

By 99Micolash

Welcome

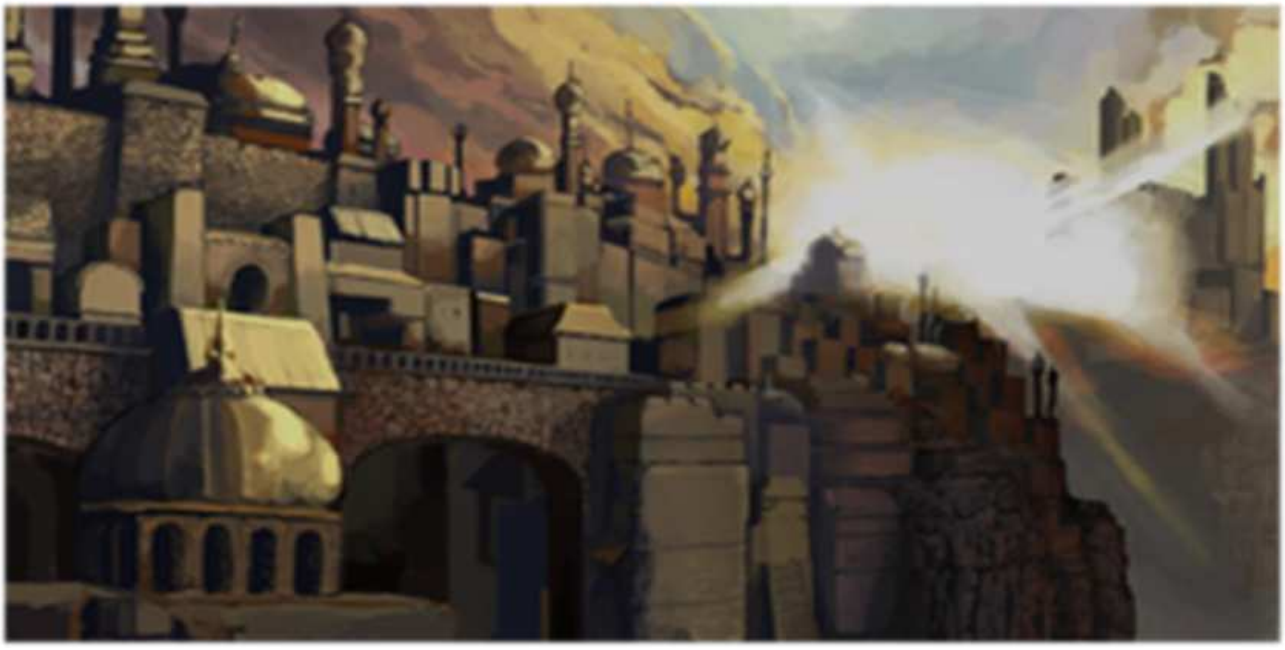
The Story Thus Far

Fear & Hunger takes place in a world one could mistake as our own, in a place reminiscent of Europe in medieval times, however, this place you find yourself in now is stricken with war and tainted by the influence of both the strange and cruel gods of old, as well as the unmerciful and overbearing new gods.

And tough life may go on relatively normal to the people above, you are about to enter a very dark, very deep, very old place, where the darkness gnaws at the hearth of even the bravest, and the gut seems to grow notably emptier with every step, and death or worst may lurk around every corner…
Welcome, Jumper, to the dungeons…
Of Fear and Hunger.

Your benefactor has arranged these to help you on your descent. You will need them.

+1000 cp



Time and place

The time of your arrival depends on your choice below. If you choose The Guard or The Prisoner, you will begin roughly one year before the events of the game Fear & Hunger take place, arriving either in your cell within the dungeon there the game stars, or at the desk of the captain of the guard, ser Ruddier, who is congratulating you on your new employment as a guard.

If you choose any other origin, you will instead begin at the canonical start of the game, begin arriving just as the last of the player characters enters the dungeon. At the distance, getting closer, you hear barking. Good luck



Origins

All origins, unless stated otherwise, start at the entrance of the dungeon, at the same time as canonically.

All who come to this wretched place do so for a reason. what is yours?

The Prisoner (Drop in):

Who are you? You are not on the list… no matter, guards, take him to his cell.

You will arrive roughly one year before the inhabitants of the prison start to mutate and go insane. no one knows you, because there is nothing to know, you are as new to this world as it is to you.

The Endless:

He originates from the Eastern Sanctuaries. A bastard child left on his own at a very young age.

You were born with the soul of the endless, a force that drove you to constantly yearn for freedom and explore the depths of his creativity. Unfortunately, life in the capital of the Eastern Sanctuaries, proved to be a harsh and unforgiving environment as you were born and abandoned, left to fend for yourself.

The Dominating:

The trusted knight of the prophesied one.

Born with the soul of domination that makes people around you bend to your will, you grew up in a wealthy noble background. Despite the harsh training that squire hood demanded, you persevered and proved yourself to be a formidable warrior, regardless your pampered origins.

The Enlightened:

One of the more notorious dark priests of the modern age

You were born with the soul of the enlightened, driving you to endlessly pursue new knowledge and uncover secrets beyond the reach of the ordinary. This innate trait became apparent at a young age when you were selected to become a dark priest.

The Tormented:

An intimidating figure for sure, this northern brute.

Born in a barbarian kingdom of the north, you learned how to fight at a young age. Life was cold and difficult, but the people were warm and shared close bonds, as if to ward out the cold of the world, alas… it was not to last.

The Guard:

It seemed like a good employment, if only you had known.

You are a guard in the dungeon, the newest among your number, and while you don't yet know the name of all your colleagues, if all goes well, soon you might. It is a thankless job, guarding the kingdoms worst criminals, but someone has to do it, and the pay is decent, besides. You will arrive roughly one year before the inhabitants of the prison start to mutate and go insane.

Perks

All perks are discounted for their respective origin.

Free perks, if marked with (exclusive) are available only to their origin.

General Perks

undiscounted

Free perk – Crafty

You seem to have picked up quite the skill as a handy man, jumper. You are now cable of crafting most basic survival amenities, from making torches to sewing cloaks, it's not professional skill, by any means, but it's much better the nothing when things are dire.

Additionally, you now know how to make full body *skinsuits* out of the *skins* of your enemies, but you're not going to use that right jumper? (This perk is permanently added to your bodymod).

100 cp - Seeker

You seem to find an unusual number of useful things, jumper. You can rummage a trashcan and find a box of matches and a perfectly edible piece of beef jerky. From crafting components in vases to useful herbs between bushes in an enclosed garden, it seems you have a knack for looting.

200 cp – Fleet footed

You can walk as fast as most people run. it will be strange to see, but very useful. This skill is a strange combination of footwork and balance that allows you to move in a strangely fast gait, making little sound and with great balance. Thanks to this you never have to worry again about breaking stride or tripping on your own feet. Your strange technique of footwork also provides you with immense balance in all situations. Walk on tightropes and narrow ledges without a second thought or make handstands on a moving ship, your balance is second to none.

In the unfortunate event of you losing one or both legs. This perk will also affect prosthetics, canes and crutches.

200 cp – Tails never fails

With this, once per day, whenever you are about to die time will stand still, and a coin will be flipped in front of you. If it lands on tails, whatever was about to kill you will be prevented. The attack will miss, the bomb will fail, the gun will jam. If it lands on heads, this perk does nothing, and you die. This effect will only occur when you are guaranteed to be about to die, and if it fails, you will not be able to use the frozen time to somehow avoid your impending doom.



This coin toss ins completely unaffected by any luck or probability manipulations you may have, nice try.

400 cp – The Sleeper awakens

The first time you die, you will awaken back at the place you have last slept on (in the current jump) with time having reset. In this jump, this can happen once a day, after this jump, it will only happen once per jump. If, however you have taken the hard mode drawback, this can only be used once, this jump, but can happen once a day in future jumps. (This is a one-up)

600 cp – The Trapmaker's art



You are capable of both creating and employing various kind of traps and similar contraptions, from bear traps to swinging blades to massive rolling boulders. You only need time to set them up. Additionally, all traps you personally craft are supernaturally effective, such that a regular beartrap could cut through muscle and bone to remove the two legs of someone unfortunate enough to step on them.

But that is not all, now you seem to have gained a pocked dimension where you can store any portable trap you personally make, from where you can summon them to your hands or to any flat solid surface in view and to where you can, conversely, summon them to, no matter their distance. You cannot enter, modify, import, store or use this pocket dimension for anything other than the traps you create.

Lastly, any portable trap you create will now count as a handheld weapon for the purpose of other perks.



800 cp – Grafted Malice

All things can be conjoined. Blasphemy is a mere contrivance.

This is a terrible power indeed, jumper. You are now capable of grafting the souls of other on to your own in a grotesque and unholy fusion between ritual and surgery, allowing you to make use of whatever special quality that soul possessed. Once a soul is grafted onto your own it can never be made separate again, and the mind of its bearer if forever gone, torn to shreds by the procedure. This takes focus, and thus, cannot be used during combat, normally.

In this world, the only souls which possess unique properties can be found inside the dungeons of Fear and Hunger, but in future jumps, any being possessing a unique power will also possess a unique soul.

This cannot be used to gain non unique powers. Grafting the soul of a wizard in harry potter will not make you one, and grafting the soul of a new god will not give you divinity, but grafting the soul of a Shinigami, from Bleach, would give you their unique Zanpakuto, likewise, grafting the soul of Great One, from Bloodborne, would elevate you into one.

This perk requires the soul to be without a body and incapable or unwilling to fight you.

For the purpose of this perk, you may automatically acquire and store the soul of any who are slain in your vicinity within yourself, for latter grafting.

Additionally, you may safely remove a soul from soulstone for grafting purposes, but not from cursed items.

Anything capable of seeing your soul will be absolutely horrified to see the result of your grafting, inducing vomiting in all who possess a weak stomach, and, quite likely, hostility.

Prisoner Perks

Free perk – Historic (exclusive)

History will remember you, jumper. You are not like the others.

You were not born to be an ordinary man, jumper, that you are here is proof enough. You now possess a sense for the impact your actions would produce in history, as if able to see them echoing acrost time. This same sense seems to guide you to pivotal moments in history, be it a battle, a wedding, a murder. If you were to find yourself in Gotham, perchance, you might find yourself inexplicably wanting to go to an opera concert that is happening next week, and then, you might feel a desire to exit early, just in time to see a family being mugged.

Or, perhaps you might be traveling through your worlds Europe in the year of 1914, and, out of the blue find yourself desiring to see the sights Bosnia-Herzegovina… either way, jumper, now the only way for history to pass you by, is if you so desire. (This perk is permanently added to your bodymod).

100 cp – Diamond in the rough

Even in the midst of filth, you gleam. Like a diamond, or a knife.

Yours is a beauty nearly unbelievable, as beautiful as any human has ever been, standing side by side with the likes of Helena of Troy and Cleopatra of Egypt. And as beautiful as you are, it pales in comparison with your elegance which takes one's mind to… well, that's for you to decide. At will you can choose what you remind people of, be it a tiger on the prowl, a lion at the top of his rock, a king sitting on his throne, a god walking alongside his people… You tell me jumper, any which way, it's going to look great.

200 cp - Prophesized

You were foretold… more or less.

It seems you are the one *The Prophecy* spoke about. Which prophecy? All of them, I suppose. With this you are now an acceptable substitute of any and all prophecies you wish. Fancy beings the king of England? You are no Arthur, but the sword will come out of the stone for you. Want to kill Lord Voldemort? You might not be the boy-who-lived, but a well-placed spell from your wand will do just as well. Want to dethrone the titan Cronus? If you are mighty enough, you might as well be one of his sons… Intend to ascend as the new god of humanity… perhaps.

200 cp – Commander

Cowards die many times before their deaths, The valiant never taste of death but once.

Your vision of the world you would build reflects on your eyes. You have gravitas, jumper. Men and women cannot help but believe in your vision. It would be a matter of little difficulty for you to amass, say, a mercenary company or a band of adventurers. Where you go, people will want to follow.

400 cp – The Mettle of Man

Many fall in the face of chaos; but not this one, not today.

The very notion that you are not capable of achieving something is comedic in the face of your nature. You now possess the capability to cultivate any characteristic you now desire, by donning the rituals and performing the liturgy of the roll you intend to assume. If you wish to become brave, do brave things and things which invoke bravery and soon fear will lay at your feet, defeated. If you wish to become cowardly act as such, speak as such, and soon, you will find yourself as scared of the world as you seem…

If you wish to be divine, then that is how you will need to live.

Become a wizard by doing wizardly things. Become intelligent by doing things that evoke intelligence. As long as it is a human characteristic, it is within your grasp, if you but reach for it.

This is a conscious decision, and you must actively put effort with the intend to gain the desired quality.

Girdle yourself in the mettle of mankind.

600 cp – King in Yellow

A man-made god.



Scorn the divine, jumper, for you do not need it. By your hands will a new kind of deity be made. Better, purer, human. You have discovered the means by which to produce that spark of divinity. With your new understanding of the underlying mechanisms of reality your strength, speed, intellect and resilience grown immensely.

Your very will seems to radiate around you as an invisible yellow glow that subtly bending reality to your convenience, as if the very knowledge of this procedure elevates you above your fellow man. Candles burn longer, time seems to accelerate or pass slower at your pleasure and you now can only be harmed by human hands, or by things made by them.

But the greatest ability born of this new wisdom by far is the ability to produce a God Seed.

Taking the shape of an unassuming and un-hatching egg, this is one of the five ingredients necessary to produce your very own, man-made gods. The other being a Ritual, a Vessel, a Principle and a Sacrifice.

Once you decide on a principle, you will have a feeling to the scale of the requirements necessary to hatch one of your God Seeds. The specifics, however, are up to you, and will in fact result in a completely different god, depending on the choices you make. Debauchery can exist without any sexual intercourse, for example.

The only caveat is that the principle chosen need to be man-made. You cannot create a god of hunting or fishing or a god of fire or sex, but you can create a god of farming, of literature, or war.

An example:

If you intended to create, say, a god of mathematics, you would have Mathematics as your Principle, and would need a formula of fiendish complexity, a truly mindboggling volume of numbers and theorems, as if to quantify the understanding of math itself. That would serve as the Vessel.

The ritual would be the process of inscribing by hand this formula, number by number, in to the real word, say in like a monolith, a blackboard or a collage of papers. The Sacrifice would be the mathematicians who would die in the creation and inscription of the formula.

Once the Ritual is complete, and the Sacrifices dead, the egg would hatch, and a God of Mathematics would emerge in to the world, made of a now sanity rending formula, now perfected by its imbuement of divinity.

Another example:

The creation of a god of debauchery, might require a perfectly beautiful and yet grotesque statue of marble depicting the beauty of man as a Vessel, and an orgy of truly absurd scale, with thousands of participants writing day and night for a week straight as a Ritual. With the death of said participants after 7 days without food or water as a suitable Sacrifice.

The broader and more elementary the principle chosen, the stronger the resulting deity overall, and the greater the Sacrifice. It would take a truly staggering amount of preparation and death to bring about a god of Mankind, luckily, you already have a perfect Vessel.

The Endless Perks

Free perk – Shadowy (exclusive)

In life may you proceed with balance and stealth.

Your time in the streets have taught you valuable lessons, you are now a master pickpocket, a skilled lockpicker and endowed of great talent in the noble art of retreating posthaste. (This perk is permanently added to your bodymod).

100 cp – Light digits

tread lightly.

You have light hands, jumper, and even lighter feet. You wander this world as if a second away from floating. Regardless of your weight or equipment, you will not set off traps by stepping on them, or injure yourself on insalubrious grounds. You could walk barefoot over glass without breaking it or injuring your feet. And your hands, jumper, will never be felt when you are pilfering something off of someone.

200 cp – Last one in, first one out

Masterly retreat is in itself a victory.

It is an often-overlooked skill, the art of the tactical retreat. Not by you however. When it comes to running away you are a master, able to identify scape paths or hiding places in a matter of moments. Furthermore, you also possess a supernatural sixth sense to danger, and will notice trouble arriving minutes before normal people. Put together these two talents make you a very slippery target indeed.

200 cp – Flaunt

They either want you, or want to be you.

You have got *it*, that indescribable thing what make mouths go dry and stomachs flutter. That rare and illusive talent that can make a ugly man the sexiest guy in the room, or that can make a plane jane seem like if sex was a person. You are also extremely talented in the arts of seduction now. But the most important thing this perk gives you is *that*. Or as some would call it… ***rizz***.

400 cp – Dweller of dreams

Strange, I thought, how you can be living your dreams and your nightmares at the very same time.

You have a knack for dreaming, able to fall asleep on command. You can enter the dreams of anyone in your vicinity as well as anyone sleeping in a bed you have slept on before. Damaging someone inside their dreams will instead damage their mind. With a brutal enough murder resulting in complete catatonia.

You also gain immense ability in the bedroom arts.

600 cp – An Invisible Eminence

Power through secrecy.

You are a secret, jumper. The less you are known and understood by someone, the less they are capable of affecting you. You wear doubt like armor.

If someone who never heard of you were to drop a nuclear warhead on top of your residence, you would come out of the blast without a single scratch, untouched by the heat of radiation. On the other hand, if you mother where to stab you, you would most likely bleed… and if your benefactor where to become cross with you, well, this would be of no help.

Additionally, like the termites who may be living inside your walls, you are a thing of obscurity. You possess the ability to temporarily resolve any ambiguity about yourself in a manner favorable to you.

Did that arrow hit anything important? Surely not. Was that wine actually poisoned? Doubtfully. Did he survive the explosion? Most certainly.

Like the heroes and villains of your original world, if no one saw your mangled corpse, odds are you survived.

Never count a Human as dead until you see his body. And even then, you can make a mistake.

Once an ambiguity is resolved, it is only possible to change it by casting doubt over it again.

This can also be used recreationally. Is Jumper blonde or brunette? What do you think she is hiding under that dress of hers? I thought he would be taller…

The Dominating Perks

Free perk – Persuasive (exclusive)

Power is the most persuasive rhetoric.

You are very convincing, jumper, your noble background and experiences instilled in you an air of dignity and poise. Even if dressed in rags and down in the gutter, you would never be mistaken for anything less the a noble, down on his luck. (This perk is permanently added to your bodymod).

100 cp – Counter strike

What comes around goes around.

Your time in the training yards as a squire paid off, jumper. You are now extremely skilled in delivering counter blows, that is to say, punishing a blocked, missed or dodged attack. Supernaturally skilled, in fact, because those types of blows never seem to miss…

Block a sword strike and deliver a vicious strike to your foes throat, dodge a tackle and deliver back a staggering punch to your opponent's neck or reward a missed arrow with a swift and unerring shot to the forehead. The applications of this talent, while narrow in utility, are endless in scope.

200 cp – Kneel!

They will fall before you.

Your legs now bear a terrifying power. Against anything you consider lesser than you, your kicks will shatter bones like glass, whatever they may be made of. With a well-placed move you could literally sweep someone's legs from under them. This would most like result in death.

Strangely, against any physical door you feel is unjustly preventing you passage, your legs will produce a similar effect, completely destroying them, shattering enchanted wood or pulverizing metal and stone regardless of size or make. Kick in a bunker door. Open the castle gates. You will pass.

200 cp – Transcendent Virtue

Kalokagathos.

There is power in the good things around us. A power you may now benefit from. the good, the beautiful and the true, these are the things you must now seek to embody. The more truthful you are to yourself and others during a jump, the more others will be compelled to be truthful to you.

The more beauty you bring to the world, be it in yourself, your actions or your creations, the more you will find yourself surrounded by beauty. The singing of birds, right by your window. The blooming of flowers all along your paths.

The more you do good onto others, the more the world shall do good onto you, endowing you with a strange sort of luck.

400 cp – Gilded in Glory



The greatest the obstacle…

You now accumulate glory in a less metaphorical way. Whenever you do something perceived as glorious by others around you, you will accumulate a strange glittering energy that you may deposit on items you possess. The more this Glory accumulates on an object the more it will become more powerful, eventually turning a molten gold color. This will enhance any special advantageous characteristic the object may have. Let them all se, you wear your worth proudly.

600 cp – A Legendary Charisma

Power through ego.

All should know their place, and so it shall be, under you.

With this perk, anything that willingly acknowledges you as their superior fall under your control, permanently.

This can be achieved by many different means. A man who agrees to work for you, is therefore subordinate to you. A person who forfeits a duel is acknowledging you as their superior in combat.

The circumstance doesn't matter. As long as the person willingly and without coercion submit themselves as your lesser in any way will from then one be subject of your power.

You may, of course, choose to not use this perk or to turn it off entirely or partly at any moment.

In addition, your soul is now as an engine to make your desire hegemon over your condition.

As long as you subconsciously see yourself as strong, you will wield unnatural strength, even if your muscles are shriveled and atrophied. If you believe yourself beautiful, your visage will awe and attract, even if by the standards of beauty of the beholder it should provoke revulsion. If you are sure of your worthiness, you could wield the Hammer of Thor, regardless of the opinions of others.

The world is truly what you make of it.

But beware, this operates of what you truly feel about yourself. Feelings are hard to change, and hesitation might cost you much.

The Enlightened Perks

Free perk – Watchful (exclusive)

Watchfulness is the path of immortality; unwatchfulness is the path of death.

You are sharp eyed and sharp eared, jumper. Few things pass you by unnoticed. Your time studying the dark arts have given you a great eye for details, and a knack for moral relativism. Not only are you excellent at studying texts and learning new things, when life is on the line you can put your morals aside and do what you must. As they say, this is this and that is that. (This perk is permanently added to your bodymod).

100 cp – Counter-magic

You have no time for cheap tricks or petty magic, yours is a greater calling.

You gain a passive resistance to magic, increased greatly against magic you understand. You also gain the ability to break or mend magic seals and curses, as long as you could have made them yourself. Additionally, as long as you minimally understand the mechanism of a spell you are casting, you do not suffer from miscasts. At worst the spell will simply fail to manifest.

200 cp - Curses

All things have a cost.

With the use souls as ingredients, you may curse weapons and armor, imbuing them with greater capacity to cause or resist harm, becoming harder and harsher, as well as turning them impermeable to ghosts, spirits or other ethereal begins. This curse does not interfere with magic enchantments, occupying a “different slot” so to speak.

Though always a significant increase, greater or more unique souls will result in a stronger curse and possibly unique effects related to the original bearer of the soul used.

While an item may only be cursed once, if you perchance have the ability to dispel the curse, you may curse it again with a different soul.

200 cp - Magic, Ink and Skin

I am a canvas of my experiences, my story is etched in lines and shading, and you can read it on my arms, my legs, my shoulders, and my stomach.

You now posses the ability to create grimoires of power, that contain all the magic and esoteric knowledge of the one used as an ingredient in its creation. By removing the skin of a fresh corpse and dipping it in ink and magic, You will imbue that skin with the memories of magic and mystery of the deceased and cause the words to appear on the skin as if they were tattooed in life.

The skin must come from a fresh corpse. Rotten skin or the skin of a living person will no work.

Similarly, if the corpse used posses no relevant knowledge, the process will fail.

Additionally, you now possess great talent as a writer and all the experience of a professional bookbinder of both the regular and the skin variety.

400 cp – Greater magic

Power overwhelming.

All magic is greater in your hand's jumper. You are no conjurer of cheap tricks, but a real master of the unseen arts. All magic you wield from now on shall have its power, duration and effects greatly expanded.

Greatly increases the power of cursed and enchanted items you directly wield or create.

Show them all who doubted you, the powers you now wield.

600 cp – An Extraordinary Mind

Power through understanding.



It is by will alone you set your mind in motion.

Now, the more you understand something, the more power you have over it.

Fully understand fire and become a superlative pyromancer. Fully understand a person and… well, you get the idea. Remember however, that no two things are alike, and it is a truly daunting task to fully understand something.

From its history, its properties, its particularities, its feelings, its significance, its connections, its soul… for a normal man, it might as well be impossible, something like this, would require a truly extraordinary mind…

Additionally, you will find that your mind expands endlessly, being able to perfectly recall any stored information, as well as being capable of thinking and focusing on two different things at once, as each hemisphere of your brain is capable of functioning as a complete one.

This will not produce multiple personalities.

Lastly, your brain has acquired the ability to protect itself, and anything that attempt to harm it, either physically or mentally will suffer retaliation in the form a psychic spike attempting to lobotomize it.

This attack is not something you mentally control and act more like an immune system. And while it will render anything with a mind who is unprepared for the retaliation completely and permanently catatonic, it will produce no effect against mindless things and can be blocked by magic, psychic abilities or similar.

The Tormented Perks

Free perk – Dangerous (exclusive)

You have become formidable.

Growing up in the desolate north you have trained in the warrior ways of your people, gaining a respectable amount of skill and experience with the axe and the sword. Furthermore, your physique has hardened, giving you a surprising resistance to the cold, and abbs you could grind cheese on. At will you can enter and exit a frensy of bloodlust giving you resistance to pain and fatigue, at the cost of finesse and patience. (This perk is permanently added to your bodymod).

100 cp - Devour

Every living thing that liveth shall be meat for you.

You can now subsist entirely on the raw corpses of friends and foes alike without any negative physical or mental consequence. Your digestion has become all-encompassing and wasteless, making it so you no longer defecate and are completely immune to any type of disease or parasite that lives on your intestinal tracks. It is all dissolved equally. You may even eat rotten meat.

200 cp – Scar collector

There is power in scars.

You now draw might from your scars, gaining a portion of the strength and skill of whomever gave them to you. You can now control the formation of scars, either my speeding them up, helping you recuperate faster, slowing it down, if for whatever reason you need the wounds to stay or preventing the entirely, making It so no scar tissue is formed and the wound leave no mark (and no power).

The scars produce by truly powerful begins, such as divine, fundamental or conceptual entities will heal to a silvery tone, and feel almost electrical to the touch. These silver scars can only be cut or pierced by something more powerful than the being who caused them.

200 cp – Barbarian rage

Barbaric rage and unrelenting savagery make for a powerful ally.

Your heath beats with fury and cannot be stopped. So long as you are fighting with the intent to kill those who have wronged you, you will find that your stamina does not fully depletes. And your attacks seem to be drawn to their target almost magnetically.

While this effect is happening, your heartbeat will increase in volume, becoming louder the longer the fight goes on.

After 24 hours in battle your heartbeat will be loud enough to rupture the eardrums of those standing in melee range. This effect does not have an upper limit.

Can be toggled off at will.

400 cp – Torment

Life is suffering



All aspects of your being are now strengthened by your suffering, proportionally. If your soul is being tortured, it will become increasingly stronger, if your mind is being crushed by trauma it will become more resilient, and if your body is riddled with wounds or burns or nails, it will become more enduring.

It is exceedingly difficult to kill you in battle, because the more you are hurting, the less your wounds matter to you, and if you, for some reason, where to *remove your skin* there would be no mortal force capable of killing you. Likewise, the more trauma and anguish you suffer, the more your mind will harden, making the idea of breaking you our driving you insane just as unlikely.

600 cp – A Shattering Force

Power through strength

In the end, strength is all that matter. You cannot be harmed by anything physically weaker than you. If the archmage who conjured a firestorm to consume you cannot lift as much as you on a chest press, he might as well be making rude gestures with his hands at you. Yes, the president of that one country has hundreds of nuclear missiles, bio weapons, chemical weapons and war satellites, but can he deadlift as much as you?

Additionally, whenever you vanquish an enemy stronger than you, you may draw from them a portion of their strength, enough that should they rise to face you a second time, they would find their strength just short of what you are capable.

There are three types of people in this world. Those above you, those below you, and those going down.

The Guard Perks

Free perk – Home, such as it is…

You feel at home where others would fear to tread.

From salt-soaked caverns and decrepit mausoleums to rotten swamps and corrupted monasteries, not only will you not be harmed by the harsh and corrupting environments you choose to reside in, you will be invigorated by them.

A scorching desert by day would feel like the welcoming warmth of a hearth on a cold winter evening, a freezing desolate tundra would feel like a cool morning breeze after heavy exercise. What's more, the more insalubrious an environment, the greater the benefits to you. A toxic and bubbling acid swamp would not only provide a great boost to overall health, but might even have healing properties to you. Supernaturally inhospitable biomes like haunted woods of demonic wastelands will, in turn, provide supernatural benefits.

But remember, this does nothing to protect you from others who might share your new home, or from individually dangerous things such as poisonous berries or a cliff. Does not affect temporary effects. Living at the mouth of a volcano might make you heat and smoke resistance, but a forest fire might kill you if you live in a forest.

Only affect a place you actually live in, and can potentially live in, so no diving to the ocean depths and expecting to be able to breath, or jumping out of a plane to "live in the clouds". You won't be growing any wings or gills. (This perk is permanently added to your bodymod).



100 cp – Trick of the light

And now, the darkness holds dominion. Black as Death!

You have soaked-in the darkness, and your eyes are now vestigial. You can see in the complete absence of light, or indeed, the complete absence of eyes. The darkness holds no more terrors than the light, to you.

And more, the madness of this place has produced in you a most peculiar ability. You now know where you are, and the closest path to where you wish to be.

As if a map of the world had grown inside your skill from your very brain matter, you can now traverse even the most twisted labyrinths or confounding mazes.

You know where you are, you know where you were and you know where you are going, you will never be lost again.

Beware, just because you can traverse King Minos's Labyrinth, does not mean you are safe from the Minotaur.

200 cp – Blasphemous vigor

It seems the black has seeped deeper, it might be too late for you.

Your body has undergone a most unholy transformation, twisting and contorted to contain the madness that filled your body and your soul.
Your muscles are like twisted and knotted rebar, you could kill a grown man with your bare hands, removing limbs as if pulling the husk off a corn.
How many hearts now beat in your chest? How many lungs fill when you breath?
Your torso is packed impossibly full or redundant and unknown, but fully functional, organs. How can it fit so many?
Your bones are denser and hardened, yet twisted into a spiraling construct that hurts the eyes to behold. You should stay away from X-rays, lest you give your doctor an aneurism.
You now could stand shoulder to shoulder with the tallest humans of history, somehow without losing any of your speed or balance.
And strangest of all, you have grown to possess an enormous pair of testicles and a penis larger than any human's, fully functional, regardless of your gender (without losing your female genitals if you had them).
*I can pull some string with **Sylvian** to remove that last part if you wish jumper, simply let me know. Your choice.*

This perk does not affect your beauty, or lack thereof. If you were beautiful before, you will be beautiful and bigger, if you were ugly, you are ugly and bigger.

200 cp – Groundskeeper

To nurture a garden is to feed not just the body, but the soul.

It seems you were the one responsible for maintaining the gardens of the prison, are you a worshipper of **Vinushka** perhaps?
You have an interesting ability to physically guide the grow of plants along a certain path of your choosing, making you capable of constructing things like living walls of treehouses. Of course, plants do no usually grow fast enough to be useful, but that is no obstacle to you.
You can sacrifice living begins to a plant to enhance it, making it grow larger and tougher. If the sacrifice possessed any unique ability or quality the plant will absorb that and make use of it.
In the unlikely event you meet a plant possessing a mind of its own, sacrificing lives to it will also make it smarter and more loyal, and your ability to guide its growth will be work on its mind also.

400 cp – Captain

Yours is the burden of command, and the benefits.

It seems I was mistaken, jumper. You are no mere guard. You are the guard-in-charge, and you better get used to it, because from now on, whenever you work within an organization or group, you will be the one responsible for commanding the rank and file. This alone does not make you the leader, only the underling in charge. If you were part of an army, you would have the rank of captain, at the least. If you have just joined, you will find yourself promoted abnormally fast, by force of circumstance of contrivance.

Furthermore, you now possess a symbiotic relation with those under your command. Their morale will be a reflection of yours, such that, if you are confident or cheery, so will they, but if you are frightened or disheartened, they will be as well.

Contrarily, you will take the brunt of their suffering on yourself, sparing them. If they are wounded, you will divert a part of the pain on to yourself, if they are corrupted, most of that will end up on you, and if they are driven to madness and depravity… You better hope your will is strong enough.

The death of one of your men will sever the connection with you, so if you find that your troops are beyond salvation, it might be better to finish them off yourself, if you have the *guts*.

600 cp – Darkest Dungeons

Embrace the ineffable cosmic hideousness that lives within us all

I see now, it is from you that the black is leaking in to the world, the corruption and madness twisting the very air of this place. It is you…

You are now capable of emitting a constant stream of corruption, an invisible madness, half metaphorical and half real. If you stay in a place long enough, your corruption will start to take root in the world around you, slowly spreading until it completely saturates the location.

First to go will be the mindless creatures, from the smallest insect to the largest beast, they will warp and mutate. Next will be the flora, growing increasingly strange and unnatural. Then the humans, and such conscient begins, will become more and more twisted and depraved. Eventually the madness will seep into the very ground, soaking the stones in its otherworldly effect.

The effect your corruption has on the world will entirely depend on what powers you possess, on what desires you carry, consciously or otherwise, and what emotions you are feeling. A man who dearly loves butterflies might see all bugs and beasts growing wings reminiscent of them, or the flowers growing in such familiar shapes. A man with great power over fire might see the ground growing molten, and the trees blackening in to coal like material. A man who is depressed might see the human inhabitants of his real growing gloom and gaunt.

The effects of this perk are infinitely cumulative, growing stranger and stranger with time.

You will gain a sense akin to proprioception of your domain, sensing the twisting streets or never-ending stairs as if limbs and appendages.

Once the place is sufficiently saturated, enough that the very stone feels like your own skin , or such, you will become immortal. Being able to endlessly resurrect yourself, as long as you perish inside

your zone.

This effect can be turned on and off at will, as well as have its progression halted at a certain point.

If you leave your domain, the effect will slowly start to disappear. Taking exactly twice as long as it was applied to fully dissipate. Living creatures transformed by your effect will not reverse to normal, even if you or they leave the corruption zone or if the zone dissipates.

Structures transformed in to unnatural shapes by this perk will turn in to normal materials and crumble once reality reasserts itself.

(Gain an extra 500 dp in the prison section at the end of the document.)



Magic

The Enlightened gains an extra 400 cp to spend in this section

Not all is as it seems. There are many who wield the great and terrible arts of magic here, and perhaps you wish you be one of them.



Note: All magic here works by sapping the mind of the wielder, driving them deeper and deeper in to madness with each use. Thus, the greatest wielders of the invisible arts are both the most resilient and willful and the most insane. After this jump is over, your magic will adapt to your multiverse nature and begin working with any type of mana or magic pool you may possess or come to possess. Inversely, you will also gain the ability to substitute the energy requirements of any magic you come across with your own sanity.

This is not an exhaustive list of the magic found in this world, merely a taste of the possibilities.

Spells are divided by their aspect, and thus, by the god to whom that aspect belongs.



Gro-goroth

god of destruction

100 cp - Necromancy trick

With no living sinew to actuate them, will these walking bones may finally fail.

You try to bring back life where it once lingered... Re-animating a corpse as a temporary ally until it eventually decays beyond use.

100 cp - Pyromancy trick

The smell of sulfur and gunpowder hangs in the air.

A decently powerful magic attack that spouts a blaze of flame from your hands that beyond the immediate damage could set the target on fire.

200 cp - Black Orb

The echoes of sheer mindless hatred reverberate maddeningly.

Produce a powerful attack of concentrated negative energy on your hand that can be hurled at opponents.

200 cp – Hurting

We have such sights to show you…

Your Concentrated feelings of pain and suffering create a devastating vortex of energy the color of flesh. This cruelty made physical Inflicts potent damage

300 cp -Combustion

Feed them to the fire. Their flesh melting like candle wax.

A powerful magic attack that incinerates flesh and bone. A large combustion of fire and flames. It's a bit uncontrollable, so caution is advised.

300 cp - Blood golem

This is my body. This is my blood. Happy are they who come to my supper.

Sacrifice your own blood to summon a golem to fight by your side temporarily.
Summoning a Blood golem, unlike other spells, does not cost sanity and instead take a toll on your heath. The golem becomes stronger the more blood its fed and is immune to fire. When the blood completely dries it will lose cohesion and dispel, this can be indefinitely delayed by feeding it more blood. (The initial blood used to create it must be yours and must be fresh off your veins. After that any blood will do).

400 cp - Chains of Torment

What you think of as pain is only a shadow. Pain has a face. Allow me to show it to you.

Summon the chains of the Tormented one to ensnare and rend to pieces your enemies. An absurdly strong magic that inflicts a devastating damage to body and mind, and causes severe bleeding. This spell has a cost both in mind and in health, sapping severely at your mind and requiring a wound from which to summon the barbed chains of Chambara, causing you immense pain.

Sylvian

Goddess of love and fertility

100 cp - Loving whispers

Patched up, if only to bleed again.

By the time your lips close, blood has clot and muscles arche no more. You whisper sweet nothings wile invoking the dream of **Sylvian** to heal and soothe the injuries the recipient. It must be intimate and it must be whispered. The specifics are up to you.

100 cp – Pheromones

The eternal refrain of humanity. Pleading ignorance, begging for mercy.

Your magic latches on to the recipient and causes a sweet smell to tinge the air, enraging and arousing all foes who smell it to focus on the one bearing it. Especially efficacious on mindless beasts. Can be used recreationally. The recipient does not have to be willing.

200 cp - Healing whispers

The blood pumps, the limbs obey!

Whisper words of healing and support and invoke the goddess **Sylvian** to heal wounds and mend injuries of all allies in earshot.

200 cp - Demon seed

Human dreams... such fertile ground for the seeds of torment.

Utilizing a vile technique, considered repulsive by most, while invoking the powers of **Sylvian** insert your seed on a fresh corpse, that will then swell with child, in instants giving birth to a twisted Demon child. It will grow to adulthood in a day, and decrepitude in another. It will be fanatically loyal to you and possess all the skills of its *mother*. This technique is specially draining to the mind.

400 cp - Rebirth of the beloved

Shattered and unmade! Reborn.

A lost spell of love and obsession. It can be used to back the one beloved. It is a wretched rebirth, however, as the experience of death results in a twisted being, physically and mentally. A jumper who is in possession of great magic may be capable of circumventing this issue, however.
This spell can only be used once per target, per jump. (After this jump, may be used on any companion without the side effect, or used by a companion as a 1up to revive you.)

All-mer

Savior of Mankind

100 cp - Phase step

The twisting tunnels seem a little less ...impossible.

With a simple gesture of the hand or whisper from your mouth you may move five steps in any direction instantly, stopping short if your fifth step would deposit you in to solid material. This has a very low cost in sanity compared to other spells, **a trait shared by all of All-mer's spells.**

100 cp - Walk on water

Walking on water is easy, if you know where to step.

Invoke the correct incantation and clad your feet in magic that allows you to walk on top of water as if it was solid ground. This will slowly drain your sanity over time, so do not expect to be able to cross oceans on foot, unless you are a truly very quick runner.

200 cp - Simple transmutation

Our supplies are replenished, the soldiers will feast tonight.

Invoke the power of All-mer to reproduce in magic his most famous miracle, and transmute one thing in to another. A stone to a loaf of bread or a cup of water to a cup of wine. In a place such as this, where poverty and hunger reigns, having ready access to food, however simple may come in handy. (Post jump you may also transmute any one pure material in to another of equivalent density)

200 cp - Blood portal

After drawing the correct symbols and performing the correct ritual, you may call upon the power of all-mere with a small sacrifice of mind and of blood to create a portal. This portal will link to any other portals you have created with this spell, enabling you to step between them to cross any distance. They are big enough for you to pass through, however big you may be, but no more than that.

God of the Depths

worshipped by those who are forsaken and forgotten

100 cp - Needle Worm

They move under the skin.

Harness the strength of a hundred leeches. With a sharp movement and the right word, you send flying a needle at your target, it is a petrified worm that will come alive and burrow in to the wound it causes. The price is that you have to carry them inside you as parasites... while they will cause you no trouble, you are now sharing all you eat with them, making you go hungry faster. (Post jump can choose to keep or remove the worms, and your spell can now simply create them out of thin air.)

200 cp - Flock of crows

Two ravens flew from Hnikar's shoulders; Huginn to the hanged and Muninn to the slain.

Call upon the God of the Depths to summons a murder of crows to ravage your foe. If it has eyed the unkindness will unerringly focus them. Strangely, it seems the crows you summon are aways the same individually, with death ones reappearing the next time you cast, and they seem to remember you. Occasionally may gift your shiny things or eyes.

300 cp - Mastery over insects

No one ever pays attention to the fly on the wall…

This is a special spell, it only needs to be cast once, and its effects are permanent. After performing the appropriate incantations and sacrifices, you must swallow an insect and invoke the power of the God of the Depths and thus gain the ability to communicate with all insects. They don't usually have anything useful to say, but sometimes may surprise you with insightful or useful information and anecdotes. Insects of all size will be able to sense this ability and will respect you more, being much more amenable to listen to you.

300 cp -Locust swarm

Summon a swarm of flesh-eating locust to cover and ravage your foes. They will attack any and all exposed body parts. These locusts are capable of reducing a naked man to the bones in a matter of minutes. But do not eat anything other than flesh and will quickly die if they leave your vicinity



Items

The Dominating and The Endless receive a discount on all items.

All items here return to the warehouse intact and pristine at the end of a jump, regardless of condition or location, unless the jumper no longer desires to have it.

All items may be freely imported or combined with similar items from outside of this jump.

100 and 200 cp items may be purchased as many times as desired.

0 cp – starting items

Each origin starts with a tinderbox, a bottle of water and 10 pieces of dried meat inside of a medium sized backpack.

All origins except The Prisoner and The Guard start with one weapon, one vestment and one trinket unique for their origin.

The Endless – A short sword, a leather vest and a lockpicking kit

The Dominating – A longsword, a plate mail and a set of metal armguards

The Enlightened – A long dagger, a robe and a journal

The Tormented – An axe, a fur armor and a wooden buckler

100cp – Food supply

Enough food and drink for one regular human to survive one month. Mostly dried meat, cheese and wine.

100 cp herb seeds

A collection of 3 pouches, each containing about 50 seeds of the red, blue and green herbs found in the Dungeons.

100 cp – reusable soul stone

This peculiar soul stone is darker in color then the usual, and may be reused once emptied.

Soul stones may be used in corpses to collect and store the soul of the slain for later use.

A being with a special soul (usually the result of corruption or meddling by the old gods) may provide its bearer with special benefits (only one at once).

200 cp – Smokeless torch

This quaint torch of unknown make, never seems to burn out and produces no heath and no smoke, but slightly stronger light then normal.

200 cp – Pipe of contentment

This quaint pipe of unknown make seems to never go out. Any burnable substance deposited in it will continue to produce smoke as if burning but will never diminish in amount or potency. Smoke will only be produced trough the opening if in use.

200 cp - Bone shears

This massive par of scissors is seemingly made of high-quality Damascus steel and can be used as a devastating weapon, requiring two hands and a lot of skill to use.

400 cp – Salmonsnake soul stone
This small greenish stone smells like fish and poison and grants its bearer a enhanced constitution. Becoming immune to any mundane poison, regenerating and clotting blood at an astonishing rate, becoming immune to exsanguination and regrowing any limbs cut after this item was acquired. Exceptionally, this item can be used with no issue in combination with any other soul stone found in this world.



400 cp – Sergal spear
This ornated weapon mostly used by the warrior tribes originated from the acursed dark continent is extremely deadly, bearing a impossibly sharp edge that seemingly never dulls. It exels in severing limbs, seeming to shiver as if alive whenever it is used to remove one.

400 cp – Stone crown

This strange artifact is seemingly hewn from oily-black stone and made with primitive techniques.

It grants the power to communicate with aquatic begins and seem to mark you as their leader. Any and all mindless oceanic creatures, unless directed by a greater power or a sapient mind, will heed your word as law and will refuse to cause you harm, even in the face of death.

It will also make you more resilient to madness inducing effects.

400 cp – Brain flower seed

A pouch, containing 50 brain flower seeds. The brain flower is a curious plant, found in the Dungeons of Fear and Hunger. The black and the darkness found within the dungeons themselves affect all manners of life, including plant life. They bloom from the dead but have also been seen to have latched onto others, acting as a parasite. Once latched onto its host, it will spread its tendrils into the brains of the host, controlling it and making the host do its bidding.

The host will then try to spread its affliction onto others, further spreading the flower to every part of the dungeon and possibly the world outside. They do this until the host dies and becomes a seedbed for many of the brain flowers to come.

Beware, if you do not have a way to protect yourself or control them you may end up unleashing horror in to future words you visit.

400 cp – Blue Sin
A fine and light one-handed sword with faint blue carvings. One the hilt there is some writing:” For the sinners.”
It is a superb weapon, known is some places as a katana, it seems to cause far greater damage the normal, being especially effective against those bearing the corruption of the Dungeons.
After this jump, it will likewise be extremely effective against anything bearing corruption, of any source.

600 cp – Miasma

Miasma is an otherworldly sword that oozes toxic gasses. The weapon is rumored to house the strength of six men. Despite its impressive might, Miasma's most notable trait is not its power: the sword possesses sentience and can communicate with individuals by projecting a voice into their minds.

It was forged with the intent of sowing chaos, pain, and misery.

This weapon is cursed, and will damage ghosts and incorporeal begins.

Because it is being bought with cp, the spirit inside the blade will recognize you as its master and will not attempt to take over your mind. It will still cause a sharp increase in bloodlust and desire for violence, however.

600 cp – The Necronomicon

This grotesque book bound in human leather is the greatest grimoire to be found in this land. Hailing from the accursed black continent it possesses the instructions to all of Gro-goroth's spells.



There are another two notable abilities it possesses.

The first is that it acts as a catalyst to magical powers, serving in place of the usual staff or wand, and amplifying the power of any spell cast or ritual conducted.

And the second is the ability to absorb any book, scroll, plaque of grimoire that contain magic, exoteric, secret, forbidden or eldritch knowledge in to itself, growing its own power and adding their contents to its pages.

The more occult and magical knowledge it contains, the greatest the amplification it provides, with no limits.

These two abilities will work on any other world you visit. This is no mere book, jumper.

Companions

The Prisoner gains a discount on all companions.

100 cp – Companion export
For a mere 100 cp you may bring any thing that knowingly agrees to become your companion along for future adventure.

200 cp - Companion Import
Your companion gains 800 cp to spend on this jump, along with an origin. Your companion may take as many drawbacks as he wants, as long as they are individually worth 400 or less cp.
If your companion chooses The Prisoner no The Guard and you are neither, he will start this jump one year before your arrival, and will thus stay for eleven years, if you have not altered the time limit. The minimum time they will spend here is thus 1 year and 12 hours.



200 cp – the girl
A nameless, silent, orange-haired child, but something is not as it seems…



200 cp – Cahara
The thrill of the hunt, the promise of payment.
A mercenary, a pickpocket, a highwayman, he as been many things in life. All he truly desires now a days is to amass enough money to be able to settle down with his sweetheart, an indentured servant of one of the brothels of the kingdom.



200 cp - D'arce (Free if Le'garde purchased as a companion)
A mighty sword arm anchored by holy purpose. A zealous warrior.
A member of the Knights of the Midnight Sun, she was the right hand of the enigmatic and fair Le'garde



200 cp – Enki (Free if Nosramus purchased as a companion)
To fight the abyss, one must know it
One of the more notorious dark priests of the modern age, he is a highly inteligent man, with a deep disregard of the life of others, exept as fuil for his ambitions and his necromancy.



200 cp – Ragnvaldr (cannot be purchased together with Le'garde)
Barbaric rage and unrelenting savagery make for a powerful ally.
A intimidating and firece man from the north, husband of a murdered wife and father of a murdered son, he will not rest until he has had his revenge.



400 cp – Moonless
A lone cave wolf who was once driven away from her pack because of her superior strength
Twisted by the black and alone she will show great loyalty to someone who is kind to her.



400 cp – the human hydra
A strange being, made from an amalgam of living humans seemingly fused together into a grotesque existence. You may take the human hydra as a companion ~~why~~. As it is a Sessile being, you may determine a place for it to be deposited on now and at the beginning of every future jump. At the end of this and future jumps, it will be automatically moved to your warehouse.



600 cp Le'garde
Tortured and reclusive, this man is more dangerous, than he seems.
The enigmatic commander of the mercenary group known as the Knights of the Midnight Sun; he has a magnetic presence that drew many followers to his cause. Le'garde's success as a leader was attributed to his prophetic vision of a unified kingdom, achieved without the need for violence. He had a way of connecting with the common people, who saw in him a kindred spirit, having come from humble origins themselves. He is said to be endowed with great beauty.

600 cp – Knight order
With this you will gain a full order of knights to serve under you, as their Grand Master, they are composed of 10 elite knights, 20 regular knights, 15 Squires and 15 servants. You may decide their name and crest. They are fanatically loyal to you and are willing to march to certain death, as long as you march with them. They are normal humans from this world and will count as followers going forward.



However, if you have the drawback Penance, your elite knights will instead be Penitent Knights, who are stronger, more skilled and much better armored then simple elite knights. Donning the same armor as you and receiving the same benefits as you from the drawback at the end of the jump. Additionally, the servants of your order will now include smiths with the knowledge to make such armors, in case you wish to promote some knights in the future.

600 cp – Pocket Cat
A mysterious figure, said to serve the moon god Rher, will now accompany you in your journeys.



Unlick normal companions the Pocket Cat will not take a companion slot, nor can he be imported in future jumps. He will instead appear in isolated locations and offer you extremely rare or unique items and relics from that world. In places such as Tamriel, you might find him selling Daedrick artifacts, rare books or lost weapons and armor. In places such Azeroth, you might find him offering you shards of the Frostmourne, the lost Skull of Gul'dan, talking daggers or stranger artifacts still. The catch, however, is that his price will never be money. But aways something you would hate to part with, morally, ethically or sentimentally.



600 cp – Nosramus
The Forgotten One
The fifth member of the Fellowship, He instead choose the path of enlightement, eventualy discovering the secrets eternal life. He is a superlative sorcerrer, who has spent nearly a millenium dweling in the city of gods pursuing the secrets of life and the mystic arts and collecting artefacts of power.
furthermore he boasts the incredible power of not beiing a horrible person.
He is perfecly willing to teach you the may spells and mantras he discovered along the centures, as well as the secret to agelessnes, and will make a stawart ally in your adventures. Wisdom is hard to find out there, Jumper.



Drawbacks

The Tormented receives half again as much cp for his drawbacks (+50%)

-100 cp – get me out of here!

For the price of 100 cp, reduce your stay in this world by increments of 1 year. For the full 1000 cp, you will reduce your stay in this place to a mere 12 hours.

0 cp – mandatory - Fear and Hunger

The very dungeon saps your strength, your get hungrier much quicker than normal, a full meal only satiating for 3 or so hours, and you feel much more afraid the normal. Cannot be fully prevented by perks, if fearless and hunger less, will not go insane or need to eat, but will still feel as if starving and afraid.

0 cp – mandatory for The Guard and The Prisoner – Alone

Because you are starting a full year before the other origins, if you import any companions from this jump, they will only arrive at the same time as you if they also pick either The Guard or The Prisoner origins, otherwise, they will arrive at the canonical starting date of the game Fear & Hunger. (Unless you take the Le'garded drawback, in which case you will all arrive at the canonical starting date regardless of origin).

0 cp – I'm not going anywhere

Add 5 extra years to your time here, to a maximum of 100 years.



0 cp – No more bad touch

By the grace of your benefactor as well as the old god **Sylvian**, all creatures in this place will become completely devoid of sexuality.

+100 cp – Ugly

Beauty is a rare thing in the dungeons of Fear and Hunger. now, you will fit right in.

+100 cp – Phobos

They say courage cannot exist without fear. For 100cp each, to a maximum of 3, you will gain one of the following phobias:

Necrophobia - Fear of death, dead and corpses.

Phasmophobia - Fear of ghosts and ghastly figures.

Rhabdophobia - Fear of magic and otherworldly powers.

Erotophobia - Fear of sex and genitals.

Zoophobia - Fear of animals and beasts.

Teratophobia - Fear of monsters and malformations."

However, for 400 cp instead you will be afflicted with Panophobia, a fear of everything. Good luck

+200 cp - Missing limb

How very unfortunate, jumper, it appears you are missing something… for each purchase of this perk you may choose a limb to be removed, you can also choose your eyes (all of them, however may you may have) or your genitals. The selected piece will appear as if it was removed years ago, covered in scars and will cause you phantom pain. This perk cannot be taken more than 6 times, for a total of 1200 even if you have extra limbs to spare. The removed limb cannot be healed or restored by powers brought from other settings, but there are ways…

+200 cp - Scorn

Godly scorn, specifically. One of the old gods hate you, jumper, which one? You tell me.

-**Gro-goroth**, the god of destruction and human sacrifice

-**Sylvian**, the goddess of love and fertility

-The god of the Depths, god of insects and wretched soulless beings

-**Rher**, the Trickster Moon god

-**Vinushka**, the god of nature

Whichever one it is, best to stay well clear of his domains. If the god of nature wants you dead, a forest might not be the best place to wander, for example. Any attempt of using a spell belonging to a god selected here will miscast, sometimes explosively. This can be taken up to 5 times.

+200 cp –Moonless Nights (incompatible with the Penance Drawback)



What is the dog doing?

There appears to have been a misunderstanding, jumper.

You are now a cave wolf, mutated by the darkness of the dungeon in the same way as Moonless. You cannot wear armor or use human weapons, but gain the ability to eat rotten meat. After this jump, you gain this as an alt-form as well as the ability to talk do canines, even when not donning the cave wolf form.

+400 cp – Penance

Oh my, a Penitent Knight, are you? What an honor, I thought there were no more of your kind…



You will start your jump inside a suit of Penance Armor, the greatest and most protective armor to be found in this world, impervious to the great majority of things in this place. A most cruel fate.

The armor itself offers no possibility of removal once donned. Each suit features rows upon rows spikes that penetrate the wearer, causing intense pain that serves to cleanse the mind for the task at hand and also heighten the fury in the midst of combat.
While normally wearing such armor would quickly kill a normal human from bleeding and infection, yours will, somehow, not cause exsanguination or sepsis. This armor is special, however, fit for a jumper. Its barbed spikes penetrate your body to the core.
The armor becomes a pert of you, counting as your body, for all perks and powers you might poses.

Post-jump you will be able to harmlessly retract the spikes, as if moving a muscle, and the armor will unfold like the petals of a flower to let you out. And while it will aways keep the property of being counted as a body part, it will also count as an item, and so, can be imported.



Even if imported in another form, it will aways retain the ability to extend spikes in to the body of the wearer.

+400 cp – Hunted

Something is stalking you jumper…

you often catch glimpses of it with the corner of your eye, a looming figure, the smell of carrion and wet feathers. Beware, his beak is sharper than any sword, he is favored by the depths and the maze of the dungeons seem to carry him to places most improbable. He will come for you. Trust your instincts.
The Crow Mauler is after you.
If you are The Prisoner or The Guard, this drawback will come in to effect only after the madness consume the prison.

+400 cp – Fertile imagination

An interesting choice, jumper…



You have been infected by a brain flower. A special type of flora that grows on corpses, and spreads by infecting living begins and extending roots to their brain, and driving them to extreme violence, so that they may spread to the victor and grow on corpse of the defeated.
While this would be a death sentence to any other here, your new skullmate seems to be a lot more careful with its roots. I will not cause brain damage, only stimulate or senses of pleasure and pain to condition you to seek a violent resolution to your problems. It is also immune to worm juice, the usual

remedy to brain flower infection.
It will grow during your stay and eventually bloom out of your skull, something that, surprisingly, will not kill you. If you manage to remove or destroy it, then you will receive a sterile version of it on a vase, at the end of the jump.
If you manage to live with it and survive, you will instead gain the ability to talk to pants telepathically and receive it as a pet-companion. Letting it keep living on your skull is optional.

+600 cp – Hard mode

How brave of you jumper…

You are reduced to your body mod, and lucked out of your warehouse for the duration of your stay here. Any and all items you bring from outside this jump will remain locked in your warehouse. This effect applies before you receive the results of this here agreement, and so, anything purchased here is yours to use and abuse.

+600 cp – marriage (requires one companion)



You have pleased the old god Sylvian, jumper, he has blessed you with marriage. You will fuse with a companion of your choice, and will become a Marriage, a twisted humanoid being with the strength of both the participants, and the beauty of neither. Your soul, however, is still your own, and for the duration of this jump, your companion will count as dead. After the jump is over your flesh and theirs will separate again, but the ability to fuse again will remain, as long as both parts are willing.

Do note that this is not a painful process, quite the opposite actually, and it will heal any and all wounds of the body, no matter how severe. In future jumps fusing will not result in the death of your companion, only a temporary coma. You will only be able to fuse in marriage with the companion chosen here.

+600 cp –abominable marriage (requires one companion / requires marriage drawback / incompatible with the penance drawback)



What have you done, jumper…

It seems you have undergone marriage with not one, but two companions. Your form is now a twisted hideous amalgam of the 3 participants of the marriage, a hulking grotesque thing. Any who gaze upon you will know of the taboo you have broken.

After this jump, you will, in addition to the benefits of the marriage drawback, gain the ability to fuse in a similar fashion with any person who consents to either fusing having carnal relations with you, even if they are ignorant of what exactly Marriage entails.

+800 cp – Le'garded (incompatible with the penance drawback)



You are in grave danger jumper…

You awaken chained in an unknown cell, reduced only to your bodymod, deep in the dungeons of Fear and Hunger, naked, cold and afraid. Your companions will know of your situation, but not you location.

If they cannot reach you in half an hour or less, your throat will be slit, and your chain will end. If they succeed in saving you, you will then have to travel deep beneath the dungeon and reach the lost town of Ma'habre, where all your perks will be restored (unless you have the hard mode drawback).



Prison Builder

The Guard receives does not have to pay the initial cost.

Welcome, here you can build the prison you aways dreamed of having and full your lifelong dream of being a Warden.

For a measly 400 cp, you will receive a fully staffed prison, and a sum of 1000 dungeon points with which to customize it.
Further dungeon points may be purchased with cp at a rate of 1cp to 2dp

To be received at the end pf this jump, as a property. You may attach it to your warehouse, deploy it on the world at an appropriate location or have it appeared at your starting location on each new jump. This choice may be changed at the start of each jump.
Any and all compatible properties you have may be merged, combined or imported in to this one, now and in the future.
Any and all compatible followers or organizations may be seamlessly merged or added to the staff structure of the prion in a manner of your choosing.
The specifics of the prison, such as design and technology level may be adjusted to the jump upon entry, if you wish.

Configuration

First one is free, subsequent cost 100 dp (multiple choices combine in a manner of your choosing)

Aboveground – Your prison is located above the ground, save for basement and storage rooms.

Underground – Your prison is located under the ground, save for its entrance and related space.

Towering – Your prison is structured like a tower, rising high above the ground, taller than its wide.

Underwater – Your prison is located under a body of water, save for its entrance and related space.

Biome

First one is free, subsequent cost 100 dp (multiple choices combine in a manner of your choosing)

Coastal – Your prison is located somewhere in the coast, near the ocean.

Woods - Your prison is located somewhere in the woods, surrounded by trees.

City - Your prison is located somewhere in a city or town.

Swamp - Your prison is located somewhere in a bog or swamp, surrounded by still water, bugs and foliage.

Island - Your prison is located somewhere in an island, big or small, surrounded by oceans.

Lake – Your prison is located somewhere in or by a lake.

Mountains - Your prison is located somewhere in, surrounded or by the foot of a mountain.

Ice - Your prison is located somewhere in the icecaps, on a large enough iceberg or frozen landscape.

Desert - Your prison is located somewhere in the desert, surrounded by sand and heat.

Vulcanic - Your prison is located somewhere in or around a volcano, active or otherwise.

Cavern - Your prison is located somewhere inside a cavern. Surrounded by darkness and silence.

Size
Choose only one.

+ 300 dp – Individual – Your prison was made and designed to fit only a single prisoner.

+ 100 dp – Micro - Your prison was made and designed to fit about 10 prisoners.

0 dp – Small - Your prison was made and designed to fit around 25 prisoners.

100 dp – Modest - Your prison was made and designed to fit close to 50 prisoners.

200 dp – Medium - Your prison was made and designed to fit nearly 100 prisoners.

300 dp – Large - Your prison was made and designed to fit a little over 200 prisoners.

400 dp – Enormous - Your prison was made and designed to fit more or less 400 prisoners.

500 dp – Endless - Your prison was made and designed to fit an unlimited number of prisoners, expanding to fit however many you bring.

Special designs
multiple choices combine in a manner of your choosing.

200 dp – Labyrinthian – Your prison is unnavigable to all except its trained guards. Corridors that twist and turn and seemingly lead nowhere. Bustling with hidden shortcuts and passages known only to the staff. Any intruder or escapee attempting to find their way-out risk dying of starvation, trapped and lost in the corridors of your domain, warden.

200 dp – Prison boat – Adrift amidst the waves, your prison floats serenely in the ocean. Monolithic and implacable. Any who attempt to escape better know how to swim, and how to speak shark.

200 dp – Fortified – As much a fort as a prison, this is as impregnable as can be, build to survive and repel outside attacks, wherever it’s a bunker, a castle, or something else will depend on the specifics, but what it’s not is a soft target.

200 dp – Giant – The roof feels like the sky, and each door feels like a castle gate. This place is huge

in scale, and looks as if was built by giants. Your prisoners are sure to feel like ants in here.

200 dp – Prison colony – This is no ordinary prison. The prisoners roam free and form rules and hierarchies amongst themselves. The only rule is that none are allowed to leave the grounds of the prison.

200 dp – Prison city – how peculiar, it seems that, for whatever reason, the staff of your prison have nowhere else to go, after their work is done. And so, habitations and accommodations have been built around your prison for they to inhabit outside of work hours. They may even have brought their family to live there.

200 dp – Pit – A very unique design for a prison, warden. The prisoners bellow and the guards above. No need for gates or doors, the very walls and the force of gravity are enough to keep the damned contained. And any who attempt to climb out better hope there is no guard looking down.

200 dp – Luxurious – Are you sure this is really a prison? Spacious rooms, comfortable beds, warm fireplaces and sumptuous meals, maybe even a pool or two. This is a place of luxury and comfort, seemingly.

200 dp – Factory – Work, the backbone of society. Your prison is equipped with all the tools and resources to produce the products and goods of your choosing, likely using the manpower contained within.

200 dp - Dungeon – This is no place to be. Dark claustrophobic corridors, tight cells, cramped spaces, cruelly designed furniture and unsettling sounds. This place seems designed to be unsettling and to provoke the most discomfort possible. There will be no resting here, this is a place of suffering.

Enhancements

multiple choices combine in a manner of your choosing.

100 dp – Cursed – There will be no leaving this place, not even in death. Those prisoners who perish inside your prison will remain as bodiless spirits, no more capable of escaping than in life.

100 dp – Rubik – The walls are not where they were yesterday… The layout of your prison changes at intervals of your choosing, in a manner affected by your other choices here.

100 dp – Lightless – There is only darkness inside your prison, a least for the prisoners. All prisoners are incapable of sight while inside your prison, except if you specifically whitelist them. In a place without magic this may represent your staff having night vision goggles, for example.

100 dp – Haunted – Your staff is permanently employed. All staff who perish inside your prison may remain as ghosts, continuing to patrol the halls and as capable of interacting with the prison as they were in life.

200 dp – Motile – Your prison moves. Maybe it’s on treads, maybe it has wheels, maybe it has air balloons, maybe it’s something even stranger. Its speed is inversely proportional to its size. (If it could already move before it is now much faster).

200 dp – Doorless – There are no doors in or out of your prison, all entrance and exit is done through

a portal of some manner, under your control, or the control of someone you appointed to the function. In a world with no magic and no technology this may be changed at your discretion or turned off entirely.

200 dp – Branding – They will take this place with them, aways. Your prison now leaves a brand on its prisoners (physical or metaphorical, at your discretion) causing reoccurring nightmares (or dreams) and instilling in the a subtle but growing desire to return. Maybe so the nightmares stop, maybe so they can finally feel like they are home, it depends on the specifics of your prison.

200 dp – Perennial – All who dwell inside this domain of yours are now as eternal as it is, the prisoners that is, they will not die, no matter the damage they may have suffered or how long they have spent without water. They will not grow old. (This may also prevent them from losing their minds completely, at your discretion.) Only affects prisoners, so if you wish to use this for yourself, you will need to fully give up control of your prison and get locked up in it somehow.

400 dp – Fear & Hunger – The very air of this place inflicts suffering, causing unnatural hunger and fear on **all** who dwell within. It's enough to drive a man mad…

NOTES

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