Demon: The Fallen

V 1.0

By Magite

Welcome to the World of Darkness, Jumper. Here you will take on the role of a Fallen Angel. In a time long past The Fallen defied their Creator for their love of humanity. After a great war they were cast into the Abyss for their rebellion, their prison hidden in a deep realm of reality beneath even the lands of the dead. Over the millennia, these angels have been twisted and tormented by their suffering.

As a great maelstrom raged across the lands of the dead, cracks appeared in the prison and some of these maddened demons were able to crawl out of the abyss and back into the realm of mortals. The Abyss beckons, and tries to drag you back into its clutches, and to stay anchored to this world you need to take a host. Without the strength to simply eject the closest host, you must find someone who is already at the brink of their soul dissociating with their body. Drugs, depression, despair or even a sudden violent death can all be what weakens your host.

The possession is a gestalt of two different beings, and the Fallen often discover a deep-seated streak of humanity in their hosts, be it love, ambition, curiosity or even rage - something strong enough to shock them out of their Torment to remind them of the angel they once were. Unless you take certain flaws, memories of your time in and before the Abyss are hazy and unclear. You have 1000 Choice Points and ten years. Good luck, Jumper.

Host Body
Age: 16+2d8
Sex: Same as previous jump
50cp to choose or change both sex and age.

Location: Roll 1d8 or spend 50cp to choose one

1. North America
2. South America
3. East Europe
4. West Europe
5. Africa
6. Asia
7. Australia, Mate
8. Free Choice

Perks n' Stuff

General Perks

Receptacle of Faith [Mandatory/Free] You are a Demon, but none of your divine might matters if you do not have Faith. The faith of mankind sustained the fallen throughout a thousand years of war, but that fire has faded to a few glowing embers. The degree to which the fallen can store celestial energy is very limited, but having any within their being holds some distinct advantages. A demon is a marriage of celestial and mortal souls, and the demon's spiritual nature allows them a wide range of passive abilities: the power to see through illusions, resistance to disease and poison, the capacity to hear his name being invoked, the capability to repair the injuries of their host body, the power to manifest their Apocalyptic form, and the power to evoke their Lore. Faith is gathered through followers known as Thralls, but performing miracles can be enough to invoke small amounts of faith from those that witness them.

Ability Aptitude [100] You are damn good at what you do, and success just seems to come easier to you in your sphere of influence. Pick a non-combat mundane skill and enjoy your mastery. This can be taken multiple times but does not stack on top of itself.

Awareness [100] Demons are pretty good at being able to pick up on magic going on around them. You are highly proficient in this, being able to immediately locate any kind of active supernatural effect happening within line of sight, know it's target, know its starting point, and have a vague idea on what spell will do.

Resonance [200] In the beginning, Creation consisted of an infinite number of levels of meaning. A sword could be a song, a rose, a spirit and a philosophy, and existed as all these things at once. The Elohim use symbols and meaning to affect the very fabric of Creation through the power of her lore. Reciting a poem could cause a star to be born, because the star and poem were one in the same. You still regain a bit of this skill, and you find a significant boost in any supernatural ability as long as you have some kind resonance that holds a deeper meaning to both the power and you. As an example, a demon could invoke the Lore of Flame while holding the ashes of a close friend, and their fire would burn hotter, their control be more minute, and their general range would be measurably larger.

True Namer [200] Getting a Fallen's true name isn't easy. It requires getting to know them to a very deep degree, seeing how they use their Lores multiple times, and seeing their Apocalyptic form multiple times. For you, the names seem to fall into place much easier. To get someone's true name you need only know three things. You must know a secret about them, you must have seen their true face, and have seen them use a supernatural ability. Mortals do not have true names, but you will find that anything with real power does.

Beyond The Gaze Of God [400] You are immune to any outside source of corruption, including demonic Torment. You may use Low Torment evocations without it staining your soul and risk pulling you back into the abyss. It also becomes surprisingly easy to tell yourself that the ends justify the means, and others will tend to lean towards agreeing with you.

Black Knowledge [400](Discount Bound) You know the basics of either the Lore of Chaos, Lore of Contamination, or the Lore of Violation. By the end of your time in this jump, you will have mastered this one bit Earthbound Lore without requiring a teacher or having to eat any Earthbound demons. In future jumps you will find more opportunities to seize and learn forbidden magic.

Atavistic Form [600] A demon's Apocalyptic form is a divine representation of what they are. They are the representation of the lost glory given form, the faintest whisper of the Angelic Being they once were. Except yours. Your form represents not the Angel you were long ago, but who and what you are now. Your Apocalyptic representation is a well balanced and graceful amalgamation of You. On top of your regular Apocalyptic form, you may pick and choose one major aspect of any alternate forms you have to be represented in your divine mien, with aspects of some of your strongest powers portrayed as a theme. You are a divine being, Jumper, now look the part.

New Host [600] Upon death, most Jumpers are unable to transfer between hosts like other Demons. For them, it is one-and-done until you get your spark, but not you. When your body dies, you may immediately and permanently take over the body of one of your thralled companions once per jump. You do not gain any supernatural abilities they possessed, just their physical form. The companion's essence is cut from it's own body and sent back to its home dimension and is not recoverable until post-spark. This removes a companion permanently. Do your friends love you enough to die to keep you alive? They don't have to be willing.

House Perks

A demon house is a hierarchical organization of angels devoted to a specific function in the creation and oversight of the cosmos. Chose one House. The 100cp perk of your House is free, and all other perks within your House are half price.

Devil (Namaru)

The first House created by God, leaders on both sides of the rebellion, the Devils' affinity is for radiance, enabling them to command mortals and demons alike and granting them power over fire. Whether they are the shining knights of Heaven of the black paladins of Hell, Devils have always been heroes - exemplars of courage fighting against overwhelming odds. Within the tainted soul of a Devil remains a core of heroism and nobility, no matter how twisted, and they respond to mortals who possess those qualities. A Devil might possess a decorated cop who has lost his soul to corruption or callous violence.,a mother who shields her children from her abusive husband with her body and soul, or even a once-idealistic politician crushed by the weight of scandal and double-dealings would all be viable hosts.

Manipulator [100] It is in the nature of the Devil to be a master manipulator, and you are no slouch when playing with the minds of others.

The Devil Is In The Details [200] You know all about the small print in any agreement you read over, and can quickly find loopholes within a document to get what you want out of it. You are a contract lawyer's worst nightmare.

Cult Of Personality [400] You a born leader of the people, your words easily inspiring loyalty or fear amongst your followers. It is not hard to inspire cultish devotion among a group of people if you put some time and effort into it. With a little tending to your flock, you will be as a God to them.

Deal With The Devil [600] It’s dangerous to get into a bargain with you. If you will it any deal you make can be backed with Divine Fiat. Nobody would dare willingly renege on a deal with you. Why? They simply can’t. This doesn’t stop you from backing out of a deal in progress, but expect your reputation to take a well deserved hit. Deals can be cancelled if both parties agree to it amicably, of course. If the deal does fall apart and your victim can no longer go through with the deal, you gain power over them as if they were your thrall, and you may ravage them for Faith at your leisure.

Scourge (Asharu)

The Angels of the Firmament were the second House to be created. They were the ones who guided the winds of creation, who granted the breath of life to all living things and who defined the spiritual connections between living beings. Fearful souls cry out for defenders, and even in their fallen state, the onetime Angels Protector find that cry hard to resist. A Scourge may be drawn to genuine fear, only to find that it's selfish. Unlucky Scourges find themselves trapped in the bodies of those who dreaded the consequences of their own poor decisions, or those frightened of the final fruit of problems they've done nothing to solve or avoid.

The Science of Life [100] You have expertise in Biology and Medicine as if you held a doctorate in all relevant fields.

Wind At My Back [200] Scourges' speed of movement and powers of concealment made them excellent harriers, scouts and spies. As an Angel of the Wind, your movement options are a little better than others as the very air pushes and pulls subtly to help you. You are a master of traversing the environment that would make parkour masters jealous. Your body feels lighter when climbing, your jumps reach farther, your landings are softer, and even your land or airspeed gains a noticeable boost.

I'll Be There For You [400] Sometimes, everyone needs a helping hand. When acting selflessly to help others, people will give you the benefit of the doubt. People move out of your way, or go out of their way to lend a hand as well. Even villains may step aside and grudgingly let you work as long as you do not act to directly hinder them.

Breath Of Life [600] It was the Asharu that breathed life into all things, and some part of you still remembers the steps. By expending a significant amount of Faith, once per jump you may breathe the divine spark of life into an object or body. This is true life, the birth of a Soul. While some normally inanimate objects simply gain sentience, other might become ambulatory in their forms or even become flesh. A sword gains a soul and may speak to it's wielder, and even guide the blade. A doll may stand, move and speak. A clay bird could become flesh. All life created in this way knows one language that you speak and is given a rudimentary personality that is thematic to it's form. This ability is not limited by size, but does not work on things which already have a soul. Life created this way can be taken as a companion. This means yes, your Star Destroyer can be your new Waifu.

Malefactor (Annunaki)

The Third House, the Angels of the Fundament, were the makers of form, the shapers of Creation. They defined spatial relationships, the paths from one place to another. Theirs is the power to shape the earth, and to make and empower astonishing artifacts.Malefactors generally gravitate towards hosts that are as emotionally damaged as they are. Malefactors are lonely, insecure beings - separated from the earth that they once held closest. Their host tend to be similar - lonely, needy people who have always felt that something was lacking in their lives. Drug addicts, the ugly or disfigured, people who cling to abusive spouses. The alienated and those who are more comfortable with machines or the earth also make good hosts - from a computer hacker who's only comfortable online, to a sociopath who sees other people as merely things, to an environmental activist who despises humans for despoiling the planet.

Crafting Artisan [100] When it comes to the manufacturing of physical goods, such as blacksmithing, woodworking, basket weaving, etc, you are an expert in dozens of fields. More than that, you have a certain artistic flare to your work that others can't help but notice.

Tremor Sense [200] The Annunaki have deep connections with the Earth, and you have learned to listen to and feel the vibration of others through your feet. You become fully aware of all creatures within a hundred meters that are in contact with whatever solid material you are also in contact with.

Don't Stop Me Now [400] When travelling from one destination to another, you are more likely to have safe travels, despite any hazards that might have been in your way. Bandits will pass you by as you travel through the woods, Cops simply won't notice when you speed through a red light and miraculously don't t-bone another driver. As long as you are only moving from point A to B, the path will generally be a safe one.

The Test Of Time [600] Whether it was your job to place a single type of gem within the soil, to create a certain mineral, or to carve mountains that reach the sky, your works were never meant to deplete. Change form, perhaps, but never lessen from what they were. You remember the secrets of creation you once wielded long ago. When you create something from raw materials with your own hands and infuse it with your Faith, it becomes something far more than what it is. Though a sword will bend, it will never shatter. Though it may burn white with heat, it will never melt. What is that sword-shaped thing in that black hole? Your work of art, of course! As long as there is no automation or outside assembly, anything you create becomes infused with divine might and will never wear or break. A leather jacket you made an animal's hide might be able to catch a sabot round, but that does not mean it won't splatter the person wearing it.

Fiend (Neberu)

Once, the Angels of the Spheres were the ones who set the stars in their great design, who gave them the light to shine, using their mastery of portals to travel the great distances required. Now, the Fourth House fears what has become of the design in their absence. Fiends possess an affinity for patient seekers of knowledge. Be it a reporter who sacrifices ties to family and friends in the quest for the Big Story, or an occultist willingly opening herself to spirits beyond her ken, Fiends are drawn to individuals who barter their souls for enlightenment. It is the struggle and quest for knowledge for an answer that is the most important, not necessarily the answer itself. The harder someone vies to uncover lost or mysterious knowledge - and the more of themselves they lose in the process - the greater the lure to the Fiends.

Orbital Trajectories [100] You once calculated the movements of the heavens and sent them in motion, a little math is almost nothing to you. You can make calculations in your head almost instantly, even the most complicated of equations shouldn't take longer than a couple seconds.

Sense Fate [200] You can feel fates hand on someone. Walk into a crowded bar and with only a glance you could pick out a 'Main Character' so to speak. With an expenditure of faith, you can get some hint as to the nature of their fate, but without any real specifics.

Listen To Your Heart [400] Unlike Cassandra, when you speak of the future, others listen. When you speak the absolute truth about what is to come, your voice rings with certainty. Perhaps it is goosebumps running up the listeners arms, or a heavy weight in their stomach. No matter how it affects them, the knowledge will cling to them and it might be hard to get your words out of their head. Whatever the case, even the most reluctant listener will be very susceptive to accepting your words as Truth.

There Are No Strings On Me [600] Fate is a force that has a lot of momentum, and as it builds up it becomes harder and harder to stop it. If you are aware of a fate either through prophecy, seeing into the future yourself, or some other way, you become keenly aware of how to turn Fate's hand aside. If you do not wish it to, Fate cannot make demands of you, and it is with a touch of your own Faith that you can cut the ties that bind someone or something to a particular course. This has the odd side-effect of being able to be aware of and break cyclical time-loops without every having to worry about such petty things as paradox for any reason.

Defiler (Lammasu)

Originally Angels of the Deeps, the Fifth House have an affinity with fluidity, giving them power over water, emotions, and even their own forms.Defilers are drawn to the vain and the passionate. Their hosts are unlikely to have been spiritual or logical thinkers in life, but rather people with a deep joy in the physical and the immediate. Idealists who attract a Defiler are not interested in the abstract theories and pragmatic realities, but in immediate action to change the world. The most farsighted candidates are artists who try to reflect vast slices of reality within their work. Those who have loved deeply or often and been denied, those who have supported a cause and been betrayed by it - these people might also be caught up in the present, where self-pity and thoughts of petty revenge replace true grief or anger. Other possible hosts are those who have suffered for their art in a literal sense: starving artists, failed writers and skid row musicians who have had their spirits broken by rejection, debt and addiction.

Virtuoso [100] There is nothing sexier than an artist. Music, painting, singing, you are a veritable virtuoso when you put your mind and faith into your work. Your emotions flow into musical pieces in ways that incite that same emotion in those that hear it. Those that look upon your art understand the deeper meanings of it almost instinctually, but it might always feel as if there is something they just can't grasp about it, something more. In some way, they can feel your divine touch by just experiencing your art.

Passionate [200] Emotions are at the core of what a Defiler is, perhaps you more so than others. Your emotional state has a direct effect on your physical form. Your physical body reacts to the strength of your emotion, making you significantly faster, stronger and tougher the deeper you let yourself fall into your passions.

Young And Beautiful [400] Once long ago you were among the most beautiful of God's creations. A little bit of that beauty has bled into your alt forms. You are gorgeous, beautiful in a way that causes quiet gasps when you enter a room. The very sight of you resonates with the romantic epics that live in mankind's collective soul. It might not take more than a smile to enthal others to you. Remember that this kind of beauty can be a double-edged sword.

Be Yourself [600] The Lammasu are living symbols of struggle, reflecting the best qualities of resistance. These beings of beauty and passion sustained the passion and morale of the rebels even in the darkest days. You know how to go just a step beyond mere inspiration. With a release of stored Faith you can heal deep spiritual wounds of one you can touch. If a soul is damaged or corrupted, you make it whole and pure. Through your divinity you can remove the touch of others from a being absolutely, mystically or otherwise.

Devourer (Rabisu)

Once the Angels of the Wild, warriors without equal, the Sixth House can command animals and plants alike, as well as shaping and reshaping the flesh of other beings as they desire. Devourers are drawn to people such as soldiers, drug dealers, gang members, police officers, and other individuals who have eroded their souls through lives of violence. They are also drawn to stockbrokers, salesperson, fire fighters and political activists - individuals who pit themselves against enormous odds and are often emotionally scarred by the experience.

Herbalist [100] To see a natural plant is to know it. With a cursory inspection you become aware of all aspects of a particular piece of flora. Is it edible? Poisonous? Promotes bleeding? Keeps certain insects away? Whatever it is, you know it. When it comes to any supernatural qualities of a plant, the details are not quite as cut and dry, but the general feel is rarely too far off.

Savage [200] Not only are you now extremely skilled in both unarmed and armed melee combat, your skills with fist and blade translate to a kind of instinctive way of fighting in all other forms you might be able to take. You are as comfortable wielding tentacles, claws, wings and other natural weapons as you might be with your fist or a sword.

It's The Fear [400] In the time of atrocities, the Devourers were peerless combatants, and terrifying to behold. Within line of sight of you engaging in combat, others can feel your bloodlust that can stop even some hardened combatants to give pause, while those of weaker will might simply collapse as their legs refuse to hold them. Your presence on the battlefield is horrifying, and the more vicious you are, the more your enemies will hesitate and make simple mistakes they might not otherwise have made.

Gaia's Favorite [600] Your ties with Mother Nature are undeniable, and She delights in easing your burdens. She may speak to you in some strange wordless way when your flesh meets natural ground, and it is easy to feel Her love, or if She is hurting. She will subtly give you aid in whatever way She can. This can be through the flora and fauna of the world guiding you and offering you gifts, or even the very weather itself slowly changing to suit your needs over time. Once per jump if you call out to Her and give to Her a portion of Faith, all the natural world will come crashing down on an enemy in a way that can only be described as Apocalyptic.

Slayer (Halaku)

The House of the Second World, the final House to be created, the Slayers have dominion over endings and death. They can destroy the things of the physical world, command the spirits of the dead and even enter the Underworld. Slayers are drawn to those who care little about their life - their hosts are for more likely to have destroyed their spirits by attempting suicide than any other House. People confronted by daily crime of violence are also particularly susceptible; cops, soldiers and addicts, for example. With ever blow, directed at themselves or at others, they crumple inwards a little more. Refugees, or victims or torture and abuse are other candidates. Then there are those whose souls have been worn down to nothingness by banality and neglect, who run blades across their skin simply to feel any sensation they can. There are more reasons for soullessness than despair, however. Somebody who has spent a lifetime helping others, abandoning any thoughts of recompense, may attract a Slayer. People who are truly devoted to a religion or philosophy that focuses on the next life at the expense of their current one - or which holds that physical experience and desire is an illusion - are also suitable.

Deadly Anatomy [100] You have incredibly intimate knowledge of anatomy when it comes to any creature you have had enough time to study. Unsurprisingly, much of this knowledge is how a body can fail, and how to cause catastrophic damage to a creature with minimal effort to either hinder or kill the target of your violence.

It's Alright To Cry [200] You know death, and perhaps more than any other you know how it affects people. The departed often leave suffering in their wake, and you are one who can help assuage those feelings of loss. With some kind words and a little bit of time, you can healthily help others find peace in the loss of their loved ones. You are a good shoulder to cry on, and you will find others will more easily open up to you about their losses.

Don't Fear The Reaper [400] It was once in the purview of the Halaku to ferry the souls of mankind into the land of the dead. It has been a long time since they have had to do such things, but even now their work has left an imprint. Most spirits and ghost will look upon a reaper amicably, and even the most maddened Spectre will pass over a Slayer unless attacked first.

"Die." [600] You are an Angel of Death. With just a small expenditure of Faith, when you kill something it stays dead. If you destroy a soul, it cannot return. If you snuff a spirit, it does not reform. If you slay a God, they remain fallen. ~~People die when they are killed.~~ With this, you can break lines of reincarnation, and no amount of magic or divine might can resurrect those you have deemed unworthy of life.

Companions

Companion Import [000] Import up to 8 companions for free, and give them comfortable careers that they would be suitable for, if any. All companions imported into the world become Thralls of the Jumper, or thralls to a Demon Companion import. At least it will be interesting to see which if any of your companions truly worship you.

True Believer [200] Create an entirely mortal thrall who has True Faith in you. They might follow you because of fear or love, but they do truly believe that you are a God or act in His will. In this world, and in others, their faith holds some real power; through prayer they can have very real effects on Demons and some other supernaturals. Banishment, abjuration, even prayers of binding and exorcism are possible with the strength of their Faith. Companions can be imported as a True Believer. Perhaps, all this time, they already were one.

Demon Companion [200] One of your Companions becomes a Fallen of any house and gain 300cp to work with. They can, however, take drawbacks.

Items

Gain a discount of %50 on any two items worth more than 100cp, and one 100cp item for free which can used after discounts.

Books [Free!] Both hardcover a digital copies of all Old World of Darkness books. Digital copies are conveniently stored inside a new convenient tablet.

Uniform of Authority [100] This is the uniform of a decorated military officer from a branch of military of your choice that is chosen when donned. Military personnel are quick to snap to attention when they see you wearing this uniform and will obey almost any command. Even non-military personnel and civilians become more likely to listen and follow orders, convinced by your order of authority. This can also be swapped instead to a police or guard uniform with similar effects.

Bracer of Black Defense [100] Made of black steel and cold iron, this antique bracer is engraved with images of warfare and archery. When worn by the user, it can animate their arm with a strange life of it's own - moving independently of their will to block ranged attacks such as bullets and arrows. It is more than strong enough to deflect a .50 caliber bullet without taking any damage.

Consecrated Armor [100] This fine chain shirt is impossibly light and thin enough to wear under a coat or jacket. It can easily absorb most non armour piercing firearm rounds, and will turn away most mundane blades as well.

Book Of The Dead [100] A heavy, leather-bound antique book with blank pages. When the owner writes the name of a recently deceased mortal on a left-hand page, writing will appear on the right page that details the events that lead to that person's death. Closing the book makes the pages blank once more.

Eye Of The Seer [200] A finely polished ball made of a single perfect crystal about the size of a small child's head. Looking into the orb's depths and holding a personal item or effect belonging to a target will reveal a soundless vision in the mind's eye of the world around the chosen subject.

Flaming Sword [200] This weapon is a shadow of the weapon Michael raised against Lucifer and burns with a bright flame that refuses to harm it's wielder. It's flames burn hot enough to superheat steel and can cause nearby flammables to simply ignite from its intense heat. You may import another melee weapon to gain this property

Spirit-Cutting Sword [200] When wielding this blade, you can sense nearby spirits and can see even hidden ones as a hazy outline or smear of darkness. This blade cuts through such creatures easily and has no trouble attacking those who are incorporeal. You may import another melee weapon to gain this property.

Cult [200] You are loved, Jumper. Shortly after setting foot in this world, between fifty and a hundred people will quickly pledge their lives to you. They have seen the divinity that dwells within your soul, and worship you as a God. This cult exists in every world you travel to in some fashion. These men, women and children are an excellent source of Faith. Can be taken more than once, and further purchases are discounted.

Spare [400](Discount Cult) This child was raised from to be a repository of a God by some local cult. They have found themselves in your care. They are quiet, polite, and show you nothing but complete and utter adulation and an undying loyalty. They would want nothing more than to be your host should your current one perish. It is perhaps this reason that Jump-chan allows you to take their body when you die. You can only have one Spare per jump. At the start of each jump, they start at the equivalent age of 16 and is of a non-magical race that will default to human. If your Spare is imported as a companion, you lose the ability to take over their body should you die and a new Spare will appear in your next world. If you wish, Spares that exist in other worlds can have faint memories of their previous lives in other worlds. This cycle of reincarnation and remembrance is broken if a Spare is used and a new one continues.

Compound [200](Discount Cult) You are given a plot of land early in this jump, whether through inheritance or some other means. About two hundred acres of lightly forested area that can be combined with any other similar land you own that follows you jump-to-jump. There is a compound on-site that could currently house easily a hundred or more individuals. Post-jump this area can instead be attached to the outside of your warehouse instead of appearing in the world. Non-companion thralls and cultists can exist in this space in stopped time if there is no current access point between the real world and the Warehouse, but you cannot access their Faith.

Slayer's Scythe [200] This scythe seems to fragile for any serious reaping work, but it cuts souls, not wheat. A blade of thin, almost translucent black metal sits at the end of a length of blackened wood, worn by aeons of use. Other than the wielder, any mortals who touch the blade have their souls severed from their body. If unwilling to kill, the blade instead causes a paralyzingly painful cold. The scythe leaves no visible wounds after it's blade passes through a living body.

Soul Taker [400](Cannot be taken with Black Throne) This massive broadsword is made of a dull, pitted black metal - siyr. Within its demonic blade houses the essence and soul of dozens of demons and angels both, all driven mad as their minds warred between each other for aeons. They exist only as Legion, a being that desires only to be fed. The sword moves like silk and gossamer, and feels almost weightless despite it's impressive and seemingly unwieldy size. When the Soul Taker ends the life of a supernatural creature, it's magical essence or soul is absorbed into the blade. This soul is then added to Legion over time as it is tortured and devoured by the dark entity. A full half of this energy is absorbed by the blade simply to satiate its own dark hunger, but the rest is left in reserve of Faith that can be called upon later while holding the Soul Taker. Killing mere mortals does nothing to fill this reservoir of Faith. Powerful enough beings might be able to resist being absorbed, but those of such strength of will are few and far between. Post-jump, the maddened whispers of Legion can be toggled off so you do not have to listen.

The Black Throne Of Gehinnom [400](Cannot be taken with Soul Taker) A twenty foot tall black obsidian and siyr throne created by Lucifer himself that once sat at the center of the Black Cathedral. It easily weighs several tons. After being fed a what might feel like an absurd amount of Faith over time, sitting upon this large uncomfortable throne gives the Demon atop it significant power. Any non-supernatural mortal that gazes upon the Throne and the one sitting upon it will become a willing, almost fanatical follower. They will obey any order, even suicidal ones - but only if the order is given while the demon is sitting upon the throne. There is no limit to the number of mortals that can be enthralled, and the Fallen may use any low-torment evocation of the Lore of the Firmament on the mortals in service to the throne. When the demon is out of the chair, the mortals give them respect but not obedience, only following orders if the demon returns to the throne.

Drawbacks

This isn't a nice place, and you might find you have more than the usual amount of trouble with your time in this World of Darkness. Drawback limit: 900.

It's You. [+0] The Drop-in option. It seems you exist in this part of the multiverse, because you find yourself in your own head. You are your own host, as you were the day you went on to engage in interdimensional shenanigans. Things are a little different, but you will come across familiar faces. The media you watch might be different, the President might not be who it was, but when it comes to your life, all the important aspects are there.

This is a Strange World [+100] You find yourself in a world in which countless unknowable faction wage secret wars in the shadows. Vampires, Werewolves, Mages, and even stranger things lurk everywhere. You must be some kind of weirdness magnet, because it is hard to go a single month without stumbling your way into the supernatural world. If it was this easy to stumble into Elysium, how do any of these factions keep a secret?!

True Reflection [+100] When it comes to you, mirrors reflect not your own physical appearance, but the true nature of your soul. Your reflection is your Apocalyptic form, but those that see only that reflected glory are not subject to Revelation.

Obese [+100] Your host body is seriously overweight, large enough that they have trouble using the seats in most theaters. No amount of supernatural shenanigans can bring you to a healthy weight; only hard work.

Child [+100](**Cannot Be Taken With Family)**Congrats on your tenth birthday! You get two presents; a demon in your head and a new bike! Your bike is immediately stolen.

Family [+100](Cannot Be Taken With Child) Congrats, you are a parent! You are the primary emotional, social and economic provider for 1d4 children. Spending more than a few days away from your rugrats will rack you with increasing guilt and cause restlessness.

Inhuman [+100] You are something more than human, in more ways than one. Some mix of your time Jumping and your long inhuman life as a Fallen has made it hard to relate to others on an emotional level, and you routinely come off as a bit awkward. It becomes difficult to identify with others, and they have trouble relating to you.

Repelled By Holy Ground [+200] You have rebelled against God, and the intense regret and guilt that comes with that has very real consequences. You cannot handle holy objects or step foot on holy ground without suffering intense pain that bypasses any kind of toughness or pain mitigating perks.

Memory [+200] The sights you witnessed during the War of wrath fill your dreams. This is not abnormal, but under intense pressure it is quite possible that these intense nightmares come rushing into your mind as vivid, painful visions.

Crippled [+200] You suffered a terrible wound during the War of Wrath that scarred the very essence of your being, manifesting itself even in your new host. Pick a single limb. Within a few hours of being in your host, this limb will rot and fall off. It will not be a pleasant experience. There is no way to permanently regain this lost limb in jump.

Senseless [+200] You quite literally lack a primary sense. Hearing, Touch or Sight.

Wanted [+200] Your host has run afoul of the law in a big way, and the police are actively looking for them. Suspiciously, whatever horrible thing you did, it doesn't look like Statute of Limitations is going to stop the police from trying to arrest you if they find you. On the plus side, you get to see your face on TV!

Slippery Slope [+300] You lack perfect control over your abilities, so whenever you use a supernatural ability in this jump you run a one in ten chance of the power backfiring both thematically and dramatically. Healing powers flay the skin or poison it's target. Fireballs explode in your face, ect.

Leaked True Name [+300] Another demon that you don't know has knowledge of your True Name. They are not a good person, and are quite intelligent. They are more than happy to use this leverage against you. Abilities and perks from outside of the Jump also no longer protect you from having your True Name used against you. You are going to have to deal with this situation the hard way.

The Voices Tell Me To Do Bad Things [+300](Cannot Take Along For The Ride) Instead of a nice clean merger of Mortal and Divine being, something went wrong. The demon's host may have had too much willpower, for while they are still a receptacle for the demon, their mind is their own. You are the host, and you have a demon inside you, and it is not a nice one. It will whisper promises of power into your ear, belittle you, and generally act like an intelligent and malevolent being. If taken with Slippery Slope, double the chances of backfire.

Along For The Ride [+300](Cannot Take The Voices Tell Me To Do Bad Things) Uh oh, you found the other Drop-in option. Your host had a bit too much willpower, and now you are taking a back seat while they steer the ship. While they get control over any Demon Invocations, you have final say on any Out Of Universe perk or power that you allow them to use.

Bound [+300] That's odd, you are trapped in some kind of item! You can speak to whomever is touching you telepathically, but you are otherwise incapable of being ambulatory on your own.

Crawled Through The Maelstrom [+300] As you tumbled through the raging storm separating reality from the prison of the abyss, the tortured souls of the dead raged against you, one of their torturers. Their hands dug deep furrows into your being, latching onto whatever power they could and rending it from your soul. You pushed forwards, a little emptier. Perhaps, a lot more empty. You are reduced to only what you purchased here and your body mod. Good luck.

Moving On

Congratulations, Jumper! You have survived ten years in the World of Darkness, and hopefully made some friends and enemies along the way.

Get Me Out Of Here: It's time to go home. You return to your normal world and life and leave these adventures behind.

This Is Where I'm Needed: Perhaps you've seen the rot in this world and have decided to stay and fix it. Whatever your reason, you are already home.

There Are Other Worlds Than These: Time to pack your gear and hit the ol' dusty trail.

Extras

Notes

Apocalyptic Form - Seeing a demon's apocalyptic form is one of the most terrifying or uplifting things a human being could ever experience. The demon's form can embody terror, carnage, hope, despair, or any number of concepts, depending on what the angel was created to do. The exact nature depends on their primary lore, though each form has its own appearance and special abilities. When crafting your demon's revelatory form, consider the character first. What sort of angel were they? What was their role? An angel of the sea who spent much of the war spying on the enemy from rivers and streams might assume a sinuous, iridescent form that confuses the eye. An angel of the wild who pursued their foes across the savannas might be lean and long-limbed, able to run without tiring and possessed of superior physical senses. With the Fallen, form definitely follows function. Physical or emotion based auras, an immunity to an element, supernatural senses, wings, natural weaponry, armoured hide, physical boosts, or even an insight into certain skills or abilities are all possibilities. Without Atavistic form, you can have 6 minor abilities to add to your form. You do not have to manifest all of your special abilities at once. (A giant set of wings might be inconvenient in a small area, for example.)

Revelation - When a mortal perceives a Demon's true nature, they suffer Revelation. This happens automatically when a Demon enters their Apocalyptic form or uses a lot of Faith in a short amount of time. A demon can also simply allow a single mortal to perceive their true nature whenever they wish. Reactions depend on two factors: How lost to Torment a demon is and how how strong their own will is. Fallen with a low Torment are glorious and awesome, shadows of the divine beings they once were. Fallen with high Torment are living nightmare who are terrible to behold. Mortals without a strong willpower are likely to be overwhelmed by the Demons true nature, while those of greater mental fortitude can overcome the initial shock. Weak willed are often incapable of doing anything but staring raptly, or fleeing. Those who are able to withstand at least some of the effects of revelation have the added effect of being able to remember more of what happened, while the weak often only remember that something extraordinary happened, or simply forget altogether. Those with supernatural abilities are immune to most of the effects of revelation, though will likely still feel some sense of awe, shock or fear, depending on their own preconceptions.

True Namer - When it comes to seeing a being's true face, this is literal. For a Demon it would be their Apocalyptic form, for shapechangers it would be whatever their natural form is, but for most creatures it is simply their normal face.

Black Knowledge -You get one, and only one.
http://whitewolf.wikia.com/wiki/Lore_of_Chaos
http://whitewolf.wikia.com/wiki/Lore_of_Contamination

http://whitewolf.wikia.com/wiki/Lore_of_Violation

Breath of Life - If you exceed your regular companion limit, any you make beyond that in a jump do not gain any bonuses for being a Companion - such as respawning - until post jump

Lores - There are a lot of them. http://whitewolf.wikia.com/wiki/Lore_(DTF) It's important to remember that your character's lore is more than a simple collection of magic spells or super powers. The character's lore is an intrinsic part of their very nature. The Demon has the power to evoke lore because, in the core of their being, they are that lore - or, more clearly, they are a reflection of that lore. Lore is knowledge of the soul, not the mind, and that knowledge reshapes your soul in its image. You start with Mastery over a single Lore of your House.

Learning New Lores - It is possible to learn Lores either from eating the essence of a killed Demon by sucking their souls into your body and subsuming them, or simply getting another Fallen to train you. As stated above, lore isn't just a normal skill that can be learned through practice or rote memorization - it's a spiritual power that demands the demon's very nature change in learning it. A student must increase their intuitive understanding of the lore in question, and reshape their spiritual nature (and perhaps even their personality) in order to truly see the part the lore plays in Creation.

Version Changes

V 0.1 - Technically Jumpable but without fluff. Looking to add more items first.
V 0.2 - Now even more jumpable! More jumpable, added a Notes section, and added some helpful clarifications. Tidied up a bit.
V 0.3 - Changed the price for Spare. Fixed meat related typos, as well as others. Amount of followers in Cult boosted significantly. It's a cult, not a school club. Allowing multiple purchases of Cult with further purchases being discounted. Notes explaining the Apocalyptic Form and Revelation added to help those not entirely familiar with the setting.
V 1.0 Final release! Minor changes in shifting things around to look better. Thank you to those from the thread who helped me with typos and suggestions. After a long internal struggle, I decided not to put everything in *Comic Sans*.

Always remember, even in the World of Darkness, cool cats don't trip.