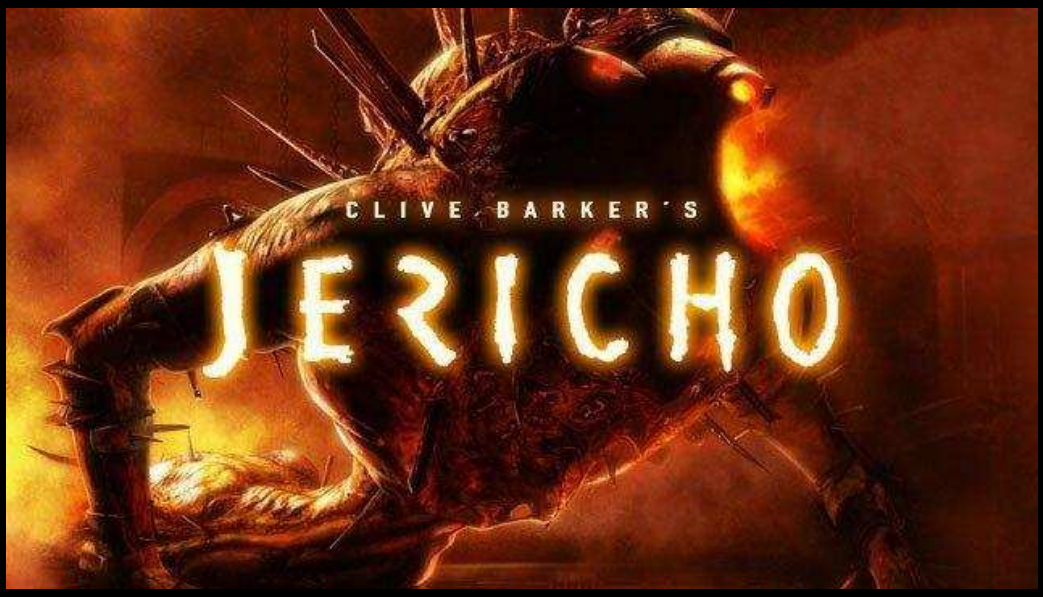


By Valeria

Introduction

Our universe is not God's first creation. The seven days in which he made our world and everything in it are not his first attempt at making life. That first attempt was a being without age, without sex, without a heart and without the ideals of good nor evil. It was filled with terrible power, a failed prototype it would prove to be, as this creature had no empathy or care for anything but itself. And so God cast it out of the realm that would be His new Creation, unable to slay his first project but unwilling to allow it to remain where his success would come to live. But his first child was still alive, even cast out into the endless void beyond existence and at it's abandonment, it grew to hate.

This was the Firstborn and it would not remain quietly outside the world for long.

In the 3000 BC, in ancient Sumeria, the Firstborn finally managed to make a crack in the wall between the world and the void of endless emptiness it resided in. This crack was noticed by an evil witch known as Ereshkigal, who tore it open further and offered herself up as a servant of the vengeful predecessor to humanity. Almost dooming the world, it was only the sacrifice of a great hero named Antadurunnu and his six compatriots that sealed the breach the Firstborn made.

Through this was made the Pyxis or The Box, the sealed over breach that the Firstborn almost broke through. It contains the hole through which the Firstborn came through and a small slice of space taken from ancient Sumeria itself. Sealed away, the Firstborn took out it's rage on those trapped there with it, torturing the residents into terrible monsters.

This breach would be far from the last. Again and again, the Firstborn would attempt to tear it's way into reality, often acting through a puppet made from a terribly villain of the time, ranging from cannibalistic roman lords to telepathic Nazi commanders. Each time, a band of 7 heroes with magical and spiritual powers would rise to enter the Box, fight through each layer of the Box to the core where they would meet Antadurunnu and sacrifice their lives to seal away the Firstborn for a few more years.

The world outside of the Box? It is largely alike the one you may already know. The nations are the same as in your original world, as is the history to most of the populace. It is only through the concerted effort of many occult and supernatural organizations across the world, many directly supported by governments, that this masquerade is maintained and humankind is kept safe from the evils in the dark.

One of these organizations is the Department of Occult Warfare, an American secret governmental division that hunts and destroys dangerous supernatural beings. Jericho squad is the foremost team of the DOW and they will also be the ones sent into the Box when it begins to open up once more in five years' time, at the efforts of the devilish man known as Arnold Leach.

Perhaps Jericho Squad will find a different path than just prolonging the world's life a few more decades. But for now, you must begin you ten years in this world. Take these 1000 Choice Points (CP) to assist you on your journey.

Location

Where do you start? Just about anywhere in the world outside of a little placed called Al Khali. Al Khali is the physical location where the Box is anchored, somewhere in the Middle East's deserts. Outside of this place, you're able to pick any public location on the planet. There's no shortage of good and bad guys in this world, monsters to hunt or innocents to torture, so feel free to go to your favourite holiday destination.

In about five years, big shit is going to start happening in Al Khali, if you wanted to try and get a piece of the buy you should aim to be there around then.

If you're part of the DOW, you can choose to start in one of their underground bases, beneath otherwise ordinary US Army bases around the world.

Origins

Department of Occult Warfare

The Department was created a few decades ago, around the time of World War 2 when the Nazis took a liking to the use of the occult in their war. With help from the good old Brits, particularly that wise fellow Aleister Crowley, they founded their own American organization. The DOW's mission is to identify, secure, hunt down and exterminate any supernatural threat to humanity, as well as to protect, educate and turn to good use those humans who have supernatural abilities of their own. From magic to faith to psionics to shamanism, humanity has many weapons. By choosing this origin, you will be an experienced soldier and at least somewhat acquainted with the occult, who has just been recruited into the DOW. This may be because you have developed supernatural abilities or you may be here to support those who do in the field. Prove yourself well and you may even find a place in the vaunted Jericho Squad in a few years. Optionally, you may choose to be part of a similar agency in almost any other country in the world or even an independent but well meaning group.

Agent of Evil

As hopeful as the ranks upon ranks of heroes humanity has to defend itself may be, there is also no end to the men and women who decide that their own desires should be placed above all of their species or even existence itself. Many of these terrible villains have been contacted by the spirit of the Firstborn, promising them power and eternal life if they would free it, but many others are cultists, warlocks or mad scientists that care just for personal gain and not things such as God or the Firstborn. You are one of many of these agents of evil. You have some combat experience and a fairly long history in dealing with the supernatural, which has unveiled to you a few paths through which to grow in power, at the cost of committing some horrible crimes. You are unknown to the various agencies that hunt evil things like you in the world and thus you are free to grow for a time in peace. Peace for you in any case.

Your gender is the same as it was previously. Your age is 20+4d8. Either of these may be changed for 50CP.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Department of Occult Warfare

Regulation Badass- 100

An excellent soldier if there ever was one, you were seemingly born for the military outfit and the lists of feats and medals you achieved until now make that clear to most others. While you're widely trained in a variety of soldierly duties, you took particular focus to a specific discipline, such as that of a Sniper, Helicopter Pilot or Bomb Technician, where you really are world class. You also happen to have both a fit mind, with good reflexes and great out of the box thinking, and an extraordinary body, whether you want to be a 210cm tall muscle mountain or just shy of unnaturally fast, quick and flexible in a much smaller size.

Laws of Martial Magic- 100

When you moved from being an ordinary grunt to being a mystical grunt, you had to learn to fuse that old training with new abilities. Thankfully, it's a process that only gets easier the more you do it. You can easily combine supernatural powers and martial training, allowing you to fuse the two together into a much more effective and usually much more lethal whole. Creating martial arts that combine flawlessly with superhuman strength and speed, using your abilities on your guns and weapons to create telekinetically guided bullets or use pyrokinesis to ignite anyone you shoot, coming up with tactics that take best into account your and your allies powers even without years of tactical training, it all comes easy to you now.

Universal Cleric- 200

The weapons of the enemy are many and brutish in nature. They would rather burn knowledge to the ground if they cannot use it themselves. You know better and have taken pains to become very knowledgeable indeed. You're a walking database of info, focusing mostly on vast stretches of occult and military knowledge. You don't know any magic through this but you can rattle off almost any statistic or history related to the military for the past few centuries on command and have more knowledge on monsters and how to hunt or fight them then a fair few elder sorceror's librariums'. Your knowledge is also even more focused in around a dozen countries of your choice, whose languages you have become fluent in and the occult information of which you are a true collector. And to sum it all off, you have the perfect memory needed to store all this and recall it at a moment's notice. You wouldn't be much help on trivia night if not. Or right before a demonic god crawls into real space and you need to recall the ritual to stop it. They're about as stressful as each other.

Covert Ops- 200

As the world of mankind walked on, the supernatural began to fade from the eye of the common man. Not by some natural process but the hard work of countless forces of good, who pushed the creatures of darkness back into their pits and hid their existence from the world, so that mankind could live and thrive without fear. You've been trained in the storied arts of this, becoming able to easily keep entire military operations with hundreds or thousands of personnel concealed from the public eye, even should firefights erupt through a city's outskirts. You're even better at covering up the presence or actions of the supernatural, able to shut down almost any attempt to expose the truth. Even should masses of seemingly undeniable evidence be released onto the web, you've got a

high chance of being able to make it all just fade away. At times, you might only be able to make large scale events seem like the work of a madman, such as some ritualistic sacrifice of a middle city orphanage, but more often you can make events and even people disappear entirely.

Alpha One- 400
You're a truly brilliant team commander and leader. Not only are you a tactical and strategic expert in battle that has years of experience and success with leading small forces to victory over those several times their quantity and quality, you can effortlessly bond with and inspire any part of your team, including getting them to do so with each other. Under your lead, men come to consider you as someone they would and likely will have to follow into the depths of hell, as well as considering each man at their should to be someone they would stay in that hell for centuries fighting for. You also have a sixth sense when it comes to your teams positions, status and actions, enabling you to perfectly coordinate with them even without saying a word, a sense you can slowly share with other members of your team as you work with each other for a few weeks. You'll always be there when they need you.

Hold This Line, Men- 400
The chivalry of a knight, the honour of a loyal Roman Centurion, the grit of a good British soldier and even the never say die attitude of the American Jerichos. The heroes that throw themselves into the Pyxis share one thing in common and that's a willpower to never say never. Each team that has come before the modern one has spent centuries fighting against the demons in this hell plane. Indeed, they may fall in time but it takes centuries of constant battle, horror and torment to make them do so. It is a testament to your strength, not your weakness, that you share that same extent of determination. You have the willpower and ability to focus that enables you to battle constantly for centuries without end, even perhaps for thousands of years if need be, against the very worst things that the imagination of hell can think up to turn against you. Perhaps you might be tricked into evil but you never break, never fall to corruption and never falter in your duty.

Seven Heroes- 600
As Antadurunnu did before you, now you too shall share in the pain of. You have become a master of the arts of sealing, to such an extent that you could even replicate the Ancient Sumerians' feat of sealing away the Firstborn. Your seals place the target in an empty time and place based on the area they were sealed away in, though certain beings may be powerful enough to make this place dangerous for any other. Your seals can work on anything, from single beings to entire geographical areas to even a entire group of beings at once. The greater the target, in power and size and numbers, the more costly your seal will be. Your seals work on the sacrifice of life and while a few normal people might be enough to seal a common monster but you'd need an entire team of heroic, powerful magic using warrior-priests to seal a being like the Firstborn and even then, only because just part of it is present in this world. Your seals do degrade over time however, though this can be made to last longer with greater sacrifices. A seal like that of the Firstborn must be reapplied every few hundred years and will begin to degrade faster over time until it needs replacing every few decades and so on.

Fuck You and Fuck Your Destiny- 600
Seal it away? No, nah, fuck that. If you've just fought your way through five or six armies of demons and monsters and corrupted heroes, why the hell would you lie down and accept all you could do was die? Yeah, fighting the Firstborn might be impossible but they said the same about getting to the bottom of the Box too. You're supposedly destined to be just another seal on the Box but now

you've decided to shuck that bond. You're able to do the impossible now. Where others consider a path to be unthinkable, you can accomplish it, though it may be difficult and require great sacrifice. You are highly unpredictable to others and people have a great deal of trouble planning for you even with supernatural aid. You've got a good sense for knowing when something is possible and when it might require this ability to make it possible, as well as how hard a task is going to be in a general sense. Last but not least, you're also able to figure out when someone is telling you bullshit just because they think something is impossible, not because they know it is.

Agent of Evil

Sademonism- 100
The line between pleasure and pain is blurry even in the real world. Once you go to the Box, the line just doesn't exist at all. There is as much pleasure to be found in piercing your own flesh as there is to do so to another, though there is rather a lot more other flesh to be pierced first and certain aspects can only be truly enjoyed when done unto others. You now find that you can choose to feel pleasure as pain and vice versa, as well as that causing pain to others has become an intensely euphoric experience for yourself, rising as the pain you cause does. No longer do you feel instant feelings of disgust, no matter how inhumane or nasty the act you are considering is, and you will actually become more focused as you feel more pleasure rather than get lost in it, unless you wish to.

True Form- 100
The Box is all too happy to give you a form befitting the true nature of your soul. You have been warped by evil, taking on a new form to reflect your inner vices and desires. This has turned you into a creature of nightmares, taking on a form more to your liking without hindering your capabilities.You may customize this form within reason, making something equivalent to the creatures that can be found in the Box already. You may be up to ten feet tall and gain attributes such as wings, inbuilt armor or even having heavy firearms bonded to your body. No magical abilities may be gained through this and you would at most be a beast of middling power in the box, rather than one of the strongest. Taking this also enables you to retain your full mind and free will even as a creature of the Box, as well as in similar situations in the future.

Medical Leaches- 200
Agony is not to be feared but worshiped, exulted in both within yourself and with what you bring forth in the form of screams and tears from others. Negative karma, the essence and energy released by atrocities and misery, is so very valuable for magic and you have gained a great hold over it. You are able to enhance your arcane workings by the use of this, gathering negative karma from those who suffer from your actions or nearby to you even if not caused to you, enabling you to use negative karma as energy in place of the normal energy requirements for magic or even enhancing the quality of a sacrifice by sweetening their passing with all sorts of nasty biological agents. With the right preparations, a few dozen extraordinary massacres and defilements around the world, you could make a small cult tear open a rift to the box itself.

Toy With The Guilty- 200
Evil can be as insidious as it can be brutal. For every public execution, there is a whisper that spreads corruption through governments, churches and the forces of good. That whisper may even have come from your mouth, as you are a cunning snake that resembles the biblical serpent itself. You've got superb manipulative skills, able to talk even a great hero into doing terrible things should you have a few days of time in which to talk to them without hostility or distrust. Ordinary people can be made to make terrible mistakes with just a few minutes of convincing or fall entirely should you spend a day with them. You find it easy to put people in almost any state of mind you like and can easily conceal your own emotions. Should you gain access to powers such as telepathy or illusions, you'd truly become a force to be reckoned with.

My Life is One of Many- 400
Devotion must be shown, and some beings take the most lavish of gifts to be please. Oh yes, even your own little life. But how can you give your one life for a cause with nothing in recompense? Now

you will see that when you give up your own life, you need not remain dead for long. For a ritual that requires your death, a gift to a mighty lord of horrors or even, in the deepest wilds of your mind, to protect someone even you can't let go, you will be able to give up your life and then return without losing the benefits of what you went for. Beings are as pleased by your sacrifice as if you stayed dead and the rituals work without flaw. Of course, this is meant to be a special moment and even you can't do it more than once a year. You have to do it willingly and with great purpose as well, so don't go trying to cheat those interested in your soul by using this to survive dying in battle.

The Space Between Spaces- 400
The great lord of the dark was sealed outside all of reality by God himself. But what that dark lord found was that the walls of dimensions are not so impassable. Your own studies have taught you the knowledge, skill and magic to create breaches between dimensions, letting you easily open rips from one world to another or even the void between realities should you have enough energy, as even small openings can be quite costly. You are even so advanced that you know how to make stable portals between dimensions and realities, ones that can be neatly opened or closed and even made secure against attempts to force either such things to happen. In future worlds, these breaches and portals can be made between dimensions or alternate realities, though they may not be used for things outside your current jump's setting until the spark has been gained.

Evil in the Box- 600
It is the greatest of evils that have influence even when they take no action. Your mere presence, even when inactive, draws others to you like flies to rotting flesh. Evil sorcerors who believe serving you will grant their wildest dreams, tyrants that believe your rule will bring them all the pleasures of the world, misguided heroes that believe you can help them to release you from seals. Even should you be sealed away outside the universe, with even the very memories and writings about your existence destroyed, someone will eventually be drawn to a way to contact you and continue your dark plans. Power, allies and opportunity comes to those who wait and so long as you do not take overt or major action in the world at large, you'll find no end to the power that gathers around you. Once you begin to take action, such as carrying your evil plans or attacking large sections of the world, you'll stop gaining new allies but the ones you've already taken on will happily stick with you, like loyal little leaches sucking away at any power they can get.

First And A Half Born- 600
As God created the Firstborn, so too did the Firstborn attempt to create his own child. Whether he was successful or not…well, have you looked in a mirror lately? You are now a being formed of a fragment of the Firstborn's cursed existence, possessing an immense evil presence. Walking through the world is enough to cause plants to rot, water to be befouled and the weak to grow sick and die. This evil presence has also translated into powers of warping the world around you, allowing you to twist people into terrifying monsters and defile the world around you into a hellish landscape. Should a being or piece of the world not only be weak enough to be corrupted by you but spend enough time being corrupted by you, they will begin to count as part of your beings, allowing you to control and change them much more freely. Your power right now is limited, you are naught but a baby after all, but in time it will begin to grow. For now, you will have to content yourself with turning ordinary people or basic magicians into monsters and turning houses into butcheries one by one.

General

Sixth Sense- 100
The most common form of supernatural sensitivity is the possession of a Sixth Sense. As such a person, you have the ability to hear the spirits and ghosts of the world and whatever might be the afterlife, listening in on the ambient spirits in your location or searching for specific ones, such as the ghosts of someone who has died near where you are or who has an important connection to that place. You can communicate clearly with spirits, though they do not often communicate clearly back, and you even have a natural sense for the presence of other paranormal beings or events, like how a human might feel the heat from a fire.

Lay On Hands- 200
A living miracle, you've been called that a fair few times. From the first time you healed a sick animal on your childhood farm to when you walked into a bustling hospital and came out followed by a legion of newly healed patients, you've been a beacon of light and healing to all. You have the power to heal others with just a touch, repairing even the most horrific of wounds so long as the target is still alive in just moments. Diseases, poisons, disfigurements and disorders are cleansed away by your touch and should you be taught properly and practice for years, you may even find that your mere presence or sight alone is all you need to use this, rather than physical contact.

Telekinesis- 200
The world is a hurricane of motion, largely invisible to the eyes of most humans. But not to you, a person who has had their eyes and mind opened to the currents of force that flow through everything. You have the power of telekinesis, enabling you to manipulate the world with your mind. From moving bullets, which you can guide in flight so that a single shot from a rifle can pierce the skulls of ten different men over several rooms, to stationary tanks being slowly lifted and crushed in your invisible hands. You can even maintain awareness of what you are manipulating, as if your mental presence hovered behind it as you guided it through the world. However, telekinesis is a tiring and sometimes damaging art. Straining yourself to perform feats of great control, such as the bullet example, or great strength, such as the tank example, can cause you to bleed from your eyes, ears, nose and mouth. Too much strain and you may fall unconscious or permanently damage your brain.

Elementalist- 200
The world was born into you when you came from the womb. Through your body and your soul runs the power of one of the elements of nature, power that you have learned to harness and utilise to your own benefit. You can choose one element found in nature, such as fire or lightning or wind, and gain control over it. You can create it in large amounts, such as making a fireball the size of a person, or direct existing sources of it with ease. Your power with your chosen element will grow with practice, like you were training a muscle, and in time you may come to find it is able to be turned to magical effects associated with your element, as if it were truly just natural magic that you were making use of. Like the priests of old, really.

Seer- 200
The body is but a limitation for the mind, you have found. One that is not as impossible to step over as some may think. You are a natural born Seer who has been trained well in your natural abilities. You can project your spirit from your body using Astral Projection, allowing you to roam the physical world at high speeds as a intangible and invisible to mundane eyes spirit, even letting you see the

normally unseen magical and spiritual sides of the world. As a Seer, you also have a natural second sight you can use, which allows you to take on that ability to see the unseen as you will, even looking at the auras or minds of others, through which you can also use the art of telepathy to communicate mentally or spiritually. Finally, you are able to make use of several forms of scrying and divination, letting you see into the murky past, the uncertain paths that may be taken in the future or to look towards distant locations. These arts are impressive but usually require interpretation and specialised tools when looking into the future.

Possession- 300
A strong soul can survive even when the body has proven too weak to keep up. You are able to separate your soul from your body, surviving the destruction of your physical form and living on as a ghostly spirit in the spiritual side of the world. To return to the mortal coil, you can possess the bodies of anyone who's will and powers you can overwhelm, upon winning which you may take control and destroy the original spirit within the body, or who lets you in. In the latter case, they can share minds and bodies with you, letting you control them or shoving you out when they've had enough.

Shamanic Chemist- 300
As a little boy, your family made sure to pass down the ancient lessons of their family. Shamanism and Alchemy, two parts from each side now united into one student, yourself. You're an expert alchemist and a experienced shaman. Alchemy enables a wide range of potions and substance creation, from fluids that heal injuries and turn lead to gold or which assist with the creation of metals that can harm and bind spirits. A useful thing, given your Shamanism training is all about contacting, summoning, binding and then making use of all kinds of spirits, from the elementals of the earth to the ghosts of the beyond and even, if you want to walk a dangerous path, the demons of the Pyxis. Your training has incidentally given you a pretty in depth knowledge of chemistry, pharmacology and botany too.

Undeath- 300
Not quite alive anymore yet not quite dead. Through ritual or accident, you have become stuck between the realms of the living and the dead, giving you the unique ability to swap between the forms of living flesh and ghostly spirit. When you take on your intangible form, you heal any wound that was on your body in just seconds and can fly through the physical world at high speed and even pass through things as you want. Even when you turn back into a physical body, you can still fly around with ease. Because of your not-living/not-dead nature, you also lack the normal needs of sustenance that a human requires and can survive quite shocking amounts of harm before you die for good, such as losing the lower half of your body and being just fine.

Box Flies- 300
The Firstborn likes what it sees in you and decided to give you a little treat. You've been given the ability to create and control some of the flies from the Pyxis, known as Box Flies, which enables you to corrupt other beings, twisting them into the terrible creatures of the Box and forcing their loyalty to you, especially given that the process of corrupting the body of a being inevitably shatters their sanity and minds. The more powerful a being is, the more flies and the longer the flies will need to fully corrupt their body, though it is possible to have the flies only partially corrupt something, laying nasty eggs and stings in a targets' limbs. You can also teleport between any two masses of flies that are at least the size of a person. Now that the flies are yours, they will grow more numerous and

corruptive the more your own supernatural power grows, as right now you can only create a swarm large enough to cover three or four people at once..

Sanguimancy- 400
The power of the blood is deep and vast, especially if you know how to make use of it. You're a natural born adapt at the art of Sanguimancy, turning blood to magical power. You are able to use blood in place of magical energy or materials, your own being most potent but enough from other sources works very well too. Your natural abilities let you easily control blood, using it as a dangerous weapon such as razor whips or turning it into a physical or even mystical shield around your body. More complex feats are possible should you actually use the system of magic you've learned, a system based around the use of sigils drawn in blood. Wards, enchantments, curses and draining effects, even damaging or sealing away opponents are all effects possible through the sigils you already know and it is possible to go further still.

Ultimate Chaplain- 400
A man of God may have his faith but a man of intelligence backs that faith up with the knowledge and arcane ability of a dozen priests and two dozen wizards. You're something like an Ultimate Chaplain or Mage, being a vested priest in about a dozen different religions and the spiritual arts they practice, as well as a advanced practitioner of over twenty different systems of magic. You've got a immense amount of knowledge on magic, spiritual arts and all the rituals and monsters that are associated with them, as well as enough skill to actually make use of a lot of what you know. However, your specialty trends towards one of two areas, either defensive or offensive. If you choose to be a defensive focused practitioner, you will find yourself having incredible abilities with wards, abjurations, exorcisms and healing while an offensive focus will see you being able to harm, corrupt, summon monsters and twist and change matter.

High Telepath- 400
One can bring others to heel with charisma, with pain and with threats. But why bother with all that when you can just reach in and shred their will apart with a thought? You're an exceptionally powerful telepath, the likes of which haven't been seen since the days of Lichthammer. You can read the minds, even the deepest memories, of dozens of hardened soldiers at once and easily control a whole battalion on your own, even forcing them to take suicidal actions with little chance of resistance. A mother would eat their own baby at your command or a man would dissect himself at your wish, though those with psionic or magical abilities of their own can resist you much more easily.

Reality Hacker- 600
Every few decades, a genius is born that brings about revolutionary technology that changes the world. The Da Vincis and the Einsteins. That's not you. You're the sort of genius that the governments on the world hide away for just how dangerous your mind is. You have an utterly absurd level of mental capabilities, with processing speeds in your brain that dwarf even whole buildings of modern super computers and having creativity, memory and intelligence to match. In fact, your brain is so powerful and fast that you can calculate certain forms of mathematics quickly enough to actually warp physical reality. Just by doing some mental maths. You're limited to fairly small scale stuff, when you're using just your own brain here, but that can still let you rewind the time of the ammunition containers for your squad's firearms to replenish ammo or teleport yourself and others around small buildings or changing objects to other similar objects. It takes quite a bit of concentration but you can still have enough brain power left to fight with. You also happen to be

very experienced with cabalistic mathematics and numerology, which you can channel your prodigal mind towards for even easier casting.

Hungry God- 600
Just like a gluttonous pig, you just eat and eat everything you see until nothing is left. But instead of being left fat and immobile by your meals, you get a little more benefit than normal out of them now. You have the ability to take on the powers of those you devour, as if you were them when you use them. This is because those you devour and wish to retain the abilities of remain in your stomach, alive but unable to act for as long as you wish to retain their powers as your own, even allowing you to use them as batteries for power, though this can risk draining them dry if you don't have a way to keep them going. They can be destroyed within you, should you lack a means of bringing them back, and do take up room so you may end up quite corpulent.

Items

There are no discounts in the following section.

Loadout- Free

You're not going in here on your own. You've got some trusty weapons to accompany you, some of the top of the line stuff in these times. In the modern day, you can choose to have any modern day firearms or melee weapons or stuff from ancient times. They're fairly mundane in what they can do, you won't be finding magical weapons here, but they are very well made. A katana that can slice through steel with ease, a enormous three barreled chain gun to mount on your arm or shoulder. Even a high tech sniper tough enough to be used as a staff to smash shit with. You'll also find a good set of body armor included in this purchase, enough to let you survive a explosion or two and a few hails of bullets.

Modular Ammunition- 50

Bullets are good stuff, feels real satisfying to watch them slam into some deranged cultist. But the DOW knew they'd not be nearly so fun as if they lit things on fucking fire. Or had a number of other special effects that you might find in these boxes of ammunition you have here. The half a dozen big wooden crates carry a few different kinds of bullets, which somehow seem to change to fit any gun that uses bullets, and carry unique effects. There are bullets that explode like tiny grenades, bullets that set targets on fire, bullets that release concussive blasts of noise, bullets that deliver electrical shocks and even bullets that transfer a lethal poison. The crates will refill once they've been mostly used up too.

Power Foci- 50

Powers are rarely easy to use, given they are so often sourced from the unnatural. But over the many years, there have been methods made to focus and improve them, like what you now have. You have a tool or set of tools that focuses whatever supernatural abilities you have, such as a set of special crystals and maps for scrying or a psionic magnifier device. It doesn't improve their power but it does allow you to use your powers at your best even when stressed, injured or in just awful environments and situations. They can also be a big help in calming you down if you panic, so try not to lose them.

Lucky Charms- 100

Fortune favours the prepared and few come as close to as prepared for fortune as you. If one were to open your coat, they'd see your entire body lined with all sorts of luck charms and blessing papers and talismans for good fortune. Your array of lucky implements is an excellent device to ward off bad luck, preventing all but the worse sources of misfortune from affecting you and naturally giving you quite a bit of fortune on your own. This array you've gathered from many different countries also serves to weaken a fair amount the influence evil spirits, ghosts and demons can have on your mind or spirit, warding away most weak and mid level such beings unless they can spend some time working past your barrier. And that's what you have guns for.

Computer Harness- 100

An arm mounted super computer that is exceptionally tough and quick, without seeming to rely on any sort of visible power source. Perhaps it comes from some strange realm of pure math. The computer is specialised for numerology and math magic, able to even make very minor spells, similar to the Reality Hacking power previously, though this is more on the extent of changing facial

features or minor transmutation. Where it really comes in handy is when you also have similar mental abilities, as the computer can help take a lot of the load of your processor and give you more focus on the combat you're in. It also comes with a fitted and hardened helmet that gives you a UI and HUD read out, with programmable features so you can easily add in new data that you want to have a readout on, which can be controlled by thought. The arm computer does also work as a normal computer, so you can surf the web or play games with your mind when the helmet is on.

NUI- 200
The Neurological User Interface is a set of implants created for the agents of the DOW, who were finding that their ability to fight the monsters of the dark wasn't able to keep up with their reaction times. These technological implants, placed in your skull and with various plug in points along your skin, allows you to easily hook up almost any weapon with some sort of technological control mechanism to you and control it with your mind. You won't be able to move it with just your mind through the air but things like slight adjustments of aim to match what you see automatically, pulling the trigger the instant you want to, controlling the exact force a weapon hits with and so on are all very possible. The NUI can even easily handle a whole array of weapons at once, so perhaps mounting weaponry on your body to become a moving weapons platform can pay off.

Hellish Tribute- 300
The Box giveth and the Box taketh away. In your case, it appears that the Firstborn appreciates some of your actions and has found a way to grant you the service of some of the Denizens of the box. You now have a sortie of some of the enemies that can be found in the Pyxis, such as a hundred of the maddened cultists covered in barbs and blades or two dozen of the superhumanly strong and fast centurions, the once roman warriors that have fused with their metal armor. Or ten of the Nazi hulks, pairs of young German soldiers fused into a muscular hulk alongside one of their enormous cannons or flamethrowers. The stronger the creature, the less you can have of them. When one of your new retinue is slain, they will return in a few hours in a swarm of Box flies. Should you use this retinue to accomplish despicable acts and dedicate them to the Firstborn, you may see your new group expand with more units or grow stronger in stranger forms.

Brotherhood- 300
For good and for evil, there exist many secret societies of men and women that banded together to accomplish their goals. The Brotherhood of Dark Rapture is one, led by the traitorous DOW agent Arnold Leach who now seeks to force open the Pyxis himself. You have your own Brotherhood now, a secret organisation made up of around a hundred cultists, warriors and occult warlocks. Depending on your leanings, these may be the sort of monsters that Leech calls his own, who think nothing of sacrificing entire towns to whatever dark god you care for, or they may be more like the DOW, noble heroes and hard working men and women. Who are also willing to wipe out entire towns, for the greater good. Either way, they're extremely loyal to you as their leader, some may say dangerously so, and even possess a few small secret bases around the world. Simple but secret affairs. The cult will appear in future worlds, with new members that somehow retain changes made to old ones.

Sumerian Puppet- 300
Why fight for yourself when you've got a big bad servant to take care of it all for you. This 5 metre tall puppet made of stone and flesh is a relic of ancient Sumeria, crafted from enchanted rocks and sacrificed worshippers. It is animated by and loyal to your will, having taken you up as it's new master since it's own creator is long since dead. It is extremely tougg and strong, tearing apart even some of the largest and strongest monsters of the Box with little effort, and highly resistant to all

kinds of supernatural influences or effects, such that very few mages will be able to even make it budge a few inches.

Elemental- 300
The earth itself is not without it's own protectors, though they are nowhere near as blatant as those of the Firstborn. Spirits hide in many places of the world, some terribly powerful and just waiting for a host to come and offer them a chance to unleash their power. Much like Ababinili the Flame, you have bonded with a elemental of great power. It resides somewhere on your body such as within your right hand or inside your heart, unlike Delgado the bond between you and your spirit has not resulted in damage or pain to your body, so you can contain it with ease without the need of wards and spirit-containing technology. The elemental you have, of one of the natural elements, is very powerful. A fire elemental when released at your command could burn to ash an entire room of demons in less than a minute, leaving no foe left alive. A wind elemental could leave even a tank or three as a pile of shredded metal in just one furious attack. Unleashing the elemental from your body is very tiring however and it can be difficult to keep command over it once released, at least until you gain a greater bond. At least you can easily drag it back into your body.

DoOJ- 500
The Department of Occult Warfare is just the United States' version of what many countries have. The United Kingdom, Germany, Italy and more all have their own departments or sections or offices devoted to taking care of the supernatural. There even exist independent organisations with government links that serve similar functions in some countries. Whether it is an official government office or a more obscure private company with government oversight, you find yourself the head of just such a thing. This DOW-like is an entire company or division devoted to investigating, tracking, hunting, sealing and purging the supernatural that threatens humanity in this day and age. You've got thousands of employees, though there is varying levels of awareness of the purpose and targets your group deals with among them and most of them are merely civilian or support workers. However, you also have twenty fully trained and equipped combat teams the likes of which Jericho Squad would be included amongst, forming a powerful force. You've got the full support of your government, or at least their highest levels, who are aware of the importance of your commission and ensure there is very few funding shortages, along with providing access and clearance to almost anything needed for your mission of protection. You even have established connections to other similar groups, since the field of the supernatural is one of the few that can engender cooperation in even humanity's nations. The department will follow along with you to future worlds under your command, though the employees within it will take on new suitable forms and abilities in future worlds.

The Box- 600
For a prison to be so desired, you would have to be a person with very strange tastes. But what you have here is no longer a prison. This warp and twist in space is the beginnings of your very own version of the Pyxis, one under your control as the original was with the Firstborn. It takes the form of five layers, each locked behind the former, that are around the area of a small city, with a central origin point for you to reside in. Each one is based on one period from mankind's history, featuring the horrors, sins, monsters and men from those times as loyal to you aspects and servants in each layer. You can control those here as well as the actual landscape too, though this is slow. There are also box flies present here, enabling you to endlessly revive any ally of yourself that dies here and make any enemy that dies within this pyxis a part of it and slave to your own will.

The Pyxis you have has a anchor in the real world, to either a property you own or to a relatively empty wasteland somewhere. It cannot be entered or exited without a dimensional breach or gate being made, unless it is yourself and those touching you, as you can enter or exist from the real world anchor point.

The Pyxis can grow larger when you go to a different time or place from now, including other worlds. By opening a breach and committing awful acts, you can slowly build up a new outermost dimensional layer based on the time and place you are committing those acts in. The worse your crimes, the larger the layer will be and the more numerous and powerful it's denizens. You can alter these layers yourself and they will retain those changes, though only those who are part of the box can be brought along.

Companions

Import- 50

For every 50CP you spend on this option, you can choose to import a companion you already have or create a new companion from nothing. Imported or new, they gain a free origin and 600CP to spend on what they desire.

Canon- 50

For 50CP, which you may take several times, you gain the chance to convince one existing character in this world to come along as a companion with you. They'll find themselves appreciating your company and meeting more than a few times over your stay here, though if you have an interest in the more villainous figures here, be aware that that interest may not be pleasant to experience.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

Alt Game- +0

There is another possibility, another version of this story. A story where the Firstborn is not an evil being but truly just an abandoned child, one that was taken advantage of by the cruel and wily priestess Ereshkigal. Ereshkigal is the true master behind the childish Firstborn, should you take this, and the story of this world will now follow the lines of this alternate ending once proposed to the original game.

One Fucked Up Kid- +100

It appears that almost every person with a connection to the supernatural also has a connection to the dark side of the world. From horrible childhoods, many times just because of their abilities, to terrible situations later in life that have left them with terrible trauma. You're no different with this, suffering from very frequent and terrible nightmares, anger issues, severe guilty and no doubt a few minor enemies or a bad reputation because of your past. But at least you can take out that stress by murdering monsters.

Authority Issues- +100

The big man in charge never did you any favours. Not before you found out what the world is really like and definitely not after, no wonder you like giving them shit. You have a serious problem with any sort of authority figure, instinctively acting to cause trouble for them, subvert orders and generally play the asshole trickster just to show you can. You're pretty crap at having authority too, recklessly letting your responsibilities go unattended to. If things really come down to the wire, you can step up for a time and give or follow orders normally but just a normal fire fight won't inspire cooperation with you. People get pretty pissed at the constant insults and jokes too.

Darkest Fear- +100

More than half of the modern Jericho squad has at least one severe phobia and the denizens of the Box are definitely filled with all manner of fears themselves. Perhaps fear is just inherent to all living things. You'd know yourself rather well, as you too have a deep fear of something that you'll be sure to encounter quite often. Snakes, spiders, heights, you'll be fated to find yourself near these hazards again and again in your time here. God forbid you find your way into a place that likes to play on fears like these.

Another Time, Another Place- +200

The modern age is not your time it seems. No, you've got other places to be. Taking this puts your starting time at an earlier date and may force you to a certain location as well. The earlier the time, the more open the deadly forces of the supernatural can be and the less prevalent are weapons that can effectively combat them. You may choose to begin in 1942AD in Germany as the Reich searches for evil power to supplement the war effort, in 1213 AD during and in the time and place of the Crusades, just before the atrocious Children's Crusade is set to leave, in the Roman Empire in 38AD during the reign of Caligula the monster and his numerous horrible fellows or finally, back where it all began in Sumeria in 3000 BC, when the Breach was first made and all manner of horrors spilled into reality. Choosing this option will alter the Loadout item to be appropriate for the time you choose.

An Inconvenient Disorder- +200
Your mental degradation is a fair bit more inconvenient for your line of work compared to what you've been able to take on till now. Taking this? You'll find yourself dealing with a form of instability that really makes combat a pain in the ass. You may lack any faith at all in your own powers, even having used them for years, causing you to constantly forget to use them when they may be a better option or use them at a very reduced level of power. Or perhaps you're the sort of control freak that needs everything to be in order to work effectively, losing control of your emotions and acting very erratic and unstable once this stops being the case. Like in almost any combat situation. One would hope you've got a team that can shore up these weaknesses.

Baby Toy- +200
The Firstborn is not wholly limited to being within the Pyxis, not when it comes to more subtle applications of it's power. It reached out to you and found a suitable target, both in your value and in how easy it found it to breach your mental shields. It torments you with hallucinations now, mocking you with your past failures, tempting you with the promises of what you dream of obtaining and even, rarely, being able to mess with what your senses perceive to trick and threaten you, though it appears to only be able to make dangerous situations worse than to do this to get you killed outright. Maybe it might even be holding back, hoping you can accomplish something if left alive and molded in the right way.

Final Crusade- +300
The Children's Crusade was an army of many thousands of children gathered by a mad priest, who sought to make a sacrifice to the Firstborn. It didn't work and the Children were themselves punished for this. The thousands on thousands of young corpses rose back up as malformed and mutilated spirits, possessing savage fury and the power to now tear men apart limb from limb. Now they have found a way out of the Pyxis and flow towards you like a beacon. Something you have done has drawn the ire of this army of vengeful spirits and they won't stop until you or every one of them is dead. Any they kill in their path to you will join their ranks as well.

In The Box- +300
Instead of beginning in the real world of humanity, you now begin in the depths of the Box. Imprisoned here, you'll find that there no longer exists an escape route that is open to you. What does exist is a great deal of enemies that believe your death is their only remaining goal in life. It appears they're the sort of enemies known to you as well, being formed of past foes and your most hated opponents, mixed in with all manner of monsters formed from the Box itself. If they die, they'll come back eventually because of the power of the Firstborn. With no way to escape and all these foes, you'll only have two options. The first, to survive in body and mind for one hundred years. You'll need to stay sane and stay alive without dying even once to get out free, something only the most heroic people can accomplish. Or you can try your luck with the Firstborn itself. . Who knows where you'd end up if you go out the way the Firstborn is coming in from though.

Flames of Purification- +300
Playing with fire comes with it's costs, especially when that fire is the cursed spirit of an angry elemental of the tortured Earth. The burns that cover almost every inch of your body are clear in those costs, brutally agonising and the pain even bypasses effects that might turn it into pleasure. Not even the demented souls of the Box would find these cursed burns pleasant and now you must bear them for an entire decade, unable to ignore or cut off the horrid sensation as the mystical flames burned down to your very soul.

Ending

And so the story in this plane comes to an end. Was the world saved for a few more years? Did you let loose hell on Earth? Or was the impossible accomplished and the world finally freed from the dark creatures that have tormented it for eons now? I imagine it matters little, since you have survived long enough to make your decision on your future.

Do you want to *Go Home* to your original, normal world?
Do you want to *Stay Here* and live out whatever this world has become?
Do you want to *Continue On* and hope that your future holds yet more wonders and nightmares for you to experience?

Notes

Uber duper special thanks to my cutie honey NuBee, the sort of cool guy who can inspire me to work on anything and everything.