

Version 1.0

Introduction

A world that seems, on the surface, much like your own. Wonders, horrors, corporations and nations. Utterly mundane, nothing to make note of.

Yeah, look again. This is the world of the Dresden Files, where all myths are true. Vampires, Werewolves, Fae and Gods lurk in the background, and a White Council of Wizards holds the mortal practitioners of magic in check. There are amazing horrors aplenty, but evil beyond words lurks in the dark. Careful, before you find yourself biting off more than you can chew.

You receive **1000 CP** upon arrival. Use it well.

Due to the nature of the series of events that lead to the big climax of this story, something yet unwritten, you have the ability to choose when you arrive in this world. Whenever it is, you must stay here for ten years from that moment onwards. You may determine your gender for free. Age… well that's a different matter here. Read on.

Origins

Drop-In

C'mon, you know how this works by now.

Ah, yes, one important thing to mention though. Beings from beyond Creation are something of a known quantity here. They're called Outsiders, and they are kind of the big bad of the setting. Being an outsider yourself, this would normally be a huge problem, since 'this Outsider is here to help' is a phrase that sets off more alarm bells herabouts then 'the teacher always makes sure to wear a condom when he teaches' - in that even if it's true, and even if, strictly speaking, it's better than the alternative, that doesn't change the fact that **something is *horribly, HORRIBLY WRONG***.

For this reason, your Benefactor has taken the precaution of…let's say 'negotiating a travel visa' with the local head honcho, the White God. This is not to say the locals won't panic if they find out, but Angels, Dragons, and Fae will not have kill-on-sight orders for you simply for being in this world. You'll have to piss them off legitimately first.

Citizen

A strange choice, to come to a world like this and not be a magic user. But it takes all kinds, I suppose. Whether a vanilla mortal or empowered somehow, you fall more on the Murphy side of the Dresden-Murphy scale in that you might be a fighter or a thinker, but you're unlikely to be a caster.

Practitioner

Or you can be this. Dresden, Cowl, the Council… magic is a great and terrible thing, and now you're among the rare few able to use it!

Mover and Shaker - 300 CP

Or, I suppose, you could be this. While it's perfectly possible to be a mortal while counting as a significant power in this world… it's unlikely. The closest a *non-magical* mortal ever got was to be a joke 'power' where everyone rolls up and takes his lunch money whenever they want.

This makes you a significant force in the supernatural politics of this world, one way or another. Or, at least, someone in the position to be seen as one.

Species

Mortal - 0 CP

The waste of text option. You know what this is.

Incidentally, a rule of this setting is that the more innate power a being has, the less freedom to wield that power they have. Angels, the mightiest of all, fundamentally cannot disobey God - the only meaningful choice they can make is whether to Fall, and forever after invert their nature from 'obedient servant of God' to 'spiteful defier of God'.

Mortals, on the other hand, have no innate power at all, and as a result possess the only genuinely unrestricted freedom of Will among all species in Creation. Mortals cannot be forced to choose. They can be tempted, and they can have their ability to choose stolen, but they absolutely cannot be forced to make a choice. Of course, if you want that ability, you'll need the appropriate Perk (See Pure Stupid Obstinacy in the Drop-In perkline)

Minor Power - 100 CP

There are many ways to achieve power in this world, and even more ways to achieve this kind of small-scale power. Too many to name, really. You are a supernatural being with this, but one that's strictly small scale. A werewolf like the Alphas, a Half-Yeti, an Einherjar, a Ghoul (though why would you want to be one I don't know). Essentially, you have one or two powers or abilities to set you beyond most mortals.

Vampire - 100 CP

Or you could be this. You're a Vampire from the Black, White or Red Courts… or one of the others that might or might not exist. A young one, recently turned or born. You have the typical powers of your kind, but a long way before you start counting in the eyes of the people who matter.

Of the Nevernever - 200 CP

Rather similar to the Minor Power option above, but for beings of the Nevernever. You can be a Fae of very minor power, or a Demon, or some other shade of minor being from the Nevernever. You don't have many bargains to your name, and no real Mantle, but you're in the right place to start rising.

Dragon - 400 CP

You're a True Dragon, a former pillar of Existence, responsible for the functioning of at least some part of reality… well your kind *used* to be that. While the powers and abilities of Dragons in this world aren't known in any kind of detail, one would imagine that the usual abilities like fire-breathing, resistance to magic and a form of a giant, flying reptile would be part of it. All the same, you have those abilities, whatever they are.

One known ability they, and you, have is the ability to create servitors, which are basically the dragons most people have heard of. While you're the same Species and have the potential to match or even exceed him, right now you're significantly younger and weaker than Ferrovax, so don't go taking estimates of his power as things you can deal with.

Archangel - 100,000 CP

You were there when the Creator said 'Let there be Light'.

You may have been the Light, actually. It was one of your ilk who, when meeting a mortal man, told them to 'be not afraid'.

A Pillar of the Universe, you are a being capable of destroying (or creating) entire galaxies, or galactic clusters, or more with a thought. For you destruction on that scale is not something you have to act towards, it's something that you can do with a thought. And then Undo.

You are part of a gigantic struggle stretching across creation, the battle older and more important than even the war against the Outside. This is the War of the Choice, the struggle between Good and Evil, where you war on Hell to urge mortalkind to choose Good over Evil, selflessness and altruism over greed and selfishness. It spans all that there is, or can be, or will ever be, and is fought the only way it can be, one choice at a time.

Unlike Uriel or others however, there are no restraints on your actions. Nothing could make you fall, and the White God has no interest in denying your actions. It seems you somehow retain Free Will despite all the powers you have been given, and it's seen as just as important to protect as the free will of any mortal.

No, the price is not a typo.

Perks

For each origin, the 100 CP perk is free and the others cost 50%.

General

Always Use Protection - 0/200 CP

Didn't think I'd send you in without this, did you? 100% immunity to Nemesis and all supernatural forms of information detection including Precogs, the Archive and Intellectus. Free for this jump, 200 CP to retain it.

Oh, and I suppose that if you want you can choose people to be visible to instead. But why would you want that?

The Sight - 0 CP

The ability to see beyond the mundane veil of this world, and see the magical truth of all reality. The Sight is a powerful ability, as it peels away the layers of deception from whatever you look at and shows you the underlying truths about them. Whatever about them is relevant in magical terms, anyway.

The Sight is different for different people, but in general you get a deep understanding of people by seeing the 'truth' of them, dressed up in metaphor and symbolism. A serial killer might appear drenched in blood, or a brave protector of people look like a medieval knight in shining armor, so on and so forth. Whatever you look at, you get to understand and see several layers deep into them, at the cost of having to interpret the symbolism.

Don't use this too lightly though, since you can never forget anything you see this way. And while it's immensely useful, it can also be traumatizing. Additionally, this gives you the ability to Soulgaze people by looking them in the eye, which shows you a picture of them as they see themselves and as they are, once again through complex imagery and symbolism.

One good thing is that this comes with a sanity protection so no matter what you see, hear or feel, the simple act of perceiving it alone won't make your brain leak out from your ears. Doesn't do jack to protect you from any other consequences, mind you. Post Jump, you can toggle the "automatic Soulgaze" ability on and off so you can look people in the eye again.

The Gift - 0 CP

The ability to use this world's magic. For free you get to be a minor practitioner, the level of the average paranet member.

Diplomatic Immunity - 100 CP

You're from another world, and just like Diplomats in foreign nations, you have immunity to certain laws. The Laws of Magic, that is. You suffer no consequence for breaking any of the laws of magic in this world, or any of the innate negative effects of magic like the Hex.

That is, you suffer no *magical* consequences, like the insanity, soul taint or obsession that come to Warlocks under normal circumstances. If you're seen doing it, or word gets out, the Wardens will try to take your head off just like they do with all Warlocks.

Monarch - 300/600 CP

The Power option.

On the face of it, this perk gives you the power and ability to stand on your own in this world. However, the way this might shake out depends a lot on what else you buy. While you largely have leeway to decide the details, by and large, this perk makes you powerful enough to stand with, say, a Senior Council member if you take it with Council Trained, complete with the skill and knowledge, and development of any specific specializations bought with **Exceptional** to similar level.

Similarly, it makes you a strong, serious contender in whatever faction or species you are a part of. A Black Court Vampire would be able to stand up to Mavra with this, and a Red Court could match Bianca or Paolo Ortega. A Fae or other being **Of the Nevernever** buying this would have many favors to their name, not to mention lands and holdings, enough to let them play with the big names in their factions, but not *the* big names. Think Eldest Gruff, not Leanansidhe.

That's all for the 300 CP version, though.

The 600 CP option straight up puts you among the great and mighty in this world, though it *is* a bit of a crowd. Mab, Merlin (the original one), pagan gods and full-on Demons are who you stand among now, competing over power and influence with beings who rule the very underpinnings of this reality. A Dragon buying this tier would be the equal of Ferrovax, or perhaps a shade or two weaker.

A practitioner who has this could have performed the Darkhallow, or attained this level of power some other way I suppose. Like said before, you get to work out the details, but however you got the power, this perk ensures you have it.

Nor is physical power the only thing this provides, as it comes with the commensurate skills, influence and worldly power that a being of your power and position would have, or the means to swiftly acquire them.

Drop-in

Pure Stupid Obstinacy - 100 CP

There are a *lot* of beings in this world who would bend your mind and make you their puppet, one way or another. Some might do it with magical effects, others just by *knowing* what to say. And for the vast majority of people, there is little and less they can do about it.

Not you, though. While this isn't an immunity to mind control and influence, it's a guarantee that no such thing will last on you. No matter how badly you get twisted, no matter if someone manages to tempt or charm you, sooner or later, and probably sooner, you'll find your way back into sanity and complete freedom of will.

The honey-laden words of a Denarian, the charm of a White Court vampire nor the glamor of the Sidhe can hold you for overlong, though they might just hold you for long *enough*.

Navigator - 200 CP

Many and varied are the paths through Nevernever. An eclectic, infinitely mutable realm that can change with every step, where one stop might take you from a Desert into a Blizzard. While the curious way time and distance here makes it possible to use it for immensely useful shortcuts across the globe, the dangers on the paths and how complicated they are make it a challenge to actually put such things to use.

Except for you, I suppose. Your talent and ability at discovering immensely useful and safe Ways through the Nevernever can only be said to have been matched by the likes of Margaret Le Fay. No matter how far away or how hard to get to a place might be, you can count on always being able to find a Way through the Nevernever to and from it, or through whatever similar dimensions you may encounter in the future.

It's like magic, one could say.

Hero of Another Story - 400 CP

It's not always fun to be part of the hubbub. All the danger and high stakes can be really wearing on the nerves, not to mention bad for life expectancy. At the same time, complete dullness in life isn't something to aspire to either.

You now have a sort of 'dial' at the back of your head, which allows you to set how much the meta plot of the local universe cares about you. While this doesn't really work out well if you start trying to target it on a micro-scale, you can, in general, fade in or out of the world's attention at will. This works even after you do some *really* attention-grabby things, so long as you aren't doing them at the actual time.

You could be part of a team that takes out one of the great magical superpowers of the world and go right back to being a down-on-your-luck cop a couple days later, no fuss, no muss. This isn't practical in any kind of immediate use because of the timeframes it works at, weeks at minimum, but it's great to let you dip out of long, ongoing conspiracies until you feel like interacting with them again.

You can even set this to allow you to have your own adventures without affecting the overall picture, if you want to go for the 'hero of another story' angle.

Archive - 600 CP

One of the most powerful beings in this world, for all that she's a small child right now, is the latest of a long bloodline of women who have the power to know, instinctively and completely, every piece of knowledge and wisdom in the world.

That's a power you now have, too. You have access to… well, a Mental Archive that holds a real time, self-updating record of every single thing ever put to text, typed into a word processor, or otherwise documented/known. Every book, every homework assignment, every scrawl on every wall, the whole shebang.

All that is now at your fingertips. Naturally, the magical knowledge this gives you is just about limitless, but more than that it makes you privy to a *lot* of immensely dangerous secrets.

So much so that this perk comes with a bundled-in immunity to all Memetic threats and a 'below the radar' effect that makes it so you don't count in any magical reckoning of such, so you won't be dooming yourself and the world just by knowing some of this stuff. But seriously, the Archive is the lynchpin of a war against monsters sneaking into reality to destroy it, and unlike her you have no neutrality obligations. Do be careful.

In future jumps this naturally updates accordingly.

Citizen

Just A Really Good… - 100 CP

Reporter? Cop?

Well, *something*. This perk makes you, in the simplest terms, a superbly capable professional in a mundane field. Where 'Mundane' is defined as 'non-magical', and that being the only limit on what this perk can give you.

So you can be an amazing scientist, or actor, doctor, soldier/mercenary… the sky's the limit. Not only are you among the finest specimens of your chosen profession, you're also an utter master of every related side-skill that plays into it or can be **reasonably** expected to, even the ones you wouldn't *think* would be that relevant. Most policemen never fire their weapon in anger, but buying this perk to be a cop would make you able to outmatch most professional shooters, so on and so forth. Just don't try to argue that you should be an amazing hand-to-hand fighter because of how good a salesman you are or something like that.

Now if only you had an actual Job to use these skills in.

Old World Practices - 200 CP

There are a thousand and one different gribblies out there, all with their own cliques and groups. And whenever the unfortunate event happens where a modern day mortal has to interact with them, they all expect them to behave perfectly. It's like they're expecting everyone to be… well, *you*, actually.

Turns out you do know all the proper mannerisms and etiquettes. Yes, all of them. You seem to have been provided a very strange form of intellectus now. Or maybe you're a kind of Archive.

Anyway, the point is that you have the ability to just know the right way to behave in any and all supernatural environments and interactions. You know the obscure phrases in languages dead for most of history that this specific demon lord likes, you know that the king of the Tylwyth Teg is a baseball fan, you know to turn away and run really fast if you see a certain mother-daughter pair at Disneyland… and so much more.

Baron of Chicago - 400 CP

Or even beyond him, possibly. You are, in simple terms, a Criminal Genius. When it comes to all the details of building and ruling a massively powerful criminal enterprise, you are among the best there have ever been.

From organizing the first basic racket to organizing a massive gang or crime family to all the details of running it, you have a talent that needs to be seen to be understood.

This can be done as ethically or unethically as you like, but either way, you could come to rule a city's underworld, and soon much more, almost before you realize it.

Relevance - 600 CP

So in a world with magic and monsters, one might feel cause to doubt how relevant a normal mortal can be, without any magical muscle of their own. After all, even the ordinary critters of the night tend to fall towards the 'bullet immune' side of the fence.

Well, with this perk you can do something about that. You have the curious, almost wondrous ability to bridge the gap between the mundane and the magical, even if only in the ways you can wield your powers. It might be that you use money to dig up magical artifacts, or you make alliances with magical forces who need something from the mortal world, but you can make whatever form of 'power' you have relevant and useful in just about all the ways power can be defined.

You know how to use what you have to get what you need, and this works in both directions. So someone who is a magical heavyweight would find themselves suitably rich and influential in short order, too. More than just the grand prospects of power, this also works on the little stuff. Using police investigation skills to solve mysteries of the Nevernever, using a Mortician's skills for patching up people… your ability to cross-utilize skills beggars belief.

Practitioner

Council Trained - 100 CP

You have all the power, talent and training to make you a full Wizard of the White Council. Your specialty and specific skills are left to you to decide, but you are extraordinarily skilled in at least one field.

You may choose to be a Warden for free if you want.

This perk can be bought multiple times for additional skills and knowledge, either general or specializing in certain fields of magic.

Mad Wizard Jumper - 200 CP

Actual magical skills are one thing, but sometimes rumors and fame, even infamy can be just as useful, if not more.

Whether by your own deeds, in this world or previous ones, or by deeds you do shortly after arrival, entirely nonsensical lies or someone else's actions misattributed to you, you somehow have an unbelievable level of fame among those in the Know.

This can be good or bad, that's your choice, but either way you are not just known, but well known. And this isn't just minor rumors that no one of worth puts stock in. However the specifics work out, these tales are taken as actionable intel, and result in you being treated as a major force in supernatural politics.

You are regarded with virtually the same level of infamy and notoriety as Harry Dresden post Battle Ground, possible possessor of magical superweapons and all. Again, all the finer details and specifics of just what kind of reputation this is, what actual stories and anecdotes go into it and all the rest are up to you, but you are held as a significant force that must be taken into account even by the greatest powers when they make their plans, while organizations like the White Council would probably maintain their distance and take the insult of backing down instead of investing the level of resources it would take to bring you down.

In future jumps you get a chance to dial the effects of this perk down to a level you're more comfortable with, or flick it off altogether… though only at the start of the Jump.

If you want, this can come with a cool title, like the Gatekeeper or Blackstaff, though given as those are job descriptions a real example would be… Toymaker? I guess so.

Exceptional - 400 CP

There is more to magic than just having power and casting spells or making potions. Beyond what everyone can do, there's all the things that can be used to rise above the crowd, to be… well, exceptional. Some are born with the stuff, others have to get it the hard way.

You have such a thing yourself now. Maybe you're simply absurdly powerful, as far beyond Harry Dresden as he is beyond ordinary wizards. Maybe you have unbelievably good control over your magic, being able to multitask and multicast like the Archive or the most effective, skilled of Wizards out there.

Could be that you're just brilliant at making enchanted items or potions to obscene, insane degrees. Or perhaps you have something like Mortimer Lindquist's ability with spirits, or Listens-to-Wind's talents, only exaggerated to extreme levels. This can even take the form of a contract with some Nevernever entity providing you something like Summer or Winter magic, a demon giving you Hellfire or an Angel allowing you to use Soulfire.

Long story short, this is a major magical ability that enhances your magical skills directly in depth and scope, especially since you can develop it far beyond what you get to start with. If you buy it without being a wizard it would make you a minor power all by itself.

Needless to say, this can be bought as many times as you want.

Starborn - 600 CP

You were born on Halloween! Well, even if you weren't, somehow you have all the benefits of someone who was anyway. That is, you happen to be a Starborn. Born with the ability to interact with Outsiders without getting corrupted in body or mind… and other mysterious things not yet revealed.

For the purposes of this perk you have the ability to interact with Outsiders and the Outside without needing to be concerned in any way. It includes a flat immunity to Nemesis and others like it, along with quite a lot of their powers that work by controlling or corrupting you in any way. Firstly this takes the form of a protagonist's role in the story, complete with plot armor and all the rest.

You find that your enemies forget half their powers when fighting you, or just make mistakes it doesn't really make much sense for them to be making. People who should be impossible, terrifying monsters… aren't. This doesn't mean that you can expect to just win everything, but it does mean that so long as you don't pick some kind of impossible fight or stupid enmity, you will *probably* survive 99.9% of the scrapes you get into.

And of those, if you're really clever and really capable, you can probably *win* most of them. Again, this won't do anything truly *impossible*. But you find yourself getting second, third and fourth winds, making leaps of logic when figuring out plans that are all improbably correct, and all other kinds of things that almost make it seem like your life is a novel being written for entertainment instead of reality.

Mover and Shaker

Rules of the Game - 100 CP

To be a magical being of any significance in this world is to be a lawyer. And not just a lawyer, a really, really good one. Simply for the sake of functioning, every being of any meaningful level of power dwelling in the Nevernever has to know the rules and be able to push *right* to the edge of them, because for most of them their nature simply won't let them take the final step.

This is an expertise you also share, now. You are as good as anyone at manipulating your words, timing, actions and… everything, really, to convey exactly the message you want to, while holding to all the rules that bind the supernatural in this world. You can completely mislead people without uttering a single lie, screw them over in hilarious (to you) ways while remaining on the good side of free will and 'fair' trades, and pretty much all the other tricks that make people so terrified of dealing with beings from the Nevernever.

Unbound - 200 CP

Oh… wow. This is kinda a big deal here.

So the way things work for magical beings in this world is, Power has Purpose. The more power you have, the more bindings that come with it.

Except for you, evidently. While this perk doesn't give you so much as a smidgen of magical power, what it does do is something many of the mightiest forces in this world would do anything for. It allows you to retain a mortal's free will no matter how powerful you become.

You could be a Fae, god, dragon, spirit… anything, and be entirely unrestricted by any bindings you haven't agreed to yourself. Hell, you can even pick up Iron and lie your ass off without a care in the world as a fae.

Mind you, this doesn't do anything to protect you from any contracts or bindings you enter into yourself, but anything that would be imposed on you as a simple fact of your nature or as part of this world just slides off you.

Keep in mind, something like this is also provided by the main antagonist, a creature known only as Nemesis and if you're suspected as being infected by it it would put you on just about every shitlist that exists. So just… don't flash it around, kay?

Intellectus - 400 CP

Yeah, this is what you think it is. Only, very sharply limited. You have total intellectus in a field, which can be approximately as broad as 'best way to hurt people'. In that specific field, you know all that there is to know, and all that there can possibly be to know.

You can, of course, buy this multiple times to get more fields of knowledge and/or broaden your range. Additional purchases are ***not*** discounted. And yes, the knowledge this gives you is expanded with future jumps.

Ring Giver - 600 CP

Is an ancient and archaic way of referring to overlords, such as kings or emperors.

It's also what you are, now. You have the ability to empower others in your name, or the name of your faction. Much as the Fae have the Summer and Winter Knights, and how gods can have champions, you have the power to bundle off your powers, perks, abilities, skills, or whatever parts or combinations of them you want and gift them to others.

This can be anything, from mundane skills to talents in a specific field, specific perks, the ability to cast branches of magic, or sheer raw power, but you can parcel it out of yourself, and grant it upon people. If you want you could even make a Mantle out of it much like the Winter/Summer mantles. You can give these to someone specific or set conditions for it to find a suitable wielder, and it can be ethereal and impossible to pin down, a fae/divine mantle or physical objects, it's all up to you.

You lose whatever you give away to a major degree. Not completely, of course, and if you grant someone abilities that have simple 'Yes/No' effects the reduction might not even be noticeable. But for things that *are* measurable, the less there is remaining in you, the slower it grows back… barring the effect of other perks/objects.

The power you grant can have various effects on the bearers, be they cleansing or corruptive, but the one clause you can't violate is that the bearer must be willing. That is, when they first take on the power. What happens after is entirely between them and you.

Items

For each origin, the 100 CP item is free and the others cost 50%.
Wherever relevant, you may import existing items at no additional cost.

General

Jumper's Pub - 200 CP

Basically a copy of McAnally's pub. Arranged and furnished in sets of thirteen - 13 pillars with intricate fairy tale scenes carved in them, 13 tables, 13 stools at the bar, 13 ceiling fans, etc.

Comes staffed with a couple of followers. A bartender to serve the customers, and a piano player to provide ambiance as there are no electronics included. Both are men of few words.

The bar is continually stocked with food and drink. Simple but high quality and delicious food like steak sandwiches. Home brewed ale good enough that it might just ruin all other beers for you, as well as a private stash of ale that's even better.

Most importantly, this pub is universally recognized and respected as Neutral Territory. So long as you, the owner, don't violate the neutrality then neither will anyone else short of beings like Outsiders and other such omnicidal eldritch monstrosities. It has a regular clientele of the local supernatural element, or the closest local equivalent, it will occasionally be used as a neutral meeting ground for negotiations. This all continues in future jumps.

Hades' Vault Coupon - 300/600 CP

The Vault of Hades is quite possibly the greatest treasure trove in existence. And now you have access to it, in the form of a single coupon, which can be exchanged for one or more items from the death god's collections.

For 300 CP you can claim any 'minor' artifact that can reasonably be expected to exist in the Dresden Files universe. Even things seen on-camera might have prototype versions you can get, or unauthorized bootleg copies… how exactly this works is between you and Hades, but you can get anything at the level of, say, the Blackstaff, the Judas Noose, Little Chicago, so on and so forth. Nothing world-changing, but an immensely useful, remarkably powerful artifact.

For 600 CP, on the other hand, the Good Stuff is on offer for you. The items here are among the greatest in the world, things like the Christ Artifacts, the personal symbols of powers of some gods, magical WMDs… the items you can get here are truly mighty, on a scale that has to be seen and withstood to be believed.

Both levels come with virtually unlimited access to all kinds of precious metals and stones, because of course they do. This is the Vault of Hades.

Accords Membership - 200/400 CP (Free with Monarch)

Not much to explain here. Instead of being out in the cold, you emerge as a member in good standing of the supernatural UN. You have rights when interacting with other members of the Accords, and terms that parties must respect when dealing with you lest incurring heavy penalties, and more.

The 200 CP version either gives you a seat here as a Freeholding Lord or as a senior member in one of the existing Nations that are a part of these pacts. Your rights are great, but limited. This is free with any purchase of **Monarch**.

For 400 CP you are a member of standing equal to the Merlin, or the White King or indeed, Mab herself… at least officially. You can get this for free with the 600 CP version of **Monarch**.

Demonreach - 700 CP

There were once monsters that lurked in the dark. There still are, but what's out there now pales in comparison to what humanity has already won against.

Old Gods, Titans, Demons and devils, abominations from the depths of the Nevernever and half-breed creations of mortals and immortals. Things of myth and folklore, of nightmares become real. These are the things that taught humanity to fear the dark.

Until they were defeated, anyway. Heroes, wizards, knights, saints and gods across the years beat and bound these beings, and as a result humanity was able to grow. But many of these beings are immortal and therefore would need to be contained, not killed.

That's where this place comes into being. Demonreach is an unmarked, unknown island in Lake Michigan. This might be that, or a different, similar facility.

That is, this is a prison full of the worst monsters, abominations, demons, dark gods and nightmares you can possibly imagine. Flip through any mythological book and list the demons in it, and odds are there'd be at least a few of them among the inmates. Six Naagloshi, horrific, monstrous beings that it takes nukes to kill for sure are just the least important of its prisoners.

And now you happen to be its… Warden, Owner, controller… *something*. Whatever it is that you are, you have control over the island and the prison, having performed the Sanctum Invocation… or having the link anyway somehow. The *Genius Loci* controlling both the prison and the island answers to you, and you have full access to its Intellectus covering the island and prison, and every aspect of both.

You can order the Genius Loci to raise or lower the defenses, make changes or improvements, or command it to take in new prisoners, which it can do from rather significant distances away, actually. You can even make it release its prisoners, if for some godforsaken reason you happen to want to.

Drop-in

Wheels - 100 CP

Not much to write home about, just your basic vehicle to move around in. This is any car of your choice, provided certain benefits. It never breaks down, never runs out of fuel, is entirely immune to the Hex and makes any device inside it similarly immune, and has a front bumper designed to run big, strong supernatural beings over. Useful in a lot of situations, especially that last feature.

If this somehow gets trashed a new vehicle with all the same features shows up in your warehouse the next day.

Potions Cabinet - 200 CP

A small cabinet holding about a dozen vials of any combination of potions you can think of. These can be any potion seen in the books, or other potions that can logically be considered to exist.

These can't be anything truly rare or impossible, mind you. No fairytale love potions or elixirs of immortality. But powerful healing draughts, lust and escape potions… all that can probably be found here, and more.

Oh, and everything here is made from the very finest ingredients that can possibly be. No shortcuts here, no sirree. The contents of this thing get restocked every week. Unused potions stack.

Warded Home - 400 CP

You are the proud owner of a magnificent new address of your own! Either a gigantic mansion in the countryside or an unbelievable penthouse apartment in the city, this is a place with every comfort known to man, and several that aren't.

But more than just the obscene luxury of this place, what truly makes it valuable is the sheer quantity of *magic* put into it.

To begin with, a deal with the Svartalves means that this is full of technology that has absolutely no problem with magic of any kind. Seriously, the Senior Council could drain themselves dry casting *Hexus* around here and none of the devices would even notice. But beyond that, anchored onto a Carpenter-grade threshold are wards that would make the White Council's HQ at Edinburgh seem lacking.

Seriously, this place is *protected*.

Denarian - 600 CP

Oh boy. Where did you find one of *these?* 'This', in question, being the coin of a Denarian. But as if that wasn't rare enough, this is rather more than that.

While unlikely to be any more moral or righteous than their fellows, this Denarian is utterly unique in that they *don't* want you to fall to the Hells and/or be their puppet. Instead, they're content to be an impossibly knowledgeable advisor, sounding board and teacher, while letting you go about doing whatever you want entirely free of their influence. It seems like they're giddy with the opportunity to actually get *out* of this universe with you at the end of this jump.

For those not in the know, this is one of the Fallen Angels trapped in the Thirty pieces of Silver paid to Judas, a member of the Order of the Blackened Denarius. A being quite literally as old as the universe, the depth and breadth of what they know is beyond mortal (and most immortals') comprehension. And this isn't one of the rank and file either, the Angel *this* coin holds is second only to Anduriel in terms of power and knowledge, not to mention having their own unique power that you get to define, that's on the same level as being able to use any shadow in the world as a listening device. Any shadow, but not *every* shadow, mind you. An important difference.

Alternatively, you can have them be any of the other angels you're partial to… for whatever asinine reasons it might be. They do become a true ally in all the ways mentioned above.

Citizen

Day Job - 100 CP

Not much to write home about. You have a solid, well-paying Day Job that brings you into contact with the Supernatural to the exact extent you'd like it to.

Apart from that, it's a solid job that's somehow resistant to whatever amount of time off you take.

Paranet Account - 200 CP

The paranet is a network of minor practitioners scattered across the U.S.A, each of whom are too weak to matter individually but can get up to some serious stuff once they're put together.

You have access to this network now, with a trusted account and reputation. You can request favors, discuss magical theory, seek out people who need your help or can help you, and so forth.

Arsenal - 400 CP

An entirely mundane one, before you get excited.

But an arsenal all the same. A small army's worth of the very best in guns, bombs, tactical gear and all the rest needed to either take down or protect a major city in the US, provided you can find the soldiers to use them.

The weird fact however is that everything here is weirdly, excessively effective on Supernatural beings, even on things that it should have a lot of trouble with. *How* the flamethrowers in here are able to do serious damage to Winter Fae is unknown, but the damage is done anyway.

Seriously, a direct hit from one of these rocket launchers could take down a giant.

Jumperacchius- 600 CP

The Fourth Sword of faith. Maybe its hilt is made from the Wood of the Cross?

Anyway, it has a powerful angel inside it, and all the powers of the three swords of the cross. That is, bearing this sword marks you as a Knight of the Cross, and grants unto you certain powers that Knights normally only hold whenever it's convenient for the plot.

You have Mysterious Ways working for you, ensuring you happen to be at the right place at the right time, every time. Whenever you stand against Evil, and one does mean *real* evil here, you find that you can move faster, hit harder, resist more damage. It's as if your abilities are… equalized to your opposition, somehow.

And oh, this sword can kill anything. That's *anything*, so long as it's engaged in behavior that would go against good as defined by the White God. As it's *really* defined, not what comes out after two thousand years of religious politics. And weirdly, it kills them without any metaphysical effects occurring due to it, even in the case of entities holding up serious weight.

In future jumps the sword switches to your moral compass… at the start of the jump, not changing every moment.

Practitioner

Magical Focus - 100 CP

An extremely high-quality focus that you hand-crafted out of the very finest materials possible, using time and dedication and effort. We're talking staffs made of millennia old trees studded with Gold and Gems from the temple of a God of Magic level stuff, here. The last Merlin to have a focus this good was *Merlin*.

Self-Made Equipment - 200 CP

A focus is good, but it's just a start. Over the course of time, any self-respecting Wizard comes up with their own little collections of tools and tricks, like Harry Dresden's duster and rings, or the Warden Swords designed and made by Anastasia Luccio.

This is yours. It's a collection of small-scale, superbly made magical tools, weapons and equipment designed to be highly useful in day-to-day work. Maybe there's a map that you've enchanted to be extremely useful in tracking people and things, maybe there's a suit of clothes tougher than any armor…everything here is things anyone wizard could make with some time and effort, but these ones are notable for being made *really* well.

Workshop and Library - 400 CP

Much like Batman, Wizards are all about the Prep time. With sufficient time, knowledge and resources, Wizards can do just about anything. And while this item isn't an unlimited quantity of all of those, it comes close.

First of all, you receive a full copy of the White Council Archives and Library, including several personal Journals, spellbooks and knowledge stores of some of the greatest, most powerful Wizards there have ever been. While this might not have the exact steps used by Merlin to create Demonreach, it has a fair few of them.

But more than that, it has vast details of just about any kind of magic you can think of. Warding, Evocation, tracking… to the entire collection of the Word, Mouth and Heart of Kemmler, books like *Die Lied der Erlking*, and so much more that most wizards would kill to have.

More than just that, you also get a Workshop to match. In terms of apparatus, reagents, setups and all the rest, if this magical workshop isn't the best in the world, it has to be among the top five. It's a rare potion or item that you can't at least make a shoddy version of from what's here.

That's just in terms of generic items, mind you. This place doesn't have any 'specific' reagents like stones from various corners of Chicago for you to make Little Chicago, but it has just about everything else you need.

Eye of Balor - 600 CP

Pretty much what it says on the tin. A massively, outrageously powerful magical superweapon that can wither the world. The eye emanates a destructive effect that's almost impossible to stop except with the Eye's own coverings. Coverings you can remove partially or fully to refine and direct the destructive effect.

This can be a copy of the real Eye, or the actual item if you want Ethniu to panic so many years in advance.

Fun, eh?

Mover and Shaker

A Magical Business - 100 CP

A lot of the Old World's mighty have problems adjusting with the new one. Not you.

Much like Monoc Securities, you have a full-fledged, entirely established mundane business that can pass flawlessly for an entirely mundane enterprise.

This can be something as small as a shop or as large as a full megacorp, but the point of it remains the same. It's a bridge between the supernatural and the mundane, serving perfectly to allow you to deploy your magical and supernatural strengths into the mundane world to build wealth and power, cultivate contacts and associations, and of course, support your magical endeavors however you please.

Favor(s) Owed - 200 CP

Ooh, spicy. This is a favor owed to you by a fairly significant mortal out in the world. Either a full Wizard, or someone powerful in the mortal world like a major league politician or businessman, this is a fairly valuable commodity in certain circles.

You can buy this as many times as you like. You get similar favors from locally important people in future jumps.

Bloody Dagger - 400 CP

The Fae courts have the Stone Tablet, and you have, well, this. *This* is a tool of your choosing, through which you can increase the personal powers of yourself and your supporters.

Just as blood spilled on the stone tablet passes the power of the Sacrifice to the court owning it at the time, any blood spilled using this Dagger passes the powers of the being killed to you, to keep or redistribute as you please.

Of course, it's not quite that simple. Just like the Tablet, this thing doesn't just work any time you want. In fact, it only works two days out of the year. One is Halloween, when all immortals are… not.

The other is a day of your choosing, like Midsummer or Midwinter for the Courts. You can select any day of the year, but can't change it once set until the next jump.

Kingdom - 600 CP

Not really that much to say here. This is a gigantic territory in the Nevernever, similar in size to the lands of Winter or Summer. Aligned with your powers and nature, it obeys your will on a magical, cosmic level.

But it's not just territory. You also get a fortress-palace like Arctis Tor complete with the protections and luxuries of it, more mortal wealth than you can reasonably ever spend, cities and palaces and castles. All around a theme you get to choose. Are you a demonic warlord, a fey prince, a god, something else entirely… all up to you.

Whatever you choose, you get all the infrastructure of a gigantic Nevernever kingdom oriented around that choice, but none of the people.

Companions

Import/Create - 100 CP

What it says. You get to import an existing companion, or find a new one. Either way they get 800 CP to spend, and can be given more at a 1:4 ratio.

Fae Housekeeping Service - 100 CP

Faerie housekeepers will clean any property you own to pristine cleanliness whenever the locations are empty for a little while, and will leave the place with a pleasant natural scent. They will stop this service until the next jump if you tell anyone about them.

Foo Dog - 100 CP

A purebred Foo Dog from the same litter as Mouse. Big. Furry. Smarter than you? Probably. Might be a weird variety of Angel, unclear.

Recruitment Ticket - 100/300 CP

A ticket to take any of the locals you want out of this jump into the future. You do have to convince them yourself, though. 100 CP for anyone below, say, Donar in power. 300 CP for the top tier.

Jump-Lord's Guard - 200 CP

Pixies, gremlins, dewdrop fairies, tiny Sylphs, and all other manner of small wildfae are now sworn to you. They come when you call, and can do all sorts of tasks in exchange for offerings of food or drink, most typically pizza.

This can be grown into something seriously powerful if you start heaping powers onto them and/or giving them responsibilities and authority and Favors.

Spirit of Wisdom - 300 CP

Oooh, this is fun. A truly ancient Spirit of Wisdom is at your disposal now, Jumper. This is an ancient thing that makes Bob look like a baby. And it's been handed down… or taken forcibly from all sorts of practitioners since then.

It resides in a Copper device of exquisite make, but the copper seems to be shockingly bad quality. Don't bring this up to the Spirit unless you want to hear complaints about the Merchant who cheated even the Spirit when it bought this residence from him. But that's how old it is.

Lord Skin - 200 CP

One day in your jump, you find yourself encountering a small, dwarf-like, ugly being. He calls himself a Goblin Lord capable of all kinds of miracles, but specializes in transmuting things into gold and other precious metals.

Upon being asked his name he says that discovering it is part of the challenge. He will only entertain you further if you successfully tell him his name. For a hint, he will tell you some call him Lord Skin. You have three days and nights to find his full name.

Researching Lord Skin, you find that he's a great power among the Wildfae, wealthy and mighty beyond easy comprehension. So much so that he barely lost out Kingship over Goblins to Lord Herne despite being entirely useless in a fight. A scrupulously fair dealer, he offers to give you unlimited wealth and three favors besides, if you will take him with you into future worlds with new bargains and new deals.

He also asks you to remind him never to make any deals with young women involving children. The women always cheat him but he can't resist making them.

Court - 400 CP

This is what it can be grown into. A full-sized Court. A truly vast array of Nevernever beings who are sworn to serve you in whatever manner you desire, though in exchange for certain rights and privileges of their own that you are bound to uphold, much like a feudal king over their nobles.

These can be of a vast variety of natures and kinds, or an eclectic mix from many kinds. If you buy the **Kingdom** above, this becomes a full nation peer to the Fae superpowers, complete with highly powerful nobles among them, since you get a gigantic 7000 CP to spend on at least ten nobles of your court, who will be as Leanansidhe, Cat Sith, Eldest Gruff and others are among Winter and Summer.

Bound Titan - 600 CP (Free with Demonreach)

Oh. Um, no one expected this I think.

You have at your beck and call a Titan of the old blood, a full-powered being of the same power and age as Ethniu or Hyperion or Cronus or any of the others, the generation of Divinity that preceded most known Pagan pantheons.

They're bound to obey your will, and are surprisingly cool with the arrangement in that they see you as an equal and a ticket out of this reality. All of their nightmarish levels of power, skill and knowledge is at your disposal, though trying to treat them like a menial servant or calling on them too often can make them annoyed with you.

Drawbacks

Extended Stay/Prior Entry +0 CP

Pretty much what it seems like. You can freely choose your entry and exit points for this universe, so long as you spend a minimum of 10 years here.

Supplement Mode +0 CP

Seeing as the Nevernever connects to all Earths (but apparently not once you're past the moon), *especially* that one with Spider-Man, perhaps you find yourself in a world that shares a shared history between both of these Jumps. Alternatively, maybe you've decided you want to see what shenanigans Maggie's getting up to at her school as one of her teachers (once that series/Jump comes out).

Snakes and Spaceships Oh My +0 CP

The fanfiction option. You may instead jump into any fanfiction or other media of the Dresden Files of your choice. The Drawback name is a reference to the objectively best Dresden Files fanfiction ever written, but you have to use some other one because you can't jump into that one with this option.

You could even enter some kind of mixed world consisting elements from just about any and all sources of DF canon and fanfic.

Doom of Damocles +100 CP

You are being watched by the White Council for behavior violating the Laws. This can be an actual Doom if you're a human practitioner, or just spying if you're a comparable power to them. But either way, they regularly make the effort to stay updated on your actions, and if they find you violating the laws they will at least make an attempt to take you out.

Talk too Much +100 CP

Insolence can be amusing sometimes. Too bad you never speak up then. You have a terrible brain-to-mouth filter and worse self-control when it comes to talking. You have a habit of insulting people regardless of time or place, so much so it can become an active hazard to your life if you aren't careful.

The Hound of Hell +200 CP

Jared Kincaid has been hired to make one attempt on your life. He is a half human, half demon scion with hundreds of years of accumulated skill and experience and he is going to do his best.

No Jumper you are the Spirit + 200 CP

… it seems there was an accident. You don't get a body for this jump. Instead, you are a Spirit of Intellect much like Bob, bound to a skull.

The good news is that there's next to no chance of you dying, as the skull is very nearly indestructible and you don't suffer the usual risk of damage to sunlight etc. The bad news is that you are bound to provide your knowledge and service to the holder of the skull to the best of your ability, though given as your abilities are severely diminished nearly to the point of uselessness that's not much of a concern.

The good thing is that this drawback falls off a day before your jump ends, so you do get 24 hours with your free will back and your body and complete powers at your disposal.

Order of the Blackened Denarius Candidate +300 CP (Cannot be taken with **Denarian**)

As if you have touched one of the dreaded coins, your soul has a passenger now. A fallen angel that will spend the rest of the jump attempting to corrupt you. To further infest your soul and take your body for their use, until you are nothing but a damned puppet.

Unfortunate Obligations +300 CP

Oops, you owe favors. Three of them, and all to rather terrible beings. Mab might be one of them, or it might be Mother Winter instead, or maybe a Demon from some hell or another?

The being is immensely mighty and needs some truly horrifically dangerous things done to remain so, things they expect you to help with in exchange for being rid of these favors. None of those missions will be easy or simple, to the extent that somehow it seems like the favors are designed to force you into the most dangerous, disadvantageous positions possible.

This could be because the being holding your favors is honing you to make you better, or just wants you dead… that remains to be seen.

Order of the Blackened Denarius Target +300 CP

Nicodemus Archleone has decided that you should die. He will make one significant plot to take you out, putting in significant effort with several other Denarians assisting him. If you survive, he will not make another attempt for the rest of the jump (unless you specifically draw his attention again). Can be taken multiple times.

Sidhe Godmother +300 CP

It appears that your mother, just as Harry Dresden's before her, arranged a geas with a powerful figure within the Courts to keep you hale and whole in her absence…and have taken that to mean

that your safety can be better managed with you at their side, just as Leanánsídhe has, as one of their…vassals.

It is for this reason that they hunt you each and every time you enter the Ways, even as they fortify your demesne from their side of the Nevernever, and no matter your skill, tenacity and power, should they *succeed* in their hunt you *shall* be made into whatever image and purpose is fitting of their station, as you *will* be one of theirs to command.

As this Favor can be transferred between the Sidhe, create your next steps carefully; would the death of the Favor's holder be so easy.

And it was My Fault +400 CP

You entering any building other than anything bought here increases its flammability by 100% for every hour you stay in it. No, really, that's a provable fact.

Well, no, not *really*. But any place you spend a significant amount of time at is at risk of burning down or being destroyed anyway. You have utterly shit luck, which culminates in a fight or an accident or something else happening almost inevitably, which puts not just the people but even the structural integrity of the buildings around you at risk.

Powerless +400 CP

Your basic garden variety powerlessness drawback. No perks, no powers from before this jump, and no access to your Warehouse.

Persona Non Grata + 400 CP

Diplomatic Immunity? What's that?

Turns out you're not immune to the Laws of Magic of this world. Even worse, even all the magic you bring in from other worlds is subject to them in exactly the same ways as the local magic.

Flashy Entrance + 500 CP

Too Flashy. Your entrance in the world draws attention. Too much, and from entirely the wrong people. The good thing is that no one thinks you're an Outsider, at least not just because of this. The bad thing is that all the magical laws binding the great and mighty of this universe were written keeping only the locals in mind.

Under this drawback you are not protected by any of the natural laws that hold back the supernatural, and all of them find you terribly interesting. They rush to control you and use you… or if they can't, to deny you to everyone else.

I'd run if I were you.

A Terrible Nemesis + 500 CP

The Adversary, He Who Walks Beside, has found out about your nature, and it will stop at nothing to infect you and spread to an unlimited number of universes through you.

It will stop at nothing to get to you and infect you, prioritizing you over all but the most crucial of its other objectives. In essence, you are among the most important objectives of the entire Oblivion War.

Oh, and it seems the Archive and the Venatori are entirely unaware of this, so there will be no help from them in any form for you.

Choices

Go Home

Stay

Continue

Notes

The Seven Laws of Magic:

- Thou Shalt Not Kill
- Thou Shalt Not Transform Others
- Thou Shalt Not Invade the Mind of Another
- Thou Shalt Not Enthrall Another
- Thou Shalt Not Reach Beyond the Borders of Life
- Thou Shalt Not Swim Against the Currents of Time
- Thou Shalt Not Open the Outer Gates

Pretty self-explanatory as to what the laws are. Some of them might seem weird, but there's good reasons for all of them. Due to the way the local magic works, you have to truly believe that whatever you're doing with magic is a good and proper thing for you to do, that you have the right to do it. And over time this twists you, leading you down a slippery slope that… nevermind. It's bad.

The **Nevernever** is a vast, magical parallel dimension to the material world, where all manner of magical beings can be found. All the courts of faerie, all the Heavens and Hells of various faiths along with their denizens, the lairs of Dragons and other beasts… all that and more lies here.

Companions:

Queen Da Ji of the Jade Court - Kitsune Vampire

Evan Montrose - Wizard

He Who Walks Baked - Pothead Outsider