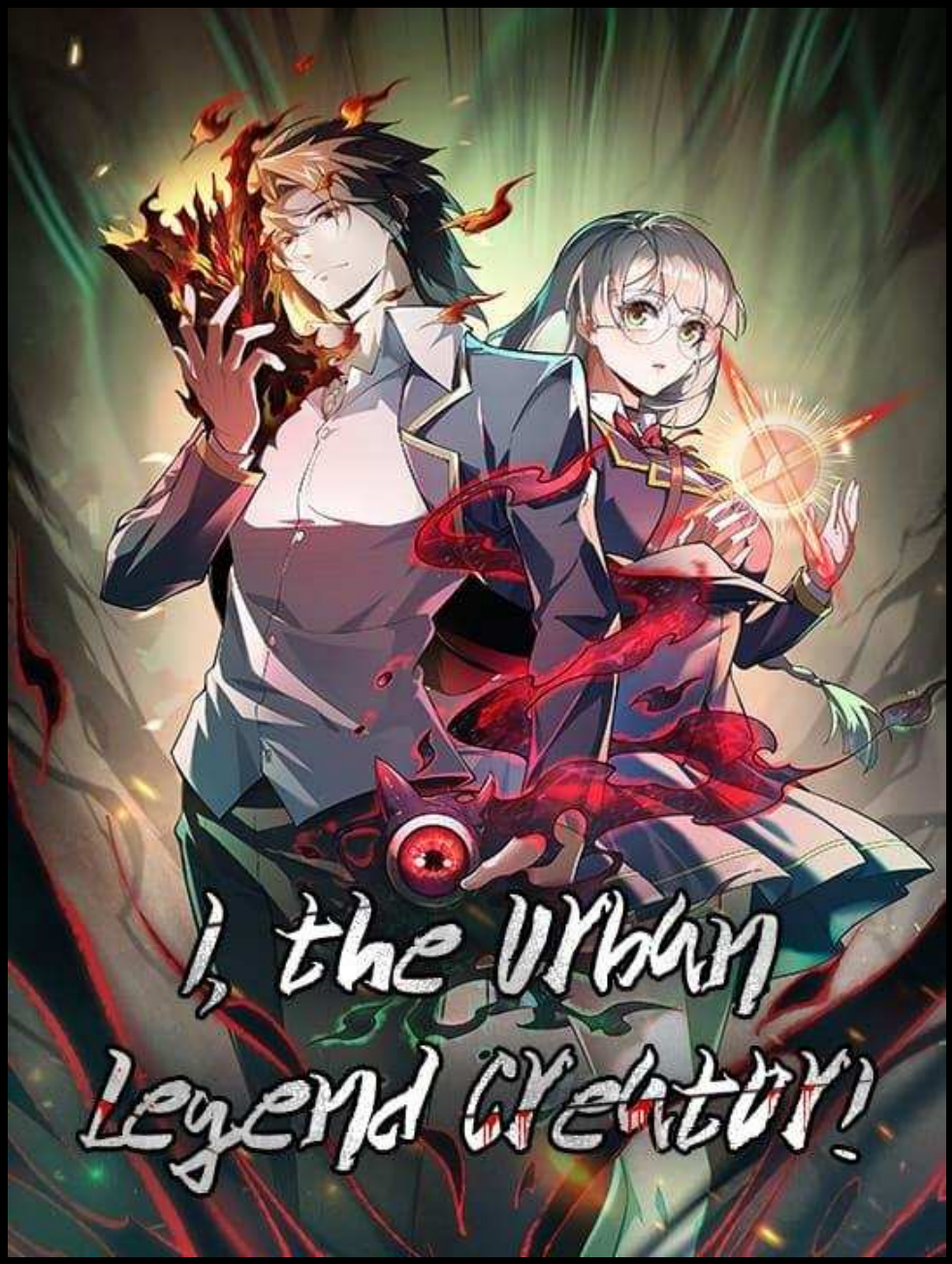


I, The Urban Legend Creator jump
v1
by PerfectlyNormalShard

Welcome Jumper! To Earth, more specifically, Jiang City, China. in this world, live supernatural beings, but unlike regular worlds of similar premises, this one is on the more horror and paranormal side of things, for some humans are born with greater than usual spiritual powers, making mystics, psychics and medium an actual profession, if the public was actually aware instead of kept in the dark, added to that are ghosts the spirits of people, souls who wishes to stay, along with the restless dead, ghost who stay due to negative emotions, grudges and negative karma rather than personal desire or attachment, who generally died under tragic and/or horrible circumstances; and monsters, being closer to living impressions or ideas born from human cognition, living manifestation of legends, karma and rules.
Take **1000 Choice Points.**

Starting Location

Free Pick.
You are free to choose where you arrive, though it will be limited to Jiang city and its surroundings.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default, your gender is whatever you were previously, but you are free to choose a different one.

Origins

ALL origins can be taken as a Drop-in, for good or for ill.

Paranormal Fan [200 CP]
Just like our protagonist, you were an outsider from a parallel world similar to this one, until you were transported somehow into this one. This has advantages, should you play your cards right.

The Special Bureau
With all the ghosts, supernatural horrors, psychics, and paranormal anomalies, the international council created the special bureau to deal with, control, or suppress the paranormal. You are a member of one of the branches, specifically Jiang City.

Monster(Free/200CP/400/600)
Instead of a human, you are one of those paranormal anomalies; you innately possess spiritual energy and powers. For free, you are either a ghost or a restless dead, which gives you the ability to turn invisible and incorporeal to anything without spirit power. For 200CP, you may become a monster, born from the collective psyche of humanity, making you immune to any human below your level of spirituality (level 7 spirit power) or another monster. For 400CP, you are a disaster class monster, and for 600CP, you are the highest class, Tyrant.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Horror Movie training [Free]
Panick attacks are a terrible way to end our stay prematurely. Thankfully, a lifetime of horror movies and games has desensitized you to fear and horror; no gore will shake you, nor jump scares will leave you helpless. In short, you will be made a conscious master of your base instinct when it relates to fear, to make sure you will fit right in

Fit and ready [100 CP]
For humans to have a fighting chance against paranormal, one must have their body trained in the art of battle at least. Your body is well-trained, with years of equal proportion conditioning and years in a single martial art. The bare minimum for agents.

Calls for ghosts and monsters [400 CP]
With this perk, you may carry with you that urban gothic air that permeates this world; you can paint any future world you visit to have that air, be it people or the environment, or visuals. You can also allow for the creation of ghosts, restless dead, and monsters to start appearing, be it spontaneously or retroactively, you can decide the specific, from quantity, conditions for manifestation, repartition, types allowed, etc.. You can also allow spiritual power too, from the number of mediums to the criteria for one's spiritual energy to manifest, be it through acquisition to innate talent, such as age or bloodline, or gender or race, of course, exceptions will arise sooner or later unless specified. You have no control over those who benefit from this or over the monsters with this alone.

Paranormal fan

Gothic beauty [100 CP]
The most important part of an urban legend protagonist, beauty, although yours is of a Gothic and mysterious bent. This dark look works especially well on ghosts, monsters, and the eldritch. And increases the more spiritual power you have.

Detective Mind [200 CP]
You are definitely gifted for this kind of work; not only are you smart, but you also intuitively understand how those paranormal entities operate and their rules, as well as how to circumvent them.

Creation's loyalty [400 CP]
Creations turning on their creator is a classic trope of horror stories and urban legends. Well, not with this perk, it is literally impossible to use your creations against you, living or otherwise, sentient creations are guaranteed to be born loyal to you, impossible to betray you, and maintain at least a minimal level of affection no matter what your treatment of them. you also always know their status and feelings, and summon them with a ritual only you can use.

True record of Urban legends [600 CP]
Congratulations, you are now the sole and exclusive owner of the urban legend creator system. Normally innate by nature, you can turn it into a red crystal necklace that manifests a book as a form of interface. This book functions using three resources:
Lifespan: not your actual lifespan. Every time you use the system, you lose one day of power for 24 hours; you can only store up to 100. If you die, it costs 1 day of lifespan to revive, so long as your death is due to a supernatural creature.
Urban/legend points: those are gained by spreading the legends of your creations by having them act as they were created for. You can use these points to restore lifespan or create monsters; the more powerful the monster, the greater the cost.
Good and evil points: gained by moving karma around, essentially doing acts that are good or evil (generally cause death), be it directly or through proxies like your creations, they can be used to augment your spiritual powers, or augment the powers of your creations, or revive dead creations.
There are also a few other lesser benefits, but I will let you discover them on your own, such as having the consequences of your creation's action written on their personal page in the book. also, as a reminder, the book or necklace is indestructible, and the system can't be stolen or copied. If the lifespan reaches 0, the power is locked for a whole year. You start with 1000 legend points after each reinitialization. If you have no legend point, you can create a cameo monster, which can be killed with a bat and has no special power; its job is to appear in the background of photos and videos or in the corner of people's eyes. Only one can exist at a time. its only allowed ability is invisibility to mundane eyes.

Special Bureau Agent

To get the info [100 CP]
The most basic yet vital function of the bureau's regular employee is to gather intel. With this, you get a brief yet comprehensive training that you must pass through, as well as excellent detective skills. If you're looking for info on someone, you're almost guaranteed to find it. You could open a detective agency with this.

Psychic master [200 CP]
You now possess a peculiar ability. After having unlocked spiritual powers, you have become psychic. More specifically, you can enter people's minds, which is composed of two major parts: the surface, which houses memories and personality, and the hidden part, which contains repressed memories and primordial instincts that form the id.

Death Substitution [400 CP]
Now this is a rare gift; only two people worldwide have been recorded to possess it. Death substitution, while commonly used as a form of immortality, is much more useful and versatile; it allows, like its name, to substitute an effect caused by an ability, be it yours or another, you can bypass, for example, lifespan theft by having your subordinate pay the price. The recipient of the substitute can only be your subordinate, or those you use a special ritual on, which work only on being with no spirituality or half as strong as you. The ritual is complex and at least 4 hours long, so the subject must be restrained.

The Stealing Hand [600 CP]
This is perhaps the most treasured ability employed by the former No. 1 agent of the bureau; it allows the user to steal anything, whether spiritual, mental, or metaphysical, including conceptual. Normally, this is an item that steals something random from the user randomly in return. But you're paying a premium, so this is an innate power that allows you to turn your limb into a ghostly version of it (save your bones), and when stealing, it uses energy instead, be it spiritual power, mana, or something else, then its stamina. If all is exhausted, then it steals some part of you in return, and it's only proportional to what you're stealing; the more conceptual, the higher the cost. You can instinctively know how much you're going to pay upon seeing what you wish to steal.

Monster

Monstrous terror [100 CP]
No self-respecting paranormal entity roams around without that iconic unsettling presence, that something is not quite of this world, you can inspire a feeling of dread or imminent death or doom, it all depends on how you wish to present yourself and your level of power, but always horror themed, toggleable.

Cryptid horror [200 CP]
In the modern age of technology, many believe in their own enlightenment and full belief in the reliability of their tools, you are here to teach them the error of their ways, to put bluntly any tool, device and what not that try to record you fall under your influence, you can make a live footage glitch, or show something that didn't happen, or exert your power on whoever witness it. This work on any means, be it technological or magical, so have a laugh as you destroy a witch's crystal ball, or cause a seer to see their own demise, hell, recreate the ring and emerge from the TV. Only means that are holy in nature of beings much stronger than you are immune.

Absolute Rules [400 CP]
Don't you find it annoying every time your victim simply ignores your rules due to being a protagonist? Well, not anymore, any monster rule or law you impose cannot be ignored, destroyed, overruled, or even changed without your express and explicit permission.

God of Horror [600 CP]
Not all monsters are equal; some have the essence of true monsterhood, the only other was the monster 'god'. This allows three things: if you were to die, all your major organs will turn into monsters of a lower level than you to gather enough legend points to resurrect you, which depends on your own legend points or spirit power. Second, you get the powers of being you kill by devouring their essences, and can be used to improve your rules 'patching' them. Lastly, you make use of the essence of what you defeat and turn them into special objects like those found by the special bureau, or simply subjugate them and turn them into sub-monsters of yourself, acting as sub-rules which are permanent. You also gain 500 CP in the monster power section and gain a free lethal rule.

Monster Power [Restricted to monsters]

While it is possible to earn your powers the usual way by becoming a monster, it's quite time-consuming and unpredictable. You then may use this section to buy the powers you seek. Being a regular monster gives you 500 CP, while being a Disaster class gives you 1000CP, and a Tyrant class 1500CP. All can be purchased multiple times unless stated otherwise.

Range [Free/200CP/400/600]
How far do your powers reach, ranging from a building to a city to a country to the entire world

Monstrous strength [100 CP]
Monsters need monstrous strength. Now, you have twice the strength of a man. It could otherwise be a speed boost or some other parameter.

Rule Adjustment [Free/200 CP/400 CP]
How exactly do your rules operate. They may be simple, complex, or possess subrules.

Territory [200 CP]
Now you have a territory, and your powers are enhanced or connected to your rules.

Lethality [200]
May possess one rule that causes instant death if triggered.

Resistance [300 CP]
Resistance to an effect, be it other rules encroaching upon yours, or spiritual powers used on you, or maybe physical damage, note that I said resistance.

Perception [400 CP]
There is more than the mere 5 senses of humanity; perhaps you may sense those who killed their relatives, or those who never knew your name, you decide.

Make your own [variable]
Can't find what you seek? Why don’t I give you the rein, make stuff up, the more outrageous the more it costs, but it must stay in the theme, nor be too outrageous, aka straight up divine only ability, not something you expect from monsters.

Items

You get 200 CP for this section only.

General

Money[Free]

It is tough to live without some cash on hand today; here is $10,000 equivalent to start.

Special Bureau[600CP]

With this, you are now the leader of the special bureau, with international backing and funding, if made known to them, thousands of normal agents, immaculate surveillance power, and a dozen of espers all working worldwide, along with facilities everywhere

Paranormal fan

Paranormal club [100 CP]

Here is a key and a membership card, with the key, you can use any door to enter the paranormal club, it has a bunch of books and computers, knowledge on common and obscures legends, a more than a few anime merchandises, with the card, you can allow anyone you gift to enter the club as well and be considered a member to any casual paranormal club.

Eyes of the gender swapper [200 CP]

These pair of eyes are actually the result of a monster you captured and dominated, now subsumed to your will, it live in your eyes, when it activate, your eyes will show glowing blue male and female symbols, it has two ability, first is gender swapping yourself or anyone you touch or make eye contact, its affect not only the body but the soul too with all that entail allowing you to uses gender restricted power system, the effect is permanent unless lifted by you, not even regression or time travel will negate it, second it charms anyone who see you or you see them, giving you a charisma boost as well, all of this is toggleable.

Glove of Cracks [400 CP]

This isn't exactly a glove, but another tamed monster in the form of a glove. It can create a mouth, block any resurrection attempt from anything it consumes, it can also create eyes in cracks around you, the range of a city for you to spy through, and can enter your mind to protect it.

Ghost Train[600 CP]

You are now the proud owner of a ghost train, it can appear in any track or rail (a flat dirt road suffice in medieval settings)and arrive anywhere in the world with similar requirement, you can buy tickets in any station if you ask, no one will question it, its passengers are all monsters or ghosts, even in a complete mundane world, the passengers will not attack unless provoked and are open to communication. If you wish, sometimes people climb aboard that train like any horror movie and act as a ticket to the monsters that must be dragged around, probably upping the disappearance cases worldwide. It's also much bigger on the inside, and its true length is unknown, possibly continuously growing or infinite. When not on the rail, it is in a pocket realm that is just a crimson sky with an infinite rail floating in the sky with infinite stations. You can allow the passengers to enter the real world if they so choose. Finally, the train rules can be made to synergize with other monsters you employ. It can go anywhere on the planet and its adjacent realms that are not completely barred.

Special Bureau Agent

Special Bureau Badge [100 CP]
With this, flash this badge to any civilian, and you will be treated as a special bureau agent, which allows a lot of leeway and benefits. In a world without the bureau, you will be treated as a special agent from the FBI or equivalent to whatever country you are in.

Card of the Mercenary [200 CP]
With this, simply open it and you will find a board frequented by rich, powerful, or influential people that act as quests, which pays well, generally of the supernatural variety, and always within your means; it's always honest and never a trap. The reward can be money or a supernatural item, whose power depends on the task. Even in a completely mundane world, you can also post your own quests, and mercenaries can be generated to carry them, but make sure the price is worth it, cause people can find out why you hired them.

Special Object [400 CP]
There are many objects in the vault of the special bureau, a scissor that can cut conceptual stuff, a cub that divide the soul 100 times, a horn that silence an area permanently, you get to choose one, and since you're paying premium, once a day, you can use the tool without side effect, for additional tools, pay 200CP each, the object must have been known to belong to the bureau.

Mobius Strip [600 CP]
This is the paragon of special objects, it turn all dimensions(including higher ones) around a target into a mobius strip, it a perfect strip too, as spacial or dimensional powers are useless, no matter the power there stuck in this position, once a year, you can waive the price of using the mobius strip(which is the death of five spiritually powerful subordinate), the only way to even move beyond the strip is the power to move between multiverse while capable of ignoring all types of barrier imaginable(aka night omnipresence), the barrier can't be weaken in any way and doesn't degrade with time. and both must be used at once.

Monster

Strange puppet [100 CP]
This is the sealed version of the distant relative monster. Activate it and it will turn into a facsimile of a person that acts as your relative or member of family, friend, sempai, or even lover. It can edit small memories to sell the lie better. But it has no fighting power.

Lucky coin [200 CP]
With this unique coin, you can ask a question regarding your own future, no farther than 30 days, and flip it, use this as a divination tool. Anything more complex, and you must sacrifice some of your own memories.

Calling card [400 CP]
Not all monsters roam the streets for their victims; others have their own way of attracting prey. This can be a phone number, a shady site that appears between midnight and 01:00, an album, or just chanting a phrase 3 times in front of a mirror, devise your own calling card; it cannot be hacked or neutralized as long as you're alive.

Your Realm [600 CP]
This is your realm; it can be anything, be it a hell of infinite souls, a purgatory, or something stranger still. Anyone you kill can be sent there, and those sent there this way can't escape. You can also change or build anything inside this space. You also cannot be defeated by its prisoner nor die inside.

Companions

Companions can purchase more companions.

Companion Import [100]
import a single companion into any origin and race for 100cp each.

Canon Companion [100]
So you want to take any other existing character from this world. Well then this option is for you.

Scenarios

Of God and Monsters

There exists in this world the apex of monsters, called' god' because we can't know anything about him without dying. His power is weakened as his organs have become tyrannical class monsters. You must neutralize him and his parts by any means necessary, permanently.

Reward
1000CP, access to the monster section if not already, and either gain the urban legend system, or upgrade the revival mechanic so it encompasses all types of deaths.

Drawbacks

If you want to be one of the Named Heroes, you must take the appropriate origin, power and items as closely as possible, then you are free to go in as any character you would like.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Curse of beauty [+200]
You are especially susceptible to the charms of a pretty face.

Ghost magnet [+200]
You have a certain smell that only ghosts can smell and attract them like honey.

archived [+200]
Somewhere in the mess of the bureau's databanks, your file as a monster exists.

Karma's enemy [+400]
Any time you fail to do good after doing good, you will be blamed by those who suffer.

Strife's blessing [+400]
It is very easy for you to gain the ire of others

Cursed powers [+400]
All powers during this jump, save for the system, carry side effects.

Eye of god [+600]
The monster called god is aware of you, and the monsters born from his parts are as well

Actual Lifespan [+600]
Your lifespan is the actual one shown in the urban legend system, meaning if those 100 days stop, you die for real, if you don't have it, you need to devour spiritual powers from spiritual power possessing humans to a day of lifespan, level Two spirite power humans give 10 days and so on and so forth.

ALL Alone [+600]
You may not import any companions.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Curse of the cupid [+600]
You will fall deeply and obsessively in love with the first person of the opposite sex who share birthdays with you that you make eye contact with.if they don't marry you withing the week, you will die, only by killing the cupid monster can you escape.

Horror and monsters [+600]
The number of monsters increased drastically, and even some monsters from other verses, start appearing, but they must fit within the power level found here.

Monster Target [+200/+400/+600]
With each purchase. This will create a monster that wishes for nothing but your death,200CP for regular monsters, 400CP for Disaster class, and 600CP for Tyrannical class. Those monsters have a very high chance of working together if they eat, and their rules complement each other and cannot be overruled by you.

Decisions

You have three choices …

Go to next Jump
Continue onto the new mysteries

Stay
Stay and enjoy your current life.

Go back
Tired of all that horror? Take this and go home.

Change Log

v1.0

Initial Template Creation