sacrifice necessary for your benefit, they don't seem to just settle for doing what you instruct but have a natural ability to know what you would want even when such desires might be left unsaid. Though without any special powers, this person will set out into the world to make it the kind of place worthy of you.

[200] Pantheon: As independent as they may act, deities rarely exist in a mythology completely separate from one another. Legends intertwine and cultures have many stories where their various gods meet. Here are three gods who have been so fated to become part of a united pantheon, one which includes you as well if a Pagan God. The group assembled here gains something greater as a pantheon than they couldn't have achieved alone. Those who offer worship or sacrifice to any one of the deities must indirectly acknowledge the divinity of the others in the pantheon, thereby providing a fraction of power to even members they are not actively a follower of. Each of these three companions has the Pagan God origin and 600CP to spend on perks and equipment.

Witch

[100] Familiar: Serving as servants to witches, it is a curious matter that the familiars of this world seek out and choose their own witch. All familiars have their own free will and personality, but still cannot disobey a direct order

from their chosen master. These supernatural creatures can shift between the form of a single animal (usually a domesticated species, but certainly not exclusively domesticated species) and that of a human. Not every witch possesses a familiar, but those that do hold a special bond and can communicate telepathically if the master chooses. This companion can either be bonded with you or any other Witch companion you may have. While it is technically a taboo for witches and familiars to have an intimate relationship, such affairs remain rather commonplace.

[200] ~~Mega~~ Coven: Some covens are grand, and some are better. You have brought together three others to form such a coven, with yourself included as a member if you happen to be a Witch. These three companions each have the Witch origin and 600CP to spend on perks or equipment to assist in their craft. When any three members of a coven gather they can cast their spells as a group in order to overcharge the result leaving it strong enough to overwhelm the magical resistance of almost any being. Obviously for this to work each of the members involved must be capable of casting the spell in question. The results of such group dedication speak for themselves; one such coven was able to even knock the wind out of God's evil older sister.

Drawbacks

Don't take on extra problems without considering the consequences. The Supernatural world is a somewhat dangerous one, and even minor distractions could cause problems in achieving your goals here. You can receive up to +600CP by selecting from these complications.

[+0] Renewed by Popular Demand: Is 10 years not enough? Does your heart go aflutter at middle-aged men overwhelmed by continuous teenage angst? Do you want to see even greater threats overcome, despite all plots having been neatly tied up with no sensible reason for a new threat to emerge and force action from the heroes? For ever more loose ends and forgotten plot points as the God writing the story literally leaves the building? By taking this drawback you can stick from anywhere from an extra decade to a full century! Just be warned that when disaster strikes and damages the timeline of God's Plan, agents of Heaven tend to send the Winchesters into the future to show them how they messed up – and you may find that much of the time spend on your stay is the same period of time playing out in alternate ways.

[+100] Room For Two?: People will constantly mistake you and one of your platonic travelling companions as lovers, completely oblivious to that companion being someone you would never consider sleeping with until you react to the suggestion. This will happen with alarming frequently, basically every time you visit a hotel or introduce yourselves and accidentally leave the relationship vague. Of course, noticing the pattern you may try to overcompensate by stressing just how platonic a relationship the two of you share – which is guaranteed to convince no one. During downtime you will often find yourself wondering why everyone else assumes you're together and thinking about the unsettling logistics of the pairing.

[+100] Busty Asian Beauties: You have a not-so-secret love for voluptuous asian women. You regularly spend a good portion of your day admiring them over your online subscription to the erotic website. You never miss a chance to pick up the newest issue of the XXX magazines and regularly spend your nights enjoying them even if the prospect of sharing company with a someone attracted to you would be easily achieved.

[+100] Whiny: You can't help it, when things aren't going right in your life you need other people to know it. Though you may have the good sense to keep secrets about the supernatural world, it won't keep you from using

analogies to normal life with others to get your point across that your life is worse than everyone else's. It may be hard to make any new friends when your typical introduction is full of complaints about how difficult it is to be you.

[+100] Inconceivable Eldritch Horror: You are the Jumper! A form from beyond the very universe and possibly even above human understanding. What does such a monster look like? Why, just like a normal human of course! For the duration of this jump you will appear for all purposes like any other human losing access to an alternative forms, shapeshifting, or inhuman powers based on an unusual biology. Demons and angels will be trapped in their vessels, and other than their new dietary desires monsters and deities will appear entirely human too.

[+200] Food Additives: The Leviathans are guaranteed to escape Purgatory and spike the food supply, and once they do you will be hard to get your hands on anything that isn't tainted. No matter your true form, eating it will make you lazy and complacent, happy to just eat more. Any monsters unfortunate enough to eat the additive or humans that have been tainted are worse off, doomed to die from the moment they taste the substance. All of these contaminated products lingers on in the world long after the leviathans are long gone, making humans more vulnerable overall and putting you in potential danger too.

[+200] Family Drama: You're going to make big mistakes, and each one will take people years before they can forgive you for it. You're not the only one either. The family you surround yourself with will be just as likely to take foolish risks that endanger themselves and others. Both sides will argue with each other near constantly over these mistakes each time likely blaming the other party for forcing their hand with something they did. Even if you're just putting yourself in a bad situation to help bail out your loved ones and it all turned out for the best, you'll never hear the end of it. When you they do the same to help save you all you fixate on is how stupid they were to put themselves at risk. Never expect anyone to be on your side in an argument unless you are undeniably correct, and even then expect to be resented for trying to distract from your faults.

[+200] Demon Blood Addiction: You can't help yourself, you just feel a rush of power when you drink down that sweet sweet blood that courses through the veins of people possessed by demons. To get your fix you'll need to go out and hunt down demons to feed on. While you may be able to find demons that oblige the habit, if only to further your self-destructive behaviour and to horrify the one they're possessing. While this activity will still offer measureable benefit to any Special Child's psychic abilities, the withdrawal is harsh and it will be impossible to actually kick the habit in any kind of long-term way.

[+200] Power Decay: You and your companions arrive with all your outside powers and equipment, but as years go by and with each fight in which you showcase abilities they'll become significantly less impressive. Regardless of what means you use to avoid having to use your skills and special abilities expended, by the halfway point of your time here everything you bring in will have been reduced to only a third of its original effectiveness and the process will only speed up from there. Only a couple years later all of your abilities will have been lost and equipment unable to assist with any meaningful contribution to the world. From there on, you will all just have to survive with whatever strength you may have possessed as an ordinary human.

[+300] Jumper Tablet: Written by the Scribe of God, Metatron, each Word of God is focused on a single type of creature in creation and contains the sum total of information on those beings. The history of an entire species, along with their strengths, weaknesses, and much more is contained in each small slab of stone. Just like the angels, demons, leviathans, and hellhounds, a tablet exists for the Jumpers. Yes, Jumpers. Upon a prophet being activated who can read this tablet, a signal was sent out across the dimensions attracting others with similar

powers to the world. The Jumper Tablet reveals techniques that can be used to kill you or imprison you within your home dimension or cosmic warehouse for eternity. Needless to say if any of these three things happens your chains will end. A Jumper or their companions even touching the tablet will revert them to “factory defaults”, stripping any abilities obtained in other worlds but otherwise doing no harm.

[+300] Heaven’s Most Wanted: The angels see you as a threat to their plans for the coming apocalypse, and no threats to God’s plan can be ignored. Since it’s immoral to outright kill a human as one of God’s favoured creatures, if you happen to be one they’ll settle for permanently disabling you or stripping away your ability to live without life support. Even those angels who might otherwise be merciful will grow to see you as a danger to their beloved brothers once you begin defending yourself. Archangels Lucifer, Michael, Raphael, and Gabriel are some of the strongest beings in creation – having fought by God’s side to help him seal away The Darkness. While they won’t assault you directly at first (some for more obvious reasons than others) the closer you appear to thwarting Judgment Day the more likely you are to find yourself facing the greatest wrath Heaven has to offer since the flood. If the apocalypse is averted, you’ll be one of the people Heaven seeks vengeance on. If the apocalypse is not averted… well you’ll have other problems.

[+300] Scum of the Earth: As a famous terrorist, either by your own deeds or the mischief of a shapeshifter, you’ve ended on the FBI’s Most Wanted list as the number one target. While others may be able to avoid notice in such a situation, you are guaranteed to be noticed by any and all law-enforcement officials who know you’re dangerous and likely psychopathic. The more these incidents occur, the more you will become a household name and feared by the public at large, with even the most open-minded and sympathetic souls trying to destroy the threat to their loved ones. Eventually, all mankind will refuse to tolerate your presence. This worldwide loathing applies to the Winchester brother as well, who curiously keep finding unique legendary weapons and rituals with the power to kill you. By the intervention of Heaven, they will not remain dead.

[+300] Enemy of Hell: With Lucifer seen as their only hope for a glorious new hell, anything who matches his power cannot be allowed to stand. While other races might favour fight or flight, demons surprisingly don’t deal with their enemies in such a straightforward way. They will use their network to find the things you value most, whether its property, respect, or the people in your life – and do their utmost to take it away however would hurt you most. The underworld has billions of damned souls just looking for a chance to prove they’re willing to die for the devil, if only to be offered some kind of final escape from the torments of hell. While dealing with subterfuge on one front the less tactful demons will spare no effort to slaughter you at every opportunity. Relentless in their pursuit to hurt you and take the things you love, the best to be hoped for is they get caught up in infighting between factions to decide who gets the glory of ending your life.

Notes
Made by stupid_dog

Thanks to BulgeAnon for permission to make the jump. Thanks to ASA and Red for editing/clarification help with version 1.0. CCDT helped clearly define everything at basically all stages of the jump and otherwise wrote the majority of it for me, he definitely deserves the recognition for this jump getting done in a way that makes sense. A super special thanks to that total cutie NuBee for his help and support throughout. And one last thank you to my favourite [redacted] SpyroAnon, [redacted]

Setting rules are often very inconsistent on just what powers are capable of. Suffice to say if you come across a being that is "more powerful" or the latest Big Bad, most of the abilities won't work nearly as well as they're supposed to.

Bibbing: If you do not have a pocket dimension in which to send them to, or do not wish for them to survive you can leave their spirit to be treated as it normally would by the settings rules.

Angels: If you choose not to buy abilities that are common to most angels, there is nothing wrong with you. Angel abilities are dependent on a connection to heaven and a majority of angels within the series can lose access to those bestowed privileges due to outside interference or just not being granted them in the first place. By making a CP purchase you ensure that even once disconnected from the Heaven of this world or losing your Grace you'll somehow retain those powers.

Alpha Angels are some of the first and strongest angels, with appropriately powerful Grace and authority over other angels. Just like other Alphas you'll be able to turn humans into angels - which might not be that great in worlds without Heaven but you could be able to build or find some kind of substitute for it in time. Alpha Demons are the white-eyed demons like the first demon Lilith – much more powerful with other demons eager to follow them. You can make use of the demon-conversion methods to turn human spirits into demons in other worlds through torture if an Alpha Demon.

Force of Nature doesn't need to be an element specifically. Choosing another natural theme like agriculture, moon, pain, spirits, truth, or similar things is totally possible but the general purpose of the perk is simple energy blasts attacks with only slight utility based on the theme. A sacrifice of combat could allow for more utility with certain themes, like being able to generate truth within an area to force people to speak it.

Q: Can I use **Servitude Spells** to create a phylactery for someone to store in the warehouse between jumps without purchasing them using CP or using a pod?
A: Of course not silly, none of the perks let you dodge chain fiat unless explicitly stated.

Thirteen Bullets / The Colt: Anything that predates the accepted creation of the world in a setting, beings greater than 4000 years old, or beings with tremendous power such as the Devil himself, Greater Deities, or personified concepts will be immune to the instant-kill potential of this weapon – though they might still be hurt by the bullet depending on setting.

Resurrection Seal activates after you have died to return you to life, but in itself offers no ability in itself to dodge the consequences of death in a chain. Due to this, it is likely better gifted to companions or other characters who might find themselves in danger.

Book of the Damned: Contains other spells shown in the series (at least up until Season 13 unless something big is added), such as concoctions able to mend any wound so long as the patient is still alive as well as witch-killing spell that atomizes a targeted witch to fine ash and blood particles.

Special Parent's dream ability seems to function much like Precognition from the perspective of the dreamer, giving them a vague idea of something they need to do to reach their own goals though probably aware the Special Parent is involved somehow.