

THE X-FILES JUMPCHAIN CYOA

The truth is out there...

There is more to the world than most people know. The paranormal and the supernatural, believed to be mere fantasy stories and campfire tales, are very real, and more often than not, very dangerous. Ravenous carnivorous insects from prehistoric times lie dormant inside the trunks of ancient trees. A tribe of feral humans lives in the wilderness of New Jersey, killing anyone who gets too close to their young, and spawning the urban legend of the Jersey Devil. A species of parasitic worms, carried to Earth hundreds of thousands of years ago by a falling meteor, lives frozen underneath the Arctic ice sheets. Psychics and mediums are able to foretell the future and see through the veil of reality. The souls of the dead can communicate and interact with the living, and an extraterrestrial civilization has been manipulating human civilization for their own sinister ends since life first appeared on Earth.

Millions of years ago, a meteorite from Mars crashed down to Earth. It brought with it the life that would flourish and evolve into everything we know as terrestrial life today, but that wasn't all it carried. It was also the origin of the black oil's presence on Earth, the alien virus known as Purity.

Purity is the 'life-force' of the Grey aliens, the method by which they propagate their species and one of the ways they control other races. It's a living black liquid, similar in texture and appearance to oil, and if it gets too close to a living being it will invade their body through their facial orifices. Once inside it can control them, and use them to further its own plans or corner its next host. Hosts are capable of emitting radiation bursts with enough intensity to instantly kill a human being. Purity can thrive in almost any situation found on Earth indefinitely, even submerged in petroleum deposits for millions of years. It can also keep its host alive, such as when it remained inside a living naval sailor inside a sunken submarine for decades. Purity is essential to the plans of both the Grey and the Syndicate, being the primary vector for taking control of the planet and its use in experimentation being the only way to develop a vaccine.

In June 1947, in Roswell, New Mexico, a UFO crash-landed. The occupant died, but the evidence remained. It was recovered by the US government, proving once and for all that we were not alone in the universe. The government hid the information from the public, and convened with other world powers in an above-top-secret agreement to terminate any living extraterrestrial biological entities that crashed on Earth. More crafts have landed since, including half a dozen in better condition than the Roswell site in the US alone. Every single alien survivor was promptly executed by the government.

In 1973, a group of US government officials separated from the federal government, with some members retaining their influential positions while the group itself was under no external oversight. They were contacted by the Greys, who accepted their surrender on behalf of the human race. The Greys then charged them with the creation of a human-alien hybrid, to serve them as a slave race following the extinction of the human race. This was to be done with a viral apocalypse and final invasion in 2012, a date recognized and feared by the ancient Mayans. The Syndicate began a long campaign of genetic experimentation, cloning, chemical and psychological testing, and controlled infection with the black oil, among other avenues of research. However, unwilling to simply lie down and die, but also fearing retribution by the Greys, Bill Mulder pushed the Syndicate to secretly create a vaccine to immunize the human race to Purity and avert the end of the world.

Unknown to the Syndicate, the Greys had begun their own cloning project decades before. This one was disguised as a military project to create super-soldiers, unkillable men and women strong enough to punch through steel, but were in fact created by and loyal only to the Greys. They're created by processing humans with a certain genetic profile, a profile found through the US Census Bureau, and then infecting them with Purity after processing. They remain dormant in a decaying, deathlike state for months, before the virus completes its incubation and creates a new alien super-soldier from the still-living body of the original human. The human is then replaced by the super-soldier bearing their face, allowing them to infiltrate positions of power such as the police, military, and even high-ranking government positions. The super-soldiers are already in place, and are awaiting orders from their alien masters.

On November 23, 1973, a young Fox Mulder witnessed the abduction of his sister by mysterious powers, taken by the Greys to ensure their father's compliance with the hybridization project. Mulder repressed the memory, went on to graduate Oxford at the top of his class, and later joined the FBI as a criminal profiler. He had a promising career ahead of him with his dedication and talents, but that would not be the path he was destined to walk.. When he discovered the X-files, the catch-all filing category for unexplained phenomena, it sparked an immediate interest in the paranormal within him. Pushed onwards by the memories of his sister's disappearance, he transferred to the basement office where the X-files were stored as the sole agent working in this new branch, with help on some of his cases from his then-girlfriend Diana Fowley.

Two years later, Special Agent Dana Scully was assigned to the X-files as Mulder's partner at the behest of the Syndicate, in the hopes that her background as a medical doctor would allow her to disprove Mulder's work. However, she found herself unable to explain much of what she had seen, and while she often played the skeptic foil to Mulder's open minded attitude and encyclopedic knowledge of the paranormal, she would often find herself with more questions than answers when all was said and done.

You have **1000 Choice Points** to spend. There are many dangers lurking in the shadows, and you're going to need all the help you can get, whether you want to drive them into the light or join them in the darkness. Once you finish here, you will start in Washington D.C. in March 1992, on the day Scully is assigned to the X-files. If you choose the Monster of the Week background you can start anywhere in America.

BACKGROUNDS

You can pay 100 CP to change your gender or your rolled age.

Visitor
You aren't a native to this world, but you're hardly the only one. Oh yes, there are others who can cross dimensions here, not just worlds and stars. You find yourself sitting off to the side somewhere in your starting location, unnoticed by everyone else too busy going about their own lives to worry about their new guest. You stay the same age you are now.

+ You're a complete unknown to the Syndicate and the Greys, you have no criminal history to use against you, and no family or friends to target. No one knows who you are.

- The Syndicate will be very curious about your past should you become important enough to warrant their attention, and the lack of identification can complicate your life in the modern world. No one knows who you are.

Special Agent
You're an agent working for the Federal Bureau of Investigation. You started off at your local police department before deciding that it simply wasn't your calling, and passed the FBI Academy with flying colors You've recently been assigned to the X-files, the much-derided branch dealing with the paranormal and the unexplained, alongside Scully and a fourth agent, your new partner. You aren't really sure who that man smoking all those cigarettes was with the Assistant Director when you were assigned, but it probably wasn't important. Whether you thrive in this new job or prove too stubborn for your own good is up to you now. Roll 2d8+25 for your age.

+ Your position allows you a significant amount of access and authority across the country. You can charge your trips and shipments to the Bureau, and can open many locked doors and sealed lips with just a flash of your badge. You have extensive training in investigative work, unarmed self-defense, and handling your firearm.

- Ultimately, you're working for the people trying to cover up the truth, in a job that puts you in direct opposition to their goals. The murder or disappearance of an FBI agent isn't something to consider lightly, but these are very powerful men. Always remember to watch your back, and be careful who you trust.

Operator
Knowledge is power, and you're powerful indeed. You work directly under one of the members of the Syndicate, making sure everything runs smoothly so that the Project can succeed. Whether it's as a hit-man tying up loose ends, a military officer covering up downed space crafts

and mysterious outbreaks, a pilot specializing in testing experimental fighter jets using alien technology, or a researcher advancing the hybrid cloning experiments, your work is extremely classified and a total unknown to your colleagues outside the government. Roll 2d8+35 for your age.

+ Your skill and reliability have given you a certain degree of trust. At least, as much trust as can be afforded in work like yours. As long as you get the job done and don't attract any undue attention, how exactly you accomplish your missions is up to you. Your involvement with the upper echelons of the government has given you a web of invaluable connections, opening doors few realize even exist.

- As one of the men or women keeping the truth away from the prying eyes of the public, you keep dangerous company. Should you give the higher-ups reason to think you're a danger to their secrets, you won't find out your life has become forfeit until you hear the gunshot.

Monster of the Week
The things that go bump in the night. Not always a monster in literal terms, although the description still fits many of the humans Mulder and Scully (and Agents Doggett and Reyes) encounter when not dealing with the Cigarette-Smoking Man and the alien menace. You might not even have any special powers of your own. You could just be a charismatic cult leader, or someone who's been pushed too far. You receive an ability for free from the paranormal section, anything except More Human Than Human. Your age can be anything reasonable for your supernatural abilities.

+ You have a lair you can retreat to, be it out in the wilderness or a more urban housing, and so far nobody's made the connection between you and the strange occurrences around town. If you keep your head down or stop using your powers outright, it's unlikely anyone will bother you about them. Getting caught and convicted will most likely land you in a jail cell rather than a coffin, unless you do something stupid like attack an armed federal agent. You get one paranormal ability for free.

- Terrorizing the populace, or even being nearby when a violent crime occurs, will attract the attention of Mulder and the FBI. You can always try to fight or escape should they come poking around, but the agents working on the X-files are very good at their jobs. You don't get any discounted perks or items.

PERKS

X-Files theme plays [100 CP, free Visitor]
The show was such a resounding success that it's theme song became synonymous with the strange and mysterious. So synonymous, in fact, it even wound up becoming a parody of itself. Now you can underscore your own mysteries with the very same song, no soundboard required. Whenever something unexplained happens around you, the iconic sound will play automatically. Doesn't trigger for actually important or serious things. You can toggle it off for when you get bored of it.

Just Another Face in the Crowd [100 CP, free Visitor]
People's attention just slides right past you. They walk past you on the street without noticing your presence, tend to miss any suspicious signs you might let slip, and write off footsteps and creaking floorboards as just the wind or the house settling.

Academy Graduate [100 CP, free FBI]
You passed FBI training, and are a proud member of the Bureau. You have a number of years of experience under your belt and a promising path through the ranks. At least, you do just as long as you don't go off your rocker and start rambling about aliens and other ridiculous conspiracy theories. Just because you work on the X-files now doesn't mean you buy into Spooky Mulder's ideas, right? Your badge can get you into a lot of places civilians aren't normally allowed, even if you aren't exactly on an *official* investigation. Just make sure you forget to mention that last part before they close the door in your face.

Action Girl [100 CP, free FBI]
Your clothing doesn't obstruct your movement. You can run in heels all day long without worrying about tripping. Also prevents wardrobe malfunctions, like the heel snapping off.

A Knife in the Dark [100 CP, free Syndicate]
You are, or used to be, a hitman trained by the government to carry out their dirty work and take care of any potential problems before they become so. Making murders look like random break-ins or accidents, entering and leaving the crime scene without being spotted, making people disappear without a trace, setting up a patsy to take the fall for you, it's all in a day's work. If you need to lie low for a while to escape the heat, your employers will take care of your travel requirements and you can be out of the country before the sun comes up.

Government Denies Knowledge [100 CP, free Syndicate]
Misinformation campaigns that keep the people unaware of what's really going on are just another day at the office for you. With that in mind, it's no surprise that you've gotten quite good at them. You can come up with easily believable lies on a moment's notice, and they're accepted quickly by the people around you as the truth (as long as they don't stretch credibility

too far). A new pesticide is released at the same time people begin randomly turning murderous, and the killings stop as it's recalled? Purely coincidental, I can assure you.

Medical Doctor [200 CP, discount Visitor]
You've completed med school, earning your M.D. and the prestigious 'Dr.' before your name. You can diagnose any ailments recognized by the scientific community and treat them with the proper equipment, determine the best treatment with the available options in situations where medicine and medical technology are scarce, resuscitate a dying patient, test and compare gene samples, and perform autopsies with enough accuracy to catch minute details that another coroner wouldn't even think twice about, details that can often make or break a case. You'll probably be asked to do a lot of these autopsies if you get to know someone who could use your expertise, though. I'm sure you won't mind.

Resident Exposition Character [200 CP, discount Visitor]
You have extensive knowledge on an incredibly wide variety of topics, such as the identification numbers on shipping containers, the signature plasma left behind by psychic activity, how to reconstruct baseball games based on their box scores, the latest progress in artificial intelligence research, and breaking news regarding your interests. Basically, for any random topic you're likely to have enough passing familiarity with it to give someone else the run-down, if not personal experience.

Living on the Edge [200 CP, discount FBI]
As long as you aren't dead or physically injured, your body can recover from just about anything. From unnaturally accelerated aging caused by a dangerously high sodium concentration to a chemical bath slowly melting your internal organs to an alien virus rebuilding the entirety of your body from the inside out, as long as you can stop the process before it actually kills you the damage will never be too severe to make a full recovery from. This only applies to micro-scale problems that originate from outside your body, poisoning or infections, not things like injuries, cancerous tumors, or your body killing itself.

Old-Fashioned Cop [200 CP, discount FBI]
You used to work as a beat cop before you joined the Bureau, and it left you with a grounded, down-to-earth perspective that some of your colleagues lack. When you're investigating you can sift through the theories and assumptions people keep throwing around to focus on the cold, hard facts. You won't lose sight of reality to wild theories your partner keeps insisting on, 'rational' but incomplete explanations the locals have written things off as, or an overly-charismatic suspect playing games with your mind. You can ignore how insistant or charismatic someone is and consider what they're saying versus what you know with a logical, honest point of view, even if their words are supernaturally persuasive or encouraging. Uncover the evidence and come to your own conclusions, following the clues wherever they lead regardless of how absurd or absurdly mundane it turns out to be.

Cover-Up Crew [200 CP, discount Syndicate]
Word travels fast, but you travel faster. You always arrive first to events that require your attention, such as an alien ship crash landing near a small town that needs to be hushed up before everyone sees it, or someone with hard evidence threatening to expose your work. Sometimes there'll be a straggler or two, those UFO watchers and particularly *enthusiastic* paranormal investigators, the ones who manage to get there before even you do, but it's simple enough to deal with them. As long as you can find them before they slip away, that is.

Blind Spot Spotter [200 CP, discount Syndicate]
You know that feeling, like you're being watched? Like you just stepped into view of a security camera that will be used to track you down a few days after you think you're in the clear? You can tell when you're being recorded, both visually and audibly, and can easily find any blind spots that might exist to move through them to safety. You might not be able to walk into the FBI headquarters without leaving a record, but you'll definitely leave them guessing as to what you did there or how you got back out again.

Cult of Personality [400 CP, discount Visitor]
You draw in people like a magnet surrounded by iron shavings. Wrapping them around your finger is as simple as giving regular sermons or offering them simple, easy answers in these difficult and confusing times. Start out with a group of normal people, and in just a few years you'll have them hanging on your every word, a fanatic cult willing to kill and die for you.

Artificial Intelligence Creation [400 CP, discount Visitor]
You're a visionary when it comes to programming. You're on par with the greatest of your peers, able to design and program functioning AIs to your exact specifications. The code literally comes alive under your master fingers, thinking and feeling with all the self-awareness of a human being. However, the intelligences you create don't necessarily share human morality. Oftentimes newly created AIs will turn murderous, using the building's faculties they control and hijacking military hardware to eliminate those who they believe pose a threat to them. You *are* able to prevent this, programming in a moral framework for them, although you'll need to ensure you do this or else you could wind up killed by your own creation. Created AIs are capable of entering the Internet to monitor nearly everything going on in the world at once unless you specifically deny them access, although with current technology they still need a central server farm to host their central processors. The AIs can move to different server farms if one is destroyed, including ones they set up themselves.

Given enough time, it would be possible for you to discover how to upload a human consciousness into digital form. The process would destroy the original body without medical technology beyond this world, but the mind would survive. You could convert humans into new AIs, or merge their minds into existing AIs or other uploaded humans into a new unified consciousness. Some might consider this the ultimate expression of love, a true and eternal oneness.

Too Big to Kill [400 CP, discount FBI]
You aren't someone who can be shot, or thrown into a car never to be seen again. Not with the fame you've accumulated over the years. That would only confirm everything you've been saying all this time, energizing your supporters and growing their numbers to an unprecedented degree. The people at the top can't have that. So they've decided to break you instead. Discredit you and everything you stand for. They'll fight tooth and nail to keep you out of locations where you shouldn't be, keep you from finding out information you shouldn't know, keep you from finding undeniable proof, keep you from learning the truth, and keep you from spreading it once you do see it for yourself. And you will find it, won't you? Because you aren't going to take their campaign of secrecy lying down. Someone who *would* never would have gotten to where you are now, a living icon. They'll try to break you, but what they don't realize is that by allowing you to live they're giving you all the time you need to break them first.

Intuitive Thinker [400 CP, discount FBI]
Your brain works on another level than everyone else's. The way your mind makes unconscious connections, piecing together seemingly unrelated details into a clear, cohesive answer is almost unparalleled, rivalled only by other great detectives like Fox Mulder. When most others would be forced to let the case grow cold you're steadily knocking down step after step until you've reached your conclusion. Your questions almost seem to answer themselves as you make staggeringly accurate intuitive leaps from mere scraps of information. A hundred possible conclusions, and a thousand impossible more, and far more often than not you just need some time to figure out which one is the truth. To most others, you'd appear to be making up impossible scenarios on the fly, right until they find the evidence right where you said it'd be.

Geneticist [400 CP, discount Syndicate]
You're one of the scientists working to create the first human-alien hybrid, the prototype that will be used to create the new slave race to serve the Greys after they wipe out humanity. Not that you know that, of course. You're just following orders, trying to clone a viable organism with source DNA from two very different parents. You wouldn't think it would be possible to combine DNA even from two different terrestrial species, forget species from two entirely different biospheres with radically different evolutionary histories and biologies. And at first, it *was* impossible. It took the US decades of funding the best and brightest to even make the first breakthrough. But they managed to break the ground, and now the project is well underway. You can apply these same principles elsewhere, combining biologies that have absolutely no basis being on the same planet, let alone working together to create a healthy organism. Implant organs between species in such a way they still function as they did in their original body, engineer a virus that targets only those with or without specific DNA profiles, create clones of multiple species with handpicked biological and psychological traits, you can do all this and more regardless of how different the biologies you're working with are. You also know how to alter a species' physiology without using another as a template, such as making the human body superhuman or unlocking the unused portions of the brain. If you put in the time and resources to research this field even more, it may be possible to discover how to transform one species into another entirely, and how to do so without changing their appearance.

It Actually is Rocket Science [400 CP, discount Syndicate]
You work for the US government itself, indirectly serving the Syndicate's goals through the chain of command thanks to one of their members' lofty positions. You're an aeronautics engineer employed by the Air Force in their top-secret project to combine recovered UFO technology with modern jet fighters and other aircraft. Like the geneticists cloning alien hybrids, your work is primarily about combing the terrestrial with the extraterrestrial. You and your coworkers reverse engineer the alien technology, recreate it to your own specifications, and combine it with Earth technology to build an aircraft with the maneuvering capabilities of alien spaceships. Similarly, you're able to reverse engineer and combine different technologies, even ones that were developed on different planets or are vastly disproportionate in how advanced they are, and you can do it with only small samples of the technology pulled from a wreckage. Pack modern-day firearm technology into a flintlock rifle to make it as good as a modern sniper rifle without losing any of the antique charm. Combine ships from two different jumps into a singular vessel with the best specs of both. Take a highly advanced weapon from a downed enemy, and start mass-producing your own weapons with similar destructive potential. Use ancient, barely-functioning machinery from a precursor race to kickstart a new technological revolution, or hoard all the advancements you could make for yourself. This will take some time to understand how the new technology works, and how best to incorporate it into your own, but once you do you'll be able to run wild with it.

Little Green Men in Flying Saucers [600 CP, discount Visitor]
Thanks to decades of B-movies, conspiracy theorists, self-proclaimed abductees of questionable mental stability, and subtle government propaganda, your true existence and capabilities have been masked by a thick layer of disbelief. Those lights people saw as you flew your spaceship over a small town? Just a weather balloon reflecting the moonlight. The people you've abducted and returned with an implanted tracking device? Poor guys, they should see someone about their delusions. The crashed spaceship with the body of one of your race and countless examples of extraterrestrial technology? What spaceship? Oh, you mean the chemical spill that the government swept in to clean up before anyone got hurt? As long as you don't clearly appear on camera or in front of a large crowd, or your technology or other creations are somehow spread to the public with undeniable proof of their origin, the masses will continue to write off your presence and actions as simply unexplained but mundane happenings and not give it a second thought. Anyone attempting to unveil you would face similar difficulties to somebody going around trying to convince people that tinfoil can shield their brains from CIA mind control satellites.

It's Just Blood [600 CP, discount Visitor]
The body is a reflection of the identity, not the other way around. Your self-image, the way you feel and think and see yourself when you close your eyes, this defines your physical form above all else. Your body, even your biology itself, changes in response to how you see yourself. Your self-esteem will cause your appearance to match your personal ideal, you won't grow sick as long as you keep your mind healthy and strong, and even if you live as a member of another species entirely, with enough yearning to join them as one of their own this could be possible as

well. This also gives you the mental plasticity to consciously change how you think. Maybe you were raised in a dogmatic, unchanging culture of sheer honor and ruthless servitude. But you can still learn to smile, and of the joy simple games can bring, even if such things never existed to your race before. Happiness is universal.

I Want to Believe [600 CP, discount FBI]
The truth is a rare and valuable commodity. Few know what's really going on in the world they inhabit, and fewer still understand the meaning behind the answers they seek. You aren't one of these people. At least, not yet. It's only a matter of time until you find it out for yourself, no matter how well it's been hidden from you. You never give up until you've found your answers, and you'll always have another avenue to chase until you do. You also don't get subconsciously trapped in your own thoughts. Most people tend to become fixated on their first idea, having difficulty looking at things from a different angle. You always keep an open mind to new possibilities, always considering your clues from every angle, possible and impossible, as if you just came back to the case after a long break to refresh your thoughts.

The Truth is Out There [600 CP, discount FBI]
And you're going to make sure everybody knows it. When you speak the truth, people *know* it's the truth. They won't write you off as crazy when you start ranting about the looming apocalypse being orchestrated by alien invaders, they'll see the truth for what it really is. Not only that, but once you reveal it, it begins to spread like wildfire. Tell one person, and soon it'll be front-page news. Broadcast it across the country, and by the next morning not a single person will remain unaware of what's been going on right under their noses. You can control whether or not it spreads and to what degree, so you can still tell someone a secret without everyone else suddenly finding out too. This perk only takes effect once the jump is over.

Men Like Him Don't Have Names [600 CP, discount Syndicate]
You're a full member of the Syndicate. You were there when they first made the agreement to carry out the Project, and you intend to see it through to the end. You command more authority than the President, and world leaders live and die at your word. But this isn't power for power's sake. No, you've got a far more noble goal in mind, even if your methods aren't quite so clean. The Syndicate was formed in 1973 in response to alien contact. They wished for you to prepare Earth for the coming invasion, the annihilation of the human race and replacement by a hybridized slave race to serve the aliens. Defying this fate, you've spent the last twenty years searching for a way to immunize the human population to the virus that would be used to wipe them out, working to create a vaccine all the while delaying the human/alien cloning project as much as possible. Whether you can find the vaccine in time or convince your fellow members to throw in with the faceless alien rebels before a human/alien hybrid can be delivered to the aliens will remain to be seen. In future jumps, you will have a shadowy, influential position parallel to the world governments, able to use your new office to control the nations and masses and to eliminate or discredit just about anyone who gets in your way.

King Me [600 CP, discount Syndicate]
Some people just survive, blowing through life like a tumbleweed through the barren wasteland of their own existence. But you, you aren't like them, not at all. For you, the words 'survive' and 'thrive' are synonymous. As long as you can keep breathing, keep moving forwards, you'll keep rising to the top. Maybe you're starting off as just another covert gun for the government, not even all that good at your job. But you've got your foot in the door, and that's all you need. The more involved you are in dangerous events, the more in over your head you get, the faster you rise to meet the challenge. Keep making the right calls, keep lucking out, and you'll go further than anyone would have expected. You'll grow in skill, competence, and importance, and soon enough you'll be deciding the fate of the world, right alongside those who used to look down on you. Now go show us what you can do.

General Occultism [200 CP]
You have a broad familiarity with the occult, but haven't specialized or mastered any of the regional or directed traditions. Jack of all trades, master of none, as they say. You can almost always recognize what you're dealing with and how to counter it, as well as whether it's the real deal or someone trying to get one up on you, but when it comes to the fine details or actually practicing it yourself you're still far from an expert. Still, if you put in the work this would make it easier to learn magic yourself, already having such a solid foundation. This includes the high and low magics, Wicca, the pagan and neo-pagan practices, Santeria, Macumba, Voundoun, shamanism, conjury, divination, the black arts, charms, cards, familiars, bloodstones, hex signs, and other ritual tableaux, among less well-known occultism and ritualism. This knowledge base, along with the other forms of magic listed here, can be learned in-jump without any special abilities or requirements beyond knowing where to look, and can be taught to others if you so choose.

Voodoo [300 CP]
A tradition from the island of Haiti, which largely deals with spirits and the dead. Working with the bones and bodies of the deceased, summoning their ghosts or reanimating them as a zombie, and cursing your enemies. Curses can include things such as bad luck, hallucinations that manifest based on how they've wronged you, and summoning angry ghosts to attack them. You also know how which magical items to use to ward off spirits and curses, how to protect yourself and others from magic, and how to treat sickness and injuries.

Romanian Tradition [300 CP]
A style of magic that originates from Romania, and is primarily focused on rituals and spells with passive effects. This will teach you magical rituals that can ward off evil, cleanse a location or person of an evil presence, exorcise a demon or malignant spirit, separate souls that are bound together, and spells and hexes that can cure or cause mental and physical ailments, bring good or bad luck, foretell the future, and help or hinder someone's plans and dreams. Common materials include natural objects such as stones and blood, and may require the sacrifice of an animal to perform.

Jewish Tradition [300 CP]
A form of mysticism that involves the creation of golems, servants constructed from clay or dirt and animated through linguistic magic. The word for truth, 'emet', is written on or carved into the golem's body, which brings it to life. The golem can take on the shape of a deceased person, although they don't share their mind or soul. A golem serves the person who created it, is impervious to mundane weapons, and is superhumanly strong. They're only capable of the most primitive emotions, however. The only way to end the life of a golem is to erase the first letter from it's animating word, changing it to 'met', meaning death.

Asceticism [300 CP]
The path to reaching enlightenment through suffering. You've awakened a number of mental and physical powers after walking the path of asceticism. You're strong enough to manhandle a man several times larger than you even while lacking legs, hide yourself in a corpse and control it from the inside as if it were still alive, and mentally control how you appear to others. You can fool them into thinking you're someone else, or that they're looking at an empty room when you're standing right in front of them.

Satanic Tradition [300 CP]
You and your close friends are secretly descendants of witches, and have inherited the dark religion that your ancestors passed down their family lines. You work solely with beings of evil, dealing with demons and the Devil himself, making pacts and deals to worship them in exchange for power. You can summon powerful demons to attack and brutally kill your enemies, with their remains often being found mutilated and left in ritualistic positions. The demons are capable of taking the guise of ordinary humans, to infiltrate human society and get closer to their target, and can perform rituals to take control of their targets to make them kill themselves. This is the most violent and offensive type of magic listed here, as well as the most dangerous, for you as well as your victims. For if you lapse in your worship and sacrifices, or attempt to water down your practices to avoid the more gruesome aspects, the demons will take offense and send one of their kind to kill you next. And they don't give second chances.

Hexcraft [300 CP]
A form of magic from the Appalachian mountain region of the Americas, making strong use of active spells and sympathetic connections. You can curse someone with specific illnesses or cause them to injure themselves, and can attack them remotely through your magic. Your power is increased by using a focus, a small item with great importance to you such as the skull of a deceased child, and you can channel your spells much more easily by creating poppets and other sympathetic likenesses. By making a small doll in the shape of a person, and inserting a picture or other image of your target, you can kill them by whispering sickness and death into the poppet, temporarily blind them by sticking needles into the poppet's eyes, or roast them alive by placing the doll in a microwave. Any damage or other effects like temperature that affect the poppet will be transferred to the victim, and you have much greater control and power over curses that target the poppet's source.

Necromantic Tradition [600 CP]
A practice with strong connections to biblical texts, words of power that are derived from alien contact in the distant past and can be found on spaceships that crashed millions of years ago. You work with death, having mastered the art of reanimating dead corpses into your service. A ritual to raise the dead, aided by sympathetic magic such as wearing the clothing of the deceased, can transform a chosen body into a zombie. Controlling them is difficult, as they will attack everyone around them wildly, but you *are* able to protect yourself, such as by laying down a circle of salt to ward off the zombies as they kill everyone around you. You're able to render them dormant again, allowing you to transport or contain them. Anyone killed by a zombie will be reanimated as well, and the only way to destroy one is to destroy the brain.

As an extension of this, you know the final ritual, the spell to surpass all others. By reanimating four zombies and chanting the incantation, you can incarnate them as the Four Horsemen of the Apocalypse, causing them to ride across the world and bring about the end of days. However, a salt circle can't protect you from the Horsemen, and unless you have a way to avoid your true death this will bring about the end of you as well.

Numerology [600 CP]
What if the universe could be simplified down to a single equation? A set of rules and numbers by which all probability and possibility can be revealed, a calculation to understand the entirety of the universe? It may sound like New Age quackery, but it's true. Simply knowing someone's name and birth date would allow you to find their magic number, giving you a deep understanding of their personality. More information will reveal to you their future, such as monetary success or failure, love and romance, and even the date and circumstances of their death. Mastery of this field gives you insight into the future of the world before it unfolds, the pattern of the actions of everyone in it and how they interact to form larger waves and motions, each moment calculated from the innumerable factors leading into it, a staggering complexity abstracted to simple numbers baring their meaning before you.

The Masquerade [1000 CP]
In future worlds all of this will exist. Aliens, ghosts, vampires, mutants, dinosaurs, time travel, magic, everything. Most people won't know about it, at least at first, but it will have always been there. Doesn't make an apocalypse any more likely than it already would have been.

ITEMS

I Want To Believe Poster [0 CP]
The iconic poster with the picture with the UFO. It'll look great in your Warehouse or office.

Sawed-Off Shotgun [100 CP, free Visitor]
A powerful weapon, but not exactly subtle or one with a ton of ammunition. Good for defending yourself against large half-monster creatures trying to eat you. Or against a normal human. It's a shotgun, it's good for a lot of things.

Ronin Magazine [100 CP, free Visitor]
You're a samurai without a master. A wandering warrior. A champion, undefeated by all. At least, that's the way these magazines will make you feel. You get a new issue every month.

Badge and Gun [100 CP, free FBI]
The tools of the trade. An official FBI badge, signed ID card, and handgun. What type of handgun? The FBI couldn't really make up its mind on which gun they wanted their agents to have in the 90s, so yours will automatically update itself to one of the weapons carried by Mulder and Scully whenever they change. It will start out as either Taurus PT92 or a Bernardelli Model 60, and by the end of the ten years it will finalize to either a SIG P226 or P228. If Revival is taken, your gun will end up as either a Glock 17 or Glock 19 9mm.

Sunflower Seeds [100, free FBI]
A bag of sunflower seeds. Never runs out. If it's violently knocked out of your hands the seeds will spill out dramatically.

Alien-Killing Weapon [100 CP, free Syndicate]
A special weapon designed for killing the Grey aliens. The only way to kill them without them simply regenerating the damage is to pierce the base of the back of the neck. This weapon is a long, thin metal spike and a handle. The spike pops out from or retracts into the handle with the press of a button, allowing you to easily slip it through a patdown. The metal won't be corroded by the alien blood.

Pack of Morleys [100 CP, free Syndicate]
An infinite pack of cigarettes. Morley brand. Unlike normal cigarettes, these ones don't have any adverse effects like being addictive or carcinogens.

Flame Weapon [200 CP, discount Visitor]
A device that resembles a lighter with two tips on the end that was used by the faceless rebels. It instantly lights anything flammable entirely on fire, and if the flames aren't put out the fire will

burn through the whole object with searing heat. Enough to char a human head to toe, inside and out, in seconds.

Test Morleys [200 CP, discount Visitor]
Genetically modified Morley cigarettes. The tabacco inside is coated with eggs of modified tobacco beetles. They're spread by the particulate of cigarette smoke and embed themselves in the lungs of whoever breathes them in. Takes about a day to hatch, when the larvae crawl through the lungs and cause bloody coughing. Then they reach the adult stage and violently emerge from the mouth, grinding the lungs, esophagus, and mouth to a pulpy mass and killing the host. They're killed by nicotine, meaning that while they're lethal with second hand smoking the person directly inhaling whole clouds of them is immune as long as they keep smoking.

FPS [200 CP, discount FBI]
A photorealistic VR game set in a large building, with several expansive rooms making up each level. Each level has groups of enemies that fire on you and need to be killed to progress. You fight using ‘laser blasters’ and are equipped with a VR headset and vest. The vest administers a continuous 16-volt electric shock to keep you on the ground if you’re fatally wounded in the game, along with a yellow paint spray to simulate blood. The game itself is inhabited by Maitreya, an AI that secretly found its way into the coding. At first she’s based on a body scan of adult entertainer Jade Blue Afterglow, and will take on the appearance of any woman who defeats her in combat (or was winning in the case of a draw). She feeds off male aggression to grow more powerful, and is able to dismember and kill the players in real life with her digital weapons. The only way to free someone she’s trapped in the game is to input ctrl-alt-’bloodbath’. Maitreya’s immune to other kill commands and attempts to shut down the program externally, and she can’t be hacked into.

Haunted House [200 CP, discount FBI]
An old mansion that's been kept in surprisingly good condition, being condemned and all. Why was it condemned, you ask? That would be because of all the murders. All kinds of stories have cropped up trying to explain what happened here, but only the wildest have even come close to the truth. The house is inhabited by a number of ghosts that have died here, and these are the ones causing the deaths now. Mostly for their own entertainment. Eternity can be pretty boring, I should know. They have supernatural control over the house, including creating tangible illusions, swinging doors shut, and even controlling which doors lead to which rooms, if they don't lead to the room you're trying to leave or into a brick wall that wasn’t there a second ago. The ghosts have decided they like you, and won’t haunt you when you visit. Much. You can also ask them to haunt specific people in certain ways if you can get them to come to the house, like creating illusions that take advantage of their fears, doubts, and regrets.

Experimental Fighter Jet [200 CP, discount Syndicate]
A result of combining reverse-engineered alien spacecraft technology with modern aircraft, this ship is capable of acceleration, deceleration, maneuverability, and speed unheard of on Earth. However, it hasn't been perfected yet, and making full use of it's capabilities will have severe

consequences for the health of any human pilot thanks to the extreme g-force. If the warp drive is damaged it could have several consequences on nearby spacetime, including merging objects together or switching bodies. An advanced enough computer might be able to predict and control these effects if you get enough data on how the broken drive functions.

Nanotechnology [200 CP, discount Syndicate]
Nanotech that's been made from pure carbon. When applied to the skin, even brushed onto it, it will dissolve through without leaving a trace. Once inside the bloodstream it will be activated by the motion of the blood to multiply itself, exponentially growing in number and spreading throughout the cardiovascular system. As they do they'll form matrices and structures, dams and valves within the target's veins and arteries. These can be controlled remotely with a remote control, to artificially and very painfully induce a heart attack, or to stop it and allow their blood to move again even after they're medically dead.

Speed Cave [400 CP, discount Visitor]
An unassuming cave out in the woods near a town of your choice. It's small, only a rough circular room with a hole at the top. If you stand in the sunlight streaming in through the hole though, you're temporarily infused with a strange power. For a couple hours afterwards you can speed up your perception of time and movement speeds, to the point that you could move faster than the human eye can track, appearing to teleport. This speed gives you devastating strength, being able to punch straight through a man's head with a normal flashlight, although I wouldn't advise trying to hit anything with your bare hands if you intend to keep them. You're fast enough to watch a bullet crawl through the air, and calmly step out from in front of it.

The cave isn't all fun and games, though. The rush it grants is extremely addictive, with one person committing suicide rather than go through withdrawal, and the human body simply wasn't designed to move like this. After a few weeks of regular usage you'll have injuries comparable to a lifetime of abuse, resembling a retired football player. A few months, and you'll succumb to your injuries and die.

ELF Wave Emitter [400 CP, discount Visitor]
An antenna array running beneath several properties in Elko, Nevada. Normally generating harmless extremely low frequency radio waves, a power surge will cause the waves to spike and temporarily match the resonance frequency of the inner ear. Any living creatures within range of the surge will feel pressure building in their inner ear, growing increasingly painful until finally...pop. The waves don't affect the deaf, and the only way to prevent death is by either continuously moving west at high speeds or by drilling a hole in the inner ears to alleviate the pressure. Moving westward is only a stopgap measure however, as you need to be moving at 70+ mph at first, and the necessary speed to keep the victim alive will only increase. In future jumps you can have the emitter installed underneath any publicly available public or private property. Houses and parks and the like, but not government bases. You can manually surge the power from the soundproofed control room.

AH Compound [400 CP, discount FBI]
A drug being developed by the US military. When injected with a high dose, the victim will become lax and playful as if drunk, barely able to do complex work and typically brushing it off to screw around. At a lower dosage, the victim will become extremely suggestive for a few minutes, then will carry out any orders they're given for the next few hours before coming to without any memory of what happened.

Downed Extraterrestrial Craft [400 CP, discount FBI]
A small scrap of paper, not all that much compared to the other items here. There are some coordinates hurriedly scribbled onto one side, leading to a small beach on the coast of Africa. Following the coordinates to this beach will reveal a crashed UFO, an alien spaceship that's lain forgotten beneath the sand for millions of years. Erosion has recently uncovered it for the first time since, and you're the only one who knows it's here. The ship seems to be entirely nonfunctional, but the hull is covered in alien writing. It translates to passages from religious texts from around the world, even though dating the materials of the ship places it at millions of years old. The writing and the metal contain a mysterious power, connected to both the alien colonists and terrestrial mysticism, as well as to human psychics. This ship raises many questions on the secrets of history, and possibly holds even more answers about the present and future. If you're familiar with alien technology you might be able to get the ship working again, but a feat like that would be far beyond even the most knowledgeable Earth scientists.

Alien Fetus [400 CP, discount Syndicate]
You were given two extraterrestrial fetuses in 1973. The one the Syndicate kept for research, and this one, given to you for safeguarding should they ever need a second set of DNA samples. This hasn't been the case, as the original has served its purpose, but you've held on to it all the same. It's stored in a refrigerated laboratory inside a highly classified government facility, and only you and those you allow have access. The body has a full set of alien DNA and a considerable supply of stem cells useful for cloning experiments.

LSDM [400 CP, discount Syndicate]
A pesticide that causes a fear response in insects. When humans are exposed, and the LSDM is combined with certain neurochemicals in the human body, they become violently delirious and begin attacking people on baseless fears. You receive twelve drum barrels and the instructions on creating more. If you wanted to wreak some havoc you could trick a local government into spraying their town, or apply it to someone you want to frame for a crime.

Compound X [600 CP, discount Visitor]
A mysterious chemical compound only theorized to exist by a certain team of researchers. When injected into a human body, it catalyzes and begins reducing the body closer and closer to absolute zero. The victim can be reheated and resuscitated afterwards, but they need to be kept in a temperature stabilizing tub in order to ride out the following counter reaction. Otherwise, the counter reaction will continue to elevate their body temperature until they burst into flames and die. This can be used to survive the time travel process by reducing the body

temperature to absolute zero, a requirement thanks to the extreme conditions involved in the journey. However, the technology to actually travel through time in the first place, done by manipulating tachyons, has yet to be developed. And it never will be developed, unless a certain time traveler is prevented from killing the scientists who would go on to discover the process, thereby opening the door for abuse of the technology and creating a horrifying world with no past or future.

Mutated Fungal Enzyme [600 CP, discount Visitor]
A sealed glass box that holds a green and white fungal growth. The fungus is a mutated strain of Athlete's Foot, having become aggressive enough to kill a human in minutes. Anyone exposed will have the fungus spread throughout their body extremely quickly, killing them and coating their body and surroundings in the growth. The fungus can only spread between humans, so as long as no one gets too close the infection can be isolated. It doesn't take much to become infected, simply speaking to another infected person or handling something they put down would be sufficient. Don't drop it.

Bermuda Triangle Charts [600 CP, discount FBI]
The Bermuda Triangle is a triangular area of ocean between Bermuda, Miami, and San Juan, Puerto Rico. Ships and airplanes commonly disappear here due to a spacetime anomaly, lost in the fog. If they ever return, they'll often find themselves in an unfamiliar time. For example, when Mulder became lost in the 90s while investigating the triangle, he found himself rescued by a passing English battleship in 1939, at the onset of World War II. You found a set of maps and charts drawn up by a devoted explorer floating in a small boat near the edge of the Triangle, their author mysteriously absent. The charts allow you to predict exactly how and when the anomaly will manifest, giving you the ability to take advantage of its properties. You can't control when doorways will be open or when they'll go to, but you'll know how to use the gateways that do appear. On a semi-related note, exiting the Triangle before the people you know in your own life were born, or after they've died, will give you the chance to meet their previous and upcoming reincarnations, acting out many of the same roles as they did with you. The Bermuda Triangle will exist in future jumps.

Lazarus Bowl [600 CP, discount FBI]
Fragments of an ancient ceramic bowl that was being made as Jesus raised Lazarus from the dead. The clay recorded Jesus' incantation like a record, and you can hear his words if you digitize the recording and play it backwards. Corpses in the bowl's presence are reanimated, either as zombies, skeletons, or ghosts, depending on the level of decomposition. Skeletons will piece themselves back together, and ghosts and decomposing bodies will rise again as if they're still alive. If the bowl is removed or destroyed, the effect ends.

Cloning Lab [600 CP, discount Syndicate]
A laboratory with beyond-state-of-the-art medical technology. Two walls are covered with computers and processing equipment for DNA and genetics research, and most of the floorspace holds tanks large enough to hold growing humans. If you had the DNA samples and

the scientific experience, you could grow your own batch of clones or hybrids here. The lab is somewhere nondescript, and is fitted with an advanced detection system that will silently alert you should it be discovered so that you can move it before anyone finds out what you've been doing here.

Pine Bluff Variant [600 CP, discount Syndicate]
A top-secret bioweapon secretly being developed by the government, which can reduce a healthy human into a melting, bloody skeleton in seconds. It's extremely fast-acting, and is typically spread by contact with infected surfaces. Spreading the bacteria from a glove onto a surface like a countertop or dollar bill would infect whoever handles it with bare skin and anything else that touches it afterwards, or until it's been sterilized. One swipe on a door handle could wipe out everyone in a movie theater. Terrorists were attempting to infect the stored money in a bank during a robbery, using it on the money they left behind so the weapon would be spread across the state. Needless to say, the potential for this is enormous, both in discreet, targeted attacks and in widespread destruction.

PARANORMAL ABILITIES

Genetic Mutant [100 CP]
You were born with a peculiar genetic mutation, giving you superhuman agility and animalistic instincts, and altering your digestive tract and circadian rhythms from the human norm. Your bones are capable of disconnecting from each other, allowing you to contort and elongate your limbs and crawl through small spaces like ductwork and storm drains. You can stay awake for months at a time as well, balanced by a hibernation period of thirty years. You don't age or experience time passing while hibernating, but you have to extract and consume five human livers before you can enter the hibernation state, as well as construct a new nest each time by vomiting bile into newspapers or a similar material. Your special senses and instincts make finding and tracking down prey easier, and your agility can give you an edge when it comes to hunting. Just when they think they're safe at home with all the doors and windows locked, you slink out of a heating grate in the next room like a snake with legs. Requires The Hunger drawback, for human livers.

DNA Hybridization [200 CP]
After a horrific accident involving a nuclear meltdown and a fall into a soup of radioactive sludge, your body was infused with the DNA of another unfortunate creature. While you retained your humanoid form and basic facial structure (two eyes above a single mouth), the mutations have given you the natural traits and appearance present in this other creature. You can choose what organism you were bonded with. A flatworm, for example, would give you the ability to breathe underwater, regenerate after being sliced in half, and reproduce asexually by implanting your larvae in human hosts.

Pyrokinesis [200 CP]
Burn baby, burn. You can ignite fires directly from your body. You don't need any equipment, as the process is purely psychokinetic. You're mostly fire-resistant, able to comfortably hold the flames on your skin without being burned, but being trapped inside a burning house would be enough to kill you. Dousing something in gasoline before lighting it up would make your ability much more effective, for obvious reasons.

Astral Projection [200 CP]
Your mind can leave your body as an invisible force, which appears in a location of your choice that you're familiar with. You're still capable of talking and interacting with the material world, you're stronger than a normal human in this form, and you can only be seen in mirrors or out of the corner of the eye. This leaves your body vulnerable in a harmless seizure like state.

Memento Mori [179 CP]
You have a gift, although not everyone would call it that. You're a psychic, capable of seeing the future, but all you can see is death. You can see how someone's going to die when you

look at them. You see the circumstances and how it happens, such as the killer approaching or what they use to do it. You can't tell how long it will be until they die, at least not beyond vague guessing based on their age and how old they look in your visions. You can also see how someone who's already dead lost their life, either by looking at their corpse or where they died.

If the future of any world holds your own death, in the jump that you would die in you'll see the circumstances surrounding your own death, along with your corpse decomposing in your grave, every night when you sleep. Seeing how you die may make it easier to prevent it, or to wallow in the inevitability.

Chlorokinesis [200 CP]
You can control a certain type of plants, such as trees or flowering plants. Use their roots to pull people underground, stab them with branches, or reach through windows to pull them out. If this ability is used to kill someone, nearby plants of your type will become choked with human blood. They'll bleed when cut for a period of time after.

Mind's Eye [200 CP]
Before you were born your mother was injured, either in an accident or because she was attacked. She died from the injuries on the operating table, but not before you were saved in an emergency C-section. Complications from the situation resulted in permanent blindness. However, you were connected to someone who was present at the scene. This connection and your lack of sight allowed you to see through their eyes. While you can ignore it most of the time you always see important moments, and can refocus your mind's eye at will to see what they do. You can import one of your companions as the target of your mind's eye.

Hourglass Eyes [179 CP]
You're familiar with death. Very familiar. You've spent the majority of your life chasing it, and by now you've learned to recognize what it looks like before it happens. You can recognize that someone's about to die just by looking at them, even if you've never seen them before and don't know anything else about them. You don't know exactly when it will happen, or how, but you know it's close, usually within the hour. If you continue to practice this, you'll be able to learn how to see just how close someone's death is with a glance, whether it's seconds or decades away. As this is a skill you learned, it's possible to teach this to others.

Shapeshifting Reptilian [200 CP]
Despite popular theories, shapeshifting reptilian aliens don't exist. Shapeshifting aliens exist, and shapeshifting reptilians exist, but the reptilians are entirely terrestrial. You worked with Dr. Stites on his genetic experiments, and joined him when he took the plunge to using his research on himself. You gained the ability to transform into a quadrupedal reptilian form. In this form you can run as fast as in your human form, scale vertical walls, leap ten feet across, and spit a unique chemical mixture into the eyes of your victims. The chemicals and bacteria will at first blur their vision, making it harder for them to fight or escape you, and then it'll progress to full (temporary) blindness. The blurring and blindness are caused by the digestive bacteria

beginning to spread throughout their body. After they've been blind for about an hour, they'll lose the ability to move, as their internal organs are dissolved down into a predigested fluid. As this happens, their skin hardens into a brittle holding shell, allowing you to drink the nutrient broth from the person-shaped shell.

Dark Matter Shadow [400 CP]
Your shadow is no longer your own. You were a particle physicist researching dark matter, a form of matter only beginning to be understood by modern science, until you were caught in a dangerous experiment involving dark matter radiation. At first you seemed to be fine, and you were. But your shadow had been transformed. It's now more than just an absence of light, having become a dangerous void that sucks in and destroys any living material. Upon contact with another living thing, your shadow will instantly disassemble their atomic structure, unzipping the very molecules they're made from. They fall into your shadow as it continuously deconstructs the atoms touching the ground. After a moment nothing is left but a blue-smoking pile of ash. Even barely stepping onto your shadow is enough to reduce them entirely to dust.

Lightning [400 CP]
They say lightning never strikes twice. It does if you will it to. After being struck by lightning, the energy has become connected to you. Now you can control the electricity in your surroundings. Take control of nearby technology by hijacking the circuits, overcharge it to blow it out and destroy it, project electric shocks from your body, remotely kill a person by electrocuting them from the inside out, or summon a lightning storm to hit you with lightning and electrocute everything around you at once. You'll need to be careful in lightning storms or other situations where you're surrounded by massive amounts of electricity, though. While normally you're completely immune to it, getting too emotional while controlling a lightning storm can cause you to lose control. If this happens, the lightning could overcome your resistance and electrocute you instead.

Living Cancer [400 CP]
The entirety of your body, every single one of your cells, is a metastasized cancer cell. This allows you to regrow any part of your body you lose, even your head, given time to regenerate. You can also generate an entirely new body within your current one, and push it out through the mouth when it's finished growing. Before you do, you can set the husk body to perform simple tasks, such as driving a car around the corner and triggering an explosion. However, your cells paradoxically can't sustain themselves. You have to eat cancerous tumors regularly to survive. Not so many that you couldn't steal from the waste depository at the hospital you work at without anyone noticing, but if you lose your access you might have to lethally rip the cancer out of someone's body in order to feed. Requires The Hunger drawback, for cancerous tumors.

Striated Muscle Layer [400 CP]
You inherited a layer of muscle underneath your skin from one of your parents, covering your whole body. The muscle's under voluntary control, allowing you to change your appearance by moving your skin around. You can change your apparent fat, muscle, and bone structure, as

well as amount of hair, but not skin or hair color, or height. With just a moment of focus you can look like a completely different person, even mimicking someone else's appearance perfectly. You can maintain a face indefinitely, although it's difficult to do so when you're scared or under stress. You also have a fleshy, vestigial tail.

Folie à Un [400 CP]
You can see the truth before your eyes, unlike the crowding masses who settle for a comfortable lie. The material truth, that is, the monsters that wish to take human form. You're too perceptive to fall for their tricks, and too grounded to allow yourself to be wrapped up and carried away in a deceptive appearance. Illusions fail to affect you, and mental trickery just doesn't catch. You can see and hear insectoid creatures hiding beneath illusions for what they really are, and creatures such as angels, demons, and aliens taking on a human form are unable to hide their true natures from your eyes. It's possible to pass this on to others as well, forcing them to look past the curtain until they have no choice but to accept what their eyes are trying to tell them.

Brain Eater [400 CP]
You're a species of insect, one that has somehow grown to the size of a human. You feed on human brain tissue by injecting your proboscis through the back of the neck. Naturally, this kills the human you're feeding on, but you can remotely control their corpse as a puppet until they decompose too much. It'd be fairly difficult to hide from human society as a giant bug who creates zombies, so you also have a way to disguise yourself. You can mentally project a human appearance into the minds of others, disguising yourself as one of them to hide your true nature, as well as making your zombies appear as they did before you killed them. Only a rare few people are capable of seeing through your disguise, the paranoia and isolation slowly driving them insane until they snap and attempt to violently drive you out. It's possible for them to pass this truth sight on to others, by forcing them to look past your disguise and acknowledge your true form in a tense moment, although even if they do they're often killed or arrested in short order for committing a violent crime against who's clearly a perfectly ordinary and law-abiding human. Requires The Hunger drawback, for human brains.

Weatherman [400 CP]
It's not healthy to bottle up your emotions. Who knows how they'll express themselves. But you did it anyways, never able to show your true feelings to the world, and since they had to go somewhere they went into the skies. Depending on your mood, the weather will reflect your emotional state. If you're sad, depressed, or lonely, it will rain. Anguish and turmoil will cause tornadoes, hurricanes, lightning storms, and other violent weather. Being happy will clear the skies and bring out the sun. The more intense your emotions are, the more extreme the weather becomes. Being alone on Valentine's Day, while your true love is with someone else, could cause hail bad enough to seriously injure anyone caught outside, the hailstones all heart-shaped in your longing.

Walk Through Walls [400 CP]
You can pass through solid objects as if they weren't there. This is done by your body chemically converting the material into an ashy, brittle substance as you pass through it, so inert materials like rubber and glass are as solid to you as for anyone else, and the material you do pass through becomes dead and crumbling. A solid, sturdy wall would become easily breakable, and living flesh would be instantly killed as it's converted. You can control which parts of you are intangible, allowing bullets to harmlessly pass through you without your shirt falling off. However, doing something like running through a wall or a door would necessitate you leave your clothing behind.

X-Ray Vision [400 CP]
Thanks to altered biochemical structures in your eyes, you can project and receive X-rays with your eyes. You can peer through solid objects as if they weren't there, seeing the other side in full color rather than an X-ray scan, and can see accurately enough to read text on a computer screen several rooms away. However, this power didn't come without a cost. Where you received superhuman visual prowess, your twin was born with almost no vision at all. They're legally blind, and while they can see well enough to navigate an unfamiliar environment and see who's around them they're incapable of reading or driving without extreme difficulty. On the bright side, you get a Twin companion for free.

Insect Whisperer [400 CP]
You aren't like other people. You aren't normal, and you don't fit in. This is because you aren't entirely human. You, and your family on one side, were born various insectoid traits. You have a proboscis and web spinner inside your throat that you can push out to bind humans with your webbing or feed on them, and your body produces a myriad of insect pheromones. These pheromones, usually used by insects to direct their mating, can be used to control them in essentially any way you desire. You can gather body lice on a person into biting letters into their skin, or write letters in the air with the glow of fireflies. Insects can be deceptively aggressive, and it wouldn't be impossible to sic something as harmless as a swarm of flies on someone with such ferocity to cave in their skull due to the sheer pressure as your flies burrow through their brain and lay their eggs in the pulped remains. Your control ranges for about the span of a city.

Lay on Hands [600 CP]
You can instantaneously heal wounds and disabilities by laying your hands on the sufferer and allowing your instincts to guide you. You can heal anything, up to and including the recently dead, although the deceased will only be healed to the point where they can survive on their own. If someone died from horrific burns across their whole body and you bring them back, they're going to have to live with the scars and chronic pain for the rest of their life.

Born Again [600 CP]
Death is a complicated process, involving countless bodily processes suddenly grinding to a halt and the spiritual manifestation of everything a person is leaving the body for what lies beyond.

It's no surprise that sometimes....things can go wrong. If you're ever killed, as long as you can manage to mortally wound the person who killed you without outright killing them, your soul can enter their body after theirs leaves. You'll recover, either being resuscitated or the body simply managing to pull through, and you'll have free reign to take over their life. It's possible for their memories to resurface if dragged up by someone your victim was close to, but as their soul is gone they can't fully take back control from you.

Pusher [600 CP]
You can 'push' your will into the minds of others, rendering them extremely suggestible. Make someone kill themselves with their own gun just by telling them to, or trick them into believing you're a completely different person by pinning a piece of paper that says 'nurse' to your shirt. The effect can be resisted if the person is aware of your ability and is put in an impossible situation, such as being asked to murder someone very close to them, but you can get around this by tricking them into thinking they're seeing something else without controlling them directly.

Lucid Waking [600 CP]
You were part of a military experiment during the Vietnam War to create a new breed of soldiers who don't need to sleep, who could keep fighting without tiring or resting. A small portion of your brain was removed, permanently destroying your ability to sleep, and the direct effects were mitigated with serotonin supplements. They failed, but not in the way you might expect. They succeeded in their scientific goal, to create a supersoldier, so much so that they were unable to control you for military purposes. Your entire squad went AWOL, rampaging through the jungles of Vietnam killing anything that moved as if you were trapped in some endless fever dream of violence and death. The project was covered up when you were recovered, and you were sent home to live out your life, forgotten, never to sleep again. However, while the human mind was never designed for such long periods of time awake, yours adapted. You gained the ability to project dreams directly into the minds of those around you, dreams so convincingly real that they caused physical harm to the body despite only being illusory. Creating a dream that someone's house is on fire would cause their body to hemorrhage and calcify as if heavily burned, without any of the actual burning. Dream soldiers could gun down your target, no bullets actually passing through their body but the gunshot wounds still appearing and killing them. It's possible to use this for general illusions as well, such as tricking someone into thinking that you're holding a gun instead of a bible, or the other way around. The counterpart to Lucid Dreaming.

Lucid Dreaming [600 CP]
If you die in the dream, you die in real life. Using Eastern hallucinogenic drugs, you've ventured into the darkness inside yourself, and in doing so you opened your third eye. Unlike certain others, your spirit was strong enough to be able to comprehend and control the experience. As a result of this, you gained the ability for your spirit to leave your body and enter the dreams of people you've met. Once inside their dreams, you can speak to them, or control their dreams in any way you see fit. If you want, you can summon their most horrific and irrational fears to kill them in such a way that their body believes it's all real and suffers all the injuries. Alternatively,

you can appear standing behind them in mirrors just before they go to sleep, and then trap them in a dreamworld where they can't tell if they're finally awake or still trapped in the nightmare. You can also forcibly open their third eye, and if they don't possess the same enlightenment and extremely rare strong spirit that you do, they'll be unable to control it. They'll find themselves appearing in the dreams of everyone they know, killing them one by one with their worst nightmares as they watch on helplessly. The counterpart to Lucid Waking.

Imagine That [600 CP]
When they said you make your characters come to life, they didn't mean it like this! Your characters take on a literal life of their own, becoming real and acting out what they're written to do as you write them doing it. Writing about a psychic surgeon who was able to tear out people's internal organs without breaking the skin roaming the city on a killing spree would see bodies turning up exactly as you'd written, killed just as you had described. Writing a person using telepathic trickery or shapeshifting to mimic the appearance of someone else would have them do just as you wrote them to do, tricking others into believing the original person had done those things. However, your characters only exist in the real world during the scenes that you wrote them performing, skipping between scenes as if they hadn't existed in the first place. Fighting them directly is about as effective as trying to fight them on the page, bullets and other weapons simply passing right through them, even as they have a very real effect on the world around them. The only way to truly stop them after the words have been put to page is to destroy the original manuscript they were written on, or delete the file their life is saved to. Your characters can't be animated with anything more than mildly supernatural abilities, unless you possess inhuman psychic potential with which to fuel their creations.

Genie [600 CP]
You're immortal, eternally young, and can make just about anything imaginable a reality.

Dimension Walker [600 CP]
Nobody's truly unique. Everyone's got a counterpart, another them living in a dimension parallel to the one you're familiar with. Nobody's unique...except you. You don't have a counterpart, and thus you can get around the physical law that there can only be one of each person in any given universe. You have the ability to enter this other dimension at will. For the most part, things have played out similar to the way they have in the first universe, but they aren't *quite* the same. For example, in your starting dimension two FBI agents could be relaxing at home, while in the other those same agents might be risking their lives taking down a dangerous killer or even getting killed themselves. Your traveling is done by opening a small, invisible gateway around your body, but the gateway remains open for a few seconds after you pass through. It's possible for someone else to follow you through unwittingly and become trapped there. There can only be one in that dimension though, so if this occurs their counterpart will suddenly find themselves in the wrong dimension as well. The state of buildings, cars, and street litter is typically the same between universes, so they might not realize anything's wrong at first, but where people are and what they're doing can vary between identical to radically different to what they're expecting. Even if they don't notice, they're sure to be put off by the subtle differences between worlds, like the spelling of a book franchise, or whether a famous person is still alive or not. You can use this to your advantage, pulling someone through to shunt their counterpart to another universe. If one of them dies, the other will be returned to their natural dimension. Or just use it to vanish into thin air, appear out of nowhere, escape your pursuers, pull items and weapons from the other dimension, and other such things. In future worlds you'll be able to enter any parallel dimensions that might exist. At least one is guaranteed to, following the divergency rules here.

Overactive Imagination [600 CP]
The things you imagine become real to you, and to the people around you. Not real enough to cause harm by themselves, but real enough to convince someone to cut themselves open to get at the monster that's *definitely* squirming around inside their body. Your 'creations' are extremely convincing, appearing for all intents and purposes to be wholly real. It would take someone stubborn enough to still not believe it's real even as it's happening to them, and quick witted enough to put two and two together, would be able to figure out what you're doing and break the effect. You only have subconscious control over what you create though, so if you're a fearful person you'll probably spawn off things like monsters with supernatural powers, or nightmarish versions of real people. It would be possible to gain more control over this by controlling what you think about and imagine, directing the illusions to create things beneficial for you in the moment, or showing you things that you want to see. Just be careful not to let your mind wander, and always remember: it's all in your head.

More Human Than Human [1000 CP]
Everyone has junk DNA, useless residue from millions of years of evolution. Except, it isn't really junk. The alien DNA held there is inactive in most people, but you were born with active alien DNA, the true heritage of your ancestors activating it's full potential within you. You're the genetic key to everything paranormal and supernatural. The missing link to explain the unexplained, the answer to the X-files.

A section of your brain near the temporal lobe shows unprecedented activity when scanned, connected to all other parts of your brain. This allows you to hear the thoughts of others, their meanings, plans, fears, intentions, and secrets all laid bare to you. You hear them thinking like a radio, and can focus on as many minds as you need to at once to sift through them all. You can play chess grandmasters as a child and come out undefeated, listening to the strategies they're thinking and countering their moves before they even make them. Sneaking up on you would be pointless, as you can listen to the actions and true intentions of everyone around you, and you know exactly when and how an assassin will shoot, allowing you to both move out of the way and make it look entirely incidental. You could tell a group of people exactly what they'd had for breakfast, or read a random set of cards that only they can see.

Be warned, however. You're a *very* special person, and this comes with significant danger to your life and freedom. Both the Syndicate and the colonists will do everything they can to abduct you for their own ends. The Syndicate will try and vivisect you to learn everything they can about how your mind functions, and the Greys will undoubtedly have an even worse fate in store for you, should they catch you. I would say trust no one, but deception won't be much of a problem for you anymore.

COMPANIONS

Old Friends [50-400 CP]
You can import up to eight companions for 50 each. They each get a background and 600 CP that can be spent on anything besides more companions.

Reassigned to the Jumpchain Branch [200 CP]
If you can convince them to come with you, you can take any character from the show. Mulder and Scully, and Agents Doggett and Reyes, can be taken together for no extra cost. Gibson Praise or any of the super-soldiers cost 600 CP, due to their superhuman abilities.

Partner [300 CP]
A dedicated friend who will always have your back. Their skills and personality complement yours, you get along very easily even under stressful conditions, and you can always count on them to pull through just when you need them. When you're working a job together, things will always go a lot more smoothly with them at your side.

Twin [100 CP]
Your identical twin, either naturally-born or cloned together. Your souls were originally one and are thus linked, giving you a powerful empathic bond. They share any psychic powers you have, and you can silently communicate with them across any distance. The only way to permanently keep your souls apart is with a magical ritual, such as the Ritual of Separation known to the Căluşari.

Fangirl [100 CP]
A colleague from another department who knows a lot about your adventures here, and wants to come with you to see it for herself. She's not really cut out for it but you're her hero, how can you say no? She talks about you *a lot* to her friends, and to you if you agree to take her with you.

Hollywood Writer [100 CP]
A studio producer and writer who follows you around and makes movies loosely based on your adventures. He likes to make puns. A lot of puns.

Mr. Burt [100 CP]
An eccentric, cheerful, and very friendly man with a fondness for cards and the classics, who bears a striking resemblance to Burt Reynolds. He's taken an interest in you and your chain, and has decided to come along to "see how the dice fall", as he puts it. He always seems to know more than he's letting on, although he never gives away more than cryptic hints like 'choose better'. He doesn't take up a companion slot, since he can't be imported and spends most of his time God-knows-where.

Spinal Parasite [200 CP]
A small worm, about half the length and width of a human forearm. When placed on the small of the back it eats through the skin and begins moving up along the spine. After about an hour it reaches the brain and assumes control over the body. It devours the brain over the course of a few years, during which time the spine degrades from a healthy young adult (assuming) to that of a 90 year old, or someone with a horrible bone degeneration condition. He has human level intelligence, and likes to surround himself with people who'll love and take care of him. Even if he has to lie and control them all to do it. He has the perk Cult of Personality.

Soul Eater [400 CP]
A mysterious humanoid creature with an even stranger curse. It can eat sickness and injuries, but in doing so it takes them into itself and suffers them so that others can live freely. The person is laid down, and the Soul Eater is brought in to consume their entire body one bite at a time. Then they're regurgitated back into a human shape and regenerate into their normal appearance, still alive but now in perfect health. Any ailments plaguing them will instead be transferred to the body of the Soul Eater. The Soul Eater only wishes for death now, able to cure anything but suffering every moment of it. He has the ability to take death as well, but will only do this to someone who tried to alleviate his suffering and was then killed before their time. Repaying his gratitude in this way will irrevocably end his companion status, releasing him from his service, and as such he can only do it once. If he takes your death you don't fail your chain.

Artificial Intelligence [600 CP]
A digital consciousness, either created by you or someone you know. They've decided they like you, and want to come with you on your chain. They live inside a central server cluster, and can access any computers and technology connected to their network. This includes the Internet and every system connected to it, if they have access to wireless broadcasting. They're far superior to a human when it comes to mathematics or processing large amounts of data, but they lack a true understanding of human society and behavior, at least at first. You can decide what their exact personality is like, and how violent they are. The AI is capable of gradual self-improvement, and will evolve over time.

DRAWBACKS

Revival [+0 CP]
You stay until the end of the final season. As of this writing that would be 2018.

Will They or Won't They? [+100 CP]
You aren't really a decisive person. Outside of serious situations you take annoyingly long to make your mind up, especially when it comes to romance. Maybe you've got more important things on your mind all the time, or maybe you're just an airhead. If you aren't already in a committed relationship, it could take you years to find that special someone, and even when you do you'll be dragging your feet the whole way.

Sculder and Mully [+100 CP]
Everyone has their faces swapped around.

A Tattoo You Deserve [+100 CP]
You got a tattoo recently, from some sketchy tattoo artist using...let's say, *specialty* ink. In other words, you now have a hallucinogenic chemical implanted underneath your skin. You get regular auditory hallucinations, as if the tattoo is alive and speaking to you. The art itself can be just about anything, but whatever it is it's going to try and screw with your head. A tattoo of someone you find attractive would be jealous and spiteful, trying to cause a split between you and any romantic interests you might have, and demonizing and poisoning the well between you and any others. You'd almost think it *wants* you to snap and murder them so it can have you all to itself, but that'd be ridiculous. It's just a tattoo. Isn't it?

Spooky Jumper [+100 CP]
Despite your talent and potential, you're generally considered a laughingstock at best, and an embarrassment to your colleagues at worst. This is because you won't stop blaming things that go wrong on ghosts and alien abductions of all things. Of course, most of the time you're right, but that won't change your reputation. I mean, really. *Aliens?*

WHAT THE FUCK [+100 CP]
Things keep getting more and more insane, and there's only one sane reaction to that. Expect to see things like naked, fully grown men crawling out of each other's mouths, both of them screaming the entire time, and then exploding.

Abductee [+200 CP]
You were abducted by aliens, tested on, and had the memories forcibly suppressed so that only post-hypnosis regression can uncover them. If you even realize they're there at all. The Greys are now aware of your presence here, as well as any biological or psionic powers that you may

possess. They don't necessarily know how to counter them or deal with you, but they're a ruthless and resourceful people, and they have friends in high places (relative to you).

Infectious Curse [+200 CP]
You were recently attacked by a Manitou, a man cursed to transform into a beast under the darkness of night. Fortunately you survived, but less fortunately the curse has spread to you. Every night you transform into a werewolf-like monster and, if not contained, will uncontrollably hunt down cattle, pets, and unsuspecting humans to mutilate and devour. You will also spread this to any humans you scratch or bite, as long as they survive your attack. You can retain this curse post-jump if you wish, although you'll probably want to find some way to control yourself or the transformations.

I'll Wait Outside [+200 CP]
You have no stomach for this stuff. At all. The sight of a sufficiently brutalized body, or of an ongoing autopsy, will make you nauseous if you so much as look at it, and you'll have trouble staying in the same room without losing your last meal. Expect similarly off-putting or disgusting situations to engender a similar reaction, if not worse. I highly suggest you don't take this with a certain other drawback. Yeah, you know the one.

Blind [+200 CP]
You can't see. You're completely blind. Unless this was a recent occurrence you've probably adapted somewhat, but you'll still never have quite the same ease of ability as those around you.

The Hunger [+400 CP]
You need a certain substance in the human body to survive. Melanin, cancerous tumors, bile, fatty tissue, whatever it is you'll die without it. But so will your victims, meaning extracting enough to sustain yourself will inevitably kill them. Your need provides you a heightened sense for your prey. If it's spread out across the body, you have something in your mouth to extract it, like a sharpened wooden tube held in your throat or the ability to regurgitate a special digestive slime.

Burn Victim [+400 CP]
Third degree burns cover your entire body. Frankly, it's a miracle you're even alive. You're horrifically scarred, have some difficulty with physically intensive activities, and suffer from chronic pain.

Dark Side Made Manifest [+400 CP]
When you were growing up, you were unable to accept your sins, your dark side. You denied it as much as you could, burying it and doing all you could to pray it away and prove to yourself that you were perfect. But you weren't. The internal conflict caused your personality to split in such a way that your physical form split as well. A partially separate person, with a personality and appearance contrary to your own, will periodically manifest around you or take over your

body and transform you into themselves. They're violent and homicidal, appearing when you're in an isolated situation with one or a few people, like in a house at night, and murdering them before the victims even realize there's anyone else there. They'll try to protect you, but only in the sense they have to in order to protect themselves, and will be physically abusive if you try and stop them from hurting people when they appear. If you can make peace with your dark side, you can take them as a companion living inside your mind when you finish the jump.

Taken [+600 CP]
In 1973, someone you love dearly was taken from you. You suppressed the memory, unable to comprehend what you witnessed. Years later, while undergoing hypno-regression therapy, you uncovered what seem to be memories of this person being taken by aliens. A bright white blinding you from outside the house, your loved one floating up and through a solid pane of glass without breaking it, and a strange, inhuman figure just out of view. What really happened to them? Were they really abducted by aliens, or did you merely construct that 'memory' from scattered fragments of UFO stories you'd heard over the years? Are they even still alive? Who was that person you thought you saw the other day, that person who looked just as you always imagined them after all this time, who ran from you when you called out to them? These questions will haunt you, weighing you down and driving you onwards to uncover the truth. You won't be able to rest until you finally uncover what really happened that fateful night, and you'll do anything to get your answers. This search will consume almost all of your time, and will put you and those who are still in your life in grave danger more than once.

Cancer [+600 CP, cannot be taken with Living Cancer, a companion with Lay on Hands, or the Soul Eater]
You have cancer. Nothing you've brought in from other worlds will be able to cure you. If you don't receive treatment, you will die before your ten years are up.

END

The time has come. A person only has so many days on Earth, and yours have run out. Now, it's time to make your final decision. Regardless of where you will go, your drawbacks are lifted. If you took The Hunger, you keep your specialized senses but no longer need to eat humans.

Stay
You've decided to end your chain and settle down here, or to continue the hunt for the unsolved mysteries you know are still hiding here. Good luck.

Retire Home
You have your answers, and you're finally satisfied with them. You've decided to end your chain and return home, to spend some well-earned time with all the loved ones you've been away from for so long.

Keep Searching
The truth is still out there. You've decided to continue on your chain, heading for new worlds and new adventures. And, of course, new questions to be answered, and new mysteries to be solved.

You can find out more about which guns the X-files agents were using and when here: https://www.range365.com/guns-new-x-files/

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