

SpaceBattles Edition
By Ursine the Mad Bear
Version 1.1

"This world is older than any of you know. Contrary to popular mythology, it did not begin as a paradise. For untold eons, demons walked the Earth. They made it their home, their Hell."
"… The last demon to leave this reality fed off a human, mixed their blood. He was a human form possessed ... infected ... by the demon's soul. He bit another, and another ... and so they walk the Earth, feeding. Killing some, mixing their blood with others to make more of their kind."
"Into every generation, there is a chosen one. One girl in all the world. She alone will wield the strength and skill to stand against the vampires, the demons and the forces of darkness; To stop the spread of their evil and the swell of their numbers. She is the Slayer."

Welcome to the universe of Buffy the Vampire Slayer and Angel the Vampire with a Soul. I am sure most of you are fairly familiar with it. If not, I suggest hitting the library, as soon as possible. The life you save may be your own.
You are going to be here for eight years barring unforeseen circumstances, which is just long enough for the full run of Buffy and its spinoff Angel. You will be starting the day before Buffy Summers starts school at Sunnydale High.
So, take the **+1000 Choice Points (CP)** and remember, the hardest thing about this world is to live in it.



AGE AND GENDER

Choose whatever age and gender you want, as long as it is appropriate for your Origin, species and general background.

LOCATION

You are starting in good ol' Sunnydale, California. It's a nice place, though it has an extraordinary number of churches and cemeteries, as well as an awful lot of empty warehouses. That said, it also has a nice beach, a zoo, a good-sized university, and a Hellmouth, so what more could you want? You can pick your exact location in Sunnydale, as long as it is a public place that is fairly safe.



ORIGIN

Who are you and what kind of life have you lived? Any of these can be made a Drop In option, leaving you without memories or a history in this world, for good or bad. Drop Ins do get the minimum paperwork to exist legally.

Light

Your life might or might not have been typical, but you have avoided any form of supernatural encounter, or maybe you just didn't recognize such encounters for what they were. This doesn't mean you were a good guy, just that you were not part of the supernatural world. You can still choose to be non-human, but your personal history is going to be unusual, even for this place.

Shadows

Maybe you are a Watcher, or a witch, or maybe you just stumbled into a bar and saw some guy with horns singing karaoke. Regardless of the specifics, you are aware of the true nature of this world, to at least some extent, and are either neutral or are on humanity's side. Many neutral demons would fall into this category as well.

Darkness

You don't just know what goes bump in the night, you ARE what goes bump in the night. You are one of the more aggressive demon species or a nasty warlock, or maybe you work for Wolfram & Hart. You are one of the bad guys, possibly even a Big Bad.

SPECIES

This world is full of numerous different species, most of them demons of some sort. So, what exactly are you? Any Species can be taken with any Origin, it is up to you to make the details work. You have the abilities, powers and vulnerabilities of a typical member of your species, and this becomes an alt-form after the Jump ends.




Human (Free)
I am sure you are familiar with this one. Good old homo sapiens sapiens. Not as strong or tough as most demons, but they do pretty much run the world. One interesting feature of this setting's humanity is that they can apparently breed with anything with remotely appropriate equipment.

Vampire (200cp)
Vampires are demon-possessed corpses that must drink blood to sustain themselves, but also possess supernatural physical abilities, as well as several weaknesses. By default, you still have a soul and it is permanently in charge. This does not make you eligible for any local prophecies that involve souled vampires. See the Notes for more details.

Brachen Demon (100cp)
Brachen Demons are a species of peaceful humanoid demons. Like most of the demon species on Earth, Brachen's are half-breeds.
Brachen demons have humanoid appearance, though they have green skin, red irises and blue spines covering their faces. They are capable of breeding with humans, resulting in half-Brachen, such as Doyle.
Brachen demons are stronger than humans and are also double jointed in the neck area, allowing them to survive a dislocated or broken neck. They also have the ability of smelling objects with mystical powers and have a reputation for having a good sense of direction.
Unlike their "pure-breed" brethren, half-Brachens have the ability to assume human form. However, their natural abilities—strength and smell—are lessened in this shape to human level.



Deathwok Clan Demon (200cp)
The Deathwok Clan are a species of humanoid demons native to the world of Pylea. Deathwok demons have bright green skin. They have two small horns and scales on their foreheads. Unlike humans, their hearts are located on their left buttocks. When older, female Deathwoks grow beards and develop deep voices. In their youth, females have a more feminine appearance, by human standards.
The most recognizable ability of the Deathwoks is their power to perceive the auras, thoughts, and feelings of other beings. Through training, Deathwok warriors and hunters learn to use their power to sense and track their prey. Due to Lorne's refusal to become a warrior, his power instead developed to allow him to read the auras of others when they sang or were in emotional distress. You can choose to have either of these abilities, and can develop the other with time and effort.
Another of the Deathwok's most other-worldy abilities is surviving beheading. If the extremities of a beheaded Deathwok are not severed from the torso, the head can live indefinitely and be reattached to the body. This attribute appears to be one of their most well-guarded secrets. Deathwoks are also immune to the effects of Earthly alcohol, though they can become drunk on magical brews, and have superior hearing. However, as there's no music in Pylea, any kind of singing causes them extreme pain. This weakness is shared by other Pylean species. Lorne is the only known exception, though you can choose to be one as well.

Mohra Demon (300cp)
Mohra demon were a species of powerful and feared demon warriors. They were known for hunting down warriors of the Powers That Be.
Mohra demons were humanoid in appearance and had green skin. They possessed superhuman strength and stamina and also required vast quantities of salt to live. The blood of a Mohra, known as the Blood of Eternity, was colored green, glowed, and had regenerative properties, making them virtually immortal. This blood could also heal other beings, and was capable of transforming Angel back into a human being when his blood mixed with the Mohra's. The Mohras were also skilled warriors; a single one was able to fight both Angel and Buffy to a stalemate.
If severely injured, Mohras would regenerate and grow both in size and strength. The only way to kill a Mohra was to "bring darkness to thousand eyes", which did not refer to the Mohra's physical eyes, but to destroying the red jewel embedded in their foreheads.

Other Demons (100cp, 200cp, 300cp, or 600cp)
There are a vast variety of demon species and even seemingly unique individual demons in this setting. You can choose to be from any of these species, or to be a second of an otherwise unique demon. The price for this option is based on the power of the demon you have become. A species that is barely more than human, with just a few minor advantages, will be 100cp. A species that has several powers or is significantly more physically powerful than a human is 200cp. A species that is massively more powerful, extremely difficult to kill, or has significant unusual abilities is 300cp. Unique demons that have notable abilities, such as the Judge, Lucronis, or Acathla, will cost 600cp. This tier also includes depowered Old Ones such as Illyria or the Mayor just after Ascension, but your racial abilities will be locked at this power level for the duration of this Jump. In future jumps, you can devise a method to restore your full powers if you want.



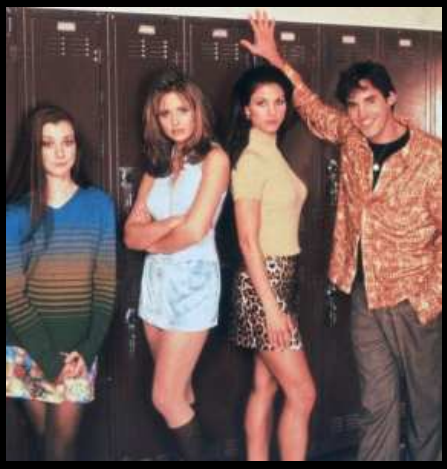
PERKS

"Make your choice. Are you ready to be strong?"

Perks are discounted for the appropriate Origin, with 100cp perks being free for the first purchase and discounted for additional purchases, if allowed.

General

Hollywood Hot (100cp)
You are exceptionally attractive, even by Hollywood standards. You don't even need all that time with makeup and airbrushing, you naturally look like you spent hours being made up by professionals, which might come in handy if for some reason mirrors don't work for you. Specifics are up to you, but no matter what, you look damn good.



Scooby-Speak and Willow-Babble (100cp)
You are widely knowledgeable about pop culture, are an expert at snark and sarcasm, and have mastered the skills to both mangle a language ala Buffy and to squeeze massive amounts of speech into a single breath like Willow does.

Scooby Doo, Where Are You? (200cp)
You are lucky, in one specific way. When trying to solve a mystery, identify a demon, track down a prophecy or unravel a diabolical plan, you will never hit a permanent dead end. You will always find a clue or a scrap of information, or maybe a minion to beat a confession from. Of course, you are going to have to figure out what that clue means for yourself, but you will always have a chance.

Magical Gifts (300cp)
You are magically empowered in some way, beyond the abilities native to your species. You have access to the Supernatural Powers and Abilities section and **+400 Supernatural Points (SP)** to spend there.

No Weapons, No Friends, No Hope (400cp, discount Human)
Take all that away, and what's left? Just you.
And that is enough. Even when faced with impossible odds, or when everything you count on has been stripped away, you have the strength and determination to fight back. Your willpower is endless and unbreakable, and you have the inner strength to do the right thing, even if it breaks your heart.
When facing an enemy that outmatches you your sheer determination will let you surpass your limits to some extent and help tilt the odds back in your favor. Furthermore, taking this perk is essentially declaring your status as a Champion to the universe and you will be treated accordingly; you can still potentially be defeated or fail in any confrontation but you won't actually *die* unless facing a significant opponent. No more meaningless deaths in accidents or vs. mooks for you.

Light

Talented (100cp, Free for Light)
Maybe you are an expert in art, or you play in a rock band. Maybe you are a teacher with a talent for inspiring your students. Whatever the specifics, you are naturally talented, well trained and highly knowledgeable in a mundane skill of some sort. This perk can be purchased multiple times, additional purchases are discounted.

I Like The Quiet (200cp, Discounted for Light)
You may lack the training and the supernatural might that others wield. When you first encountered the evil that hides in this world, you may have been more frightened than you thought you could ever be. But when that evil came to threaten those you love, you found courage you never knew you had. Though you still feel fear, it will never cloud your mind, make you freeze or stop you from doing what needs to be done. And for those creatures that live to inflict that fear on others, nothing is more intimidating than someone who will not be afraid.

The One Who Sees (400cp, Discounted for Light)
You might not be the one in the spotlight, the one that everyone notices, but you see the things that no one else notices and you know how to hold everyone together. You are the heart of any group you are part of, knowing how to keep up morale, help everyone deal with their issues, and keep the group together no matter how the enemy tries to split you apart. You have excellent intuition when it comes to people, and a keen instinct for traps and ambushes.



You Are Extraordinary (600cp, Discounted for Light)
You may not be a Slayer or a witch, but underestimating 'just a person' is never a wise idea. You have the knack of being in the right place at the right time when the chips are down, and your performance is always the very best that you are capable of doing. Furthermore, you are a wrench in the gears of fate; if you're involved then it doesn't matter what some ancient prophecy might say or what sort of 'plot armor' the Big Bad might have. Lastly, you can learn and improve yourself at five times the rate that you would otherwise be able to. You don't gain any special powers from this perk alone, but that will not limit your achievements.

Shadows

Head Boy (100cp, Free for Shadows)
You are well-educated on the supernatural side of the world. You can identify demons, including their strengths and weaknesses, know the history behind various stories and legends, and know who the major players are. The source of this knowledge is up to you, you could have trained at the Watcher's Academy or be from a family of mages or just have stumbled onto the truth and been really thorough with your research.

Rogue Demon Hunter (200cp, Discounted for Shadows)
You're highly fit, strong, and tough, and have truly exceptional reflexes of the kind developed only by not dying despite years of fighting soulless predators that are significantly stronger and faster than normal humans. You're a master of several weapons, a dangerous bare-knuckle fighter, a crack shot, and have a great aptitude for learning further combat skills. You also have steady nerves under fire and an exceptional pain tolerance, and a thorough working knowledge of the less obscure demon types and how to kill them. But don't get too cocky; the demon-fighting lifestyle has the sort of attrition rate where qualities like this are considered a basic survival package.

Contacts and Connections (400cp, Discounted for Shadows)
You have a network of friends, acquaintances, colleagues, and other sources for information, resources or minor favors. This network is almost always going to come through with something that can help with your current dilemma, and once per jump (or ten years, whichever comes first), this will hand you a significant advantage in a major conflict, such as already having the artifact you need to defeat the big bad or having the same books the big bad used to plan his Ascension. You will have such a network waiting for you in each new world.

I'm The Thing That Monsters Have Nightmares About. (600cp, Discounted for Shadows)
You are one of the finest warriors and hunters around. You are a brilliant strategist and tactician, a charismatic leader, and a truly deadly fighter. Without any form of supernatural powers, you can defeat vampires and lesser demons as easily as an experienced slayer. Even groups of master vampires that are legendary for their cruelty and evil will likely flee when they hear you are coming for them.
You also have an extreme talent for recruiting followers, earning their lasting loyalty and training them into an effective fighting force. In fact, those you teach or train will learn and improve at a rate five times faster than they normally would.

Darkness

Soulless (100cp, Free for Darkness)
Actually, you might still be in possession of your soul. But, you can choose to behave as if you don't. You can choose to turn off your empathy and conscience, to be as evil as you want to be, and then turn them back on later. This also means you will not have any lasting problems from actions taken while under the influence of this perk. In fact, you will effectively instantly process and deal with any form of traumatic events or memories.

Treasures and Artifacts (200cp, Discounted for Darkness)
You have a tendency to stumble over or find various powerful MacGuffins or other valuable items quite often. This may be a spell that rewrites the world to make you a superhero, a glove that throws lightning, or a box of insect demons that you need to complete a century long plan. This means that needing some specific resources is rarely if ever going to be a stumbling block in your schemes.

Evil Plots, Plans, and Schemes (400cp, Discounted for Darkness)
You are a master of manipulation, of plots and plans. Not only do you excel at creating such schemes, but you are brilliant at finding minions and followers to help you, and your plots are amazingly difficult to derail. Your plots could require you to run a small city for a century without anyone noticing, or to accurately predict and control the actions of a group of intelligent people that already know people are plotting against them in order to arrange your own birth, and somehow, those plots will work out almost perfectly. In fact, no plan of yours will ever be disrupted by bad luck or incompetent minions. Only the deliberate actions of an enemy will disrupt your schemes and they will have their work cut out for them. Consider this plot armor for your plots.

The Big Bad (600cp, Discounted for Darkness)
You are the boss, the Head Monster In Charge. You are significantly more powerful, more skilled, and more dangerous than most of your kind. You are also damn hard to kill. If your enemies want to end you, they are going to have to bring their best, because luck and coincidence are going to conspire to keep you alive, even if your grand plan has been foiled. Your plot armor is so good, in fact, once per Jump (or ten years, whichever comes first), when you would otherwise have died for certain, you will instead escape to return another day.
Also, your minions and followers are more capable when following your orders.



SUPERNATURAL POWERS AND ABILITIES

Whether a demon or a human, supernatural powers of various sorts are quite common around here. In addition to the +400sp granted by the Magical Gifts perk, you can trade CP for SP at a 1 to 1 rate or unspent SP back to CP at a 2:1 rate.

Magical Potential (400sp)
The magic of this world is powerful and awesome in capability, but can also be fearsome and terrible. You have a great affinity for this magic and will have few troubles learning the great mysteries and sources of mystical power. While anyone seems to be able to work ritualized magic, you can do so with greater ease and skill, and you possess an internal well of power used for more combat-ready magics. This talent is on the same scale as Willow, though it doesn't come with any training or knowledge.



Witch, Warlock or What (100sp, 200sp, or 400sp)
You have some level of skill or knowledge at using magic. You might be self-taught, be a member of a coven, or even come from a long family line of magic users. This also provides a level of talent in actually using magic, though not as much as **Magical Potential**.
For 100sp, you are a minor spellcaster, similar to Jonathan when he was part of the Trio, Jenny Calendar or Amy back during High School.
For 200sp, you are an experienced and knowledgeable expert, such as Ethan Rayne, Catherine Madison, or most Watchers.
For 400sp, you are considered one of the most powerful masters of magic on Earth. You are on the same level as Cyvus Vail or even the combined magical might of the Order of Dagon.

Mad Genius (200sp)
You might not think that a world such as this, with great supernatural powers, would also have examples of great technological genius, but it does. Greatly talented in the fields of science and technology, you are specifically adept at a field of your choice, such as robotics, chemistry or biology, able to step well beyond the limits of conventional science in that area. You could instead choose to specialize in combining magic with technology. Additional purchases add an additional specialty.

Radar Sense (100sp)
You have the ability to sense your surroundings, everything around you and their movements, to an incredibly precise degree. This could be part of your sense of hearing, or it could be a new sense unrelated to any standard ones. Combined with the right training, this ability could make you a formidable opponent.

Necromancer (300sp)
You are the master of the dead and undead. Your powers over ghosts, spirits, zombies and vampires are incredible, leaving them at your mercy. You can command and control them with ease, and have formidable abilities at creating new undead as well.

Telekinetic (200sp)
You are capable of moving objects through the power of your mind. You are strong enough to throw a full grown man across a room with ease, and precise enough to not to worry about accidentally impaling anyone you don't want to. Both power and precision can be improved with training.

Electrokinetic (200sp)
You can generate a powerful electrical field capable of starting or stopping someone's heart, and can manipulate that field skillfully enough to let you affect computerized security systems and other such technology.



Invisible Person (200sp)
Once a girl was so overlooked that she faded away. This girl could not control her power but you can. It allows your body - and only your body - to become completely transparent at will, but still permits you to retain the power of sight. Beware the sounds you still make that may betray you, as well as any clothing, lengths of fabric and powders that might still show your location.



Physically Empowered (400sp)
You're stronger, faster, and tougher than any human could possibly be, able to go toe-to-toe vs. average vampires and demons based on pure physical aptitude alone. You also heal several times more quickly as well, and provided you don't die will fully recover from any injury that didn't actually remove a body part.
The source of your power is up to you to determine - some kind of demon or other mystical creature in your ancestry, undergoing a Primal Spirit ritual, gifted with power by some entity or another, weird serums and genetic treatments by some government black ops project, even being some kind of impossible human child born of two vampires and meddled with by a renegade Power-That-Was, it doesn't matter.
Depending on the exact nature of your power, you may also have minor enhancements such as the ability to see in the dark or track by scent, or you might trade off some speed for being stronger or tougher or vice versa, but overall you start on the same power level as a Slayer and may develop your gifts further with training and age. This does not come with Slayer dreams, anti-vampire radar, or intuitive weapons mastery. Doesn't come with any inconvenient side effects or karmic debts owed either. You paid CP for this and that means you get the premium version.



Werewolf (100sp or 200sp)
There, wolf! No seriously, you have been infected with lycanthropy. For 100sp, you have some heightened senses and instincts, but will turn into an uncontrollable animalistic beast for the three days around the full moon. For 200sp, you no longer change against your will and can control yourself while changed. Your wolf form is stronger, faster and tougher than a normal human, as well as having sharp teeth and claws. At the higher level, you can make your wolf form more or less wolf-like in appearance, chosen when you purchase this. It is possible for a werewolf to learn to control his changes without paying for the higher level, but it is not easy and most never manage it.

Slayer (400sp, Human or Vampire Only, Female Only)
The power of the Slayer began with an ancient magic ritual to infuse a champion with the power of a lesser demon... one girl in all the world to fight its evils. Each Slayer, taking up the power in turn after the death of her predecessor, has fought the vampires and dark creatures of this world for millennia. Now you are another, but one not connected to the Slayer line; your Slayer powers will not be passed on by your death, temporary or otherwise.
Your strength, speed and agility are all greatly enhanced and you have enhanced healing that will eventually return you to health from any injury that didn't kill you or dismember you. You have an intuitive aptitude with all forms of fighting skills, and sometimes receive prophetic dreams. You also have an ability to sense the presence of demons and vampires, though some Slayers seem more capable of this than others. These gifts may be further developed with training and age.
Note that all Slayers are female, and that your built-in fighting skills do not include strategy or the ability to command or lead well.



Seer (200sp or 300sp)
There are Powers in this world that sometimes choose to grant prophetic powers to those that might use them in ways that further the great battle between Good and Evil. These powers will usually allow you to discern important details about future events. For 200sp, these are out of your control. For 300sp, you can try to seek out visions or guidance deliberately, though interpretation is still up to you.

The Key (400sp)
An ancient mystical energy that acts as a catalyst to ease the creation of portals between dimensions, or even break down all the barriers between dimensions; this power is now infused into your being and blood. Any portal magic you attempt will now be orders of magnitude easier, to the point that you might learn to open said portals without any need for magical training; but beware for there are others that might wish to use this gift for their own ends. Since this power has been infused into you, rather than you being The Key transformed, you will not be vulnerable to being identified as The Key by those outside reality (crazy people), nor will you risk destroying the barriers between all worlds.

ITEMS

Any of these items can be taken multiple times. You can import any appropriate item as well, even one acquired in this jump. Any items lost or destroyed are returned in 24 hours. These items will retain any modifications or improvements made to them. Minor cosmetic changes can be made to the items when purchased.

General

Mr. Pointy (Free All)
For a limited time only, all Jumpchain visitors to the Hellmouth get a free complimentary wooden stake! Easy to carry and conceal too, even if you'd think your outfit wouldn't have enough room. And don't worry too much if you lose it or break it. You'll get a warranty replacement in the morning.



Wardrobe (Free All)
You have such a massive wardrobe that you never need to wear the same clothes twice, and always have something appropriate for any occasion.

Iconic Clothing Item (50cp)
You have some article of clothing that seems to define you in some way. It will never be damaged in any way that cannot be repaired and will always find its way back to you if lost.

Weapon (50cp or 100cp)
You have a well-made weapon of some sort that will stand up to far more heavy usage than most. This is limited to real-world weapons. Or, for 100cp, you have a full personal arsenal of such weapons. In either case, you have fairly substantial ammunition supplies that will replenish daily.

Hunting Kit (50cp or 100cp)
You have a supply of basic hunting necessities that replenishes daily. This includes basic wooden stakes, holy water, crosses suitable in size to hold in one hand, first aid kits and special soap guaranteed to get blood, ichor and other demonic fluids out of even your most delicate outfit. For 100cp, you also get supplies such as special ammunition for your weapons (i.e. silver bullets, cold iron shotgun slugs, etc.), other assorted non-magical tools and a special cross that can disinvite all vampires from any residence with just a short prayer/ritual.

Vehicle (50cp or 100cp)
You have a mundane civilian vehicle of your choice. It never needs to be maintained, refueled or cleaned, and will repair any damage overnight, without anyone noticing that this is somewhat unusual. For 100cp, this vehicle, while still a civilian model, will be heavily armored and equipped with necro-tempered glass, which blocks the effects of sunlight.

Bare Necessities (Free or 100cp)
You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your leisure activities or other duties. During this jump, If you are a minor, your parent has this and provides a reasonable allowance to you.
For 100cp, you have a trust fund that pays in whatever the local currency is; equivalent to two hundred thousand dollars ($200,000.00) per year. Your home, vehicle, and other possessions are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from, and the local economy will adjust (somehow) to not be harmed by the influx of currency. Each time you purchase the upgrade, move the decimal point one space to the right.
This item follows you to all future jumps, adapting as needed, and can be toggled off for a jump. Any other form of income you receive, including from other perks or items, can be added to the trust fund, and will also be completely legal with all taxes paid and documentation needed. Again, during this jump, if you are a minor, your parent has this and provides an appropriate allowance.

MacGuffin (400cp)
You have an artifact or magical item of some sort, a copy of one that exists in setting. Whether this is a Glove of Myhnegon, a Gem of Amara, a Cup of Perpetual Torment, a Blessed Sword, a Scythe of Vocah or anything else, as long as it is not omnipotent or capable of ending the world on its own, you can have one.



Detective Agency (200cp)
You have a detective agency of your own. This includes office space, a small apartment, and the necessary licenses to operate such a business.

Hyperion Hotel (300cp)
You own a large classically styled luxury hotel. This can be operational, in which case it will be run by NPC followers and will make a very nice income for you, or it can be reserved just for you and your friends.

Sunnydale (400cp or 600cp)
You have your own copy of Sunnydale, a town/small city where you will always be the mayor. During this jump, this city will be somewhere safe and run without your interference. After this Jump, it can be inserted where you wish, including altering the Californian coast to include it. This does not include a Hellmouth, nor is it full of demons and magical artifacts, unless you pay an extra +200cp.



Light

Shovel (100cp, Free for Light)
You have a shovel, one perfectly fit to your height and build. It is indestructible and makes for an excellent weapon as well as a superb tool. More importantly, when used to bolster an attempt at intimidation, this shovel will make the holder vastly scarier than they have any right to be.

Computer (200cp, Discounted for Light)
You have a top-of-the-line personal computer, your choice of specific type. It never needs to be plugged in, recharged or maintained, will instantly repair itself, along with possessing unlimited memory and storage. The computer can always connect to an unlimited bandwidth Wi-Fi network which leads to that Jump's internet or equivalent and to any local network you might set up for your Warehouse. It has omni-compatible I/O jacks, and the most intuitive, perfect UI imaginable, as well as an operating system that's compatible with anything you could install. It has perfect antivirus/malware protections and cannot be hacked or even traced without your consent.
This computer will upgrade to be equal to the most powerful computer of comparable size in the setting, and it will not downgrade if you go to a less advanced setting. It can morph into any computing device you wish with just a thought; mainframe workstation, pro gaming desktop, laptop, tablet, smartphone, smartwatch, whatever. Its functionalities remain the same even if the exact details of the UI might differ from form to form.

On Your Own Initiative (400cp, Discounted for Light)
You have the leadership of a demon hunting organization like the Initiative. It is fully funded, possibly by the government, so you don't have to worry about it. This gives you a small number of well-trained soldiers at your command and a small research section. Mind you, not all of these people believe in the supernatural, believing they are dealing with unusual animals rather than demons, which may cause some problems.

Shadows

Library (100cp, Free for Shadows)
You have an extensive library of books focused on demonology and the occult, as well as records of prophecies and some on magic and spellcasting. This library will update in later Jumps to include knowledge from that setting. The library as a whole is superbly organized, you will have no trouble finding what you need in it.



Spellcasting Kit (200cp, Discounted for Shadows)
You have a collection of needed spell components, ritual tools and even spellbooks, sufficient to allow you to work any magic you are capable of, and a little more to let you continue to train and study. These supplies replenish daily, and update to provide needed materials in future jumps.

Jumper's Council (400cp, Discounted for Shadows)
You have your own ancient organization devoted to protecting the world from the supernatural. It has extensive financial resources and political influence, but truly excels in the area of occult research, possessing what might be the finest such library in existence, as well as all the other advantages of the Watcher's Council. If you want, you can have this make you a high-level Watcher in this Jump. The resources and to some extent the focus of this organization will update appropriately for each new Jump.

Darkness

Necessary Supplies (100cp, Free for Darkness)
You have a ready supply of blood, salt or anything else that you need to survive. This is the basics, not anything fancy or special, but it will keep you alive and very healthy.

Auction House (200cp, Discounted for Darkness)
You have access to a Demon Auction House, which sells all sorts of nasty and wonderful things. They are not free, of course, but it is pretty much one-stop shopping for all your Apocalyptic needs. This will include anything commonly for sale and occasionally will have one of those super-unique items. After this Jump, the Auction House will include anything to be found for sale in each new setting you visit, as well as all previous settings. They even include one-day delivery to basically anywhere.

Evil Law Firm (400cp, Discounted for Darkness)
Congratulations, you now control your very own branch of Wolfram & Hart! Conveniently located in your favorite city, this little slice of Hell on Earth has everything you could possibly need to keep doing your evil business. Although its primary business is as a law firm, this is actually a conglomerate with significant assets in multiple fields and it returns a truly impressive profit every year, and its executives are good enough at their jobs that you never have to show up for a single business meeting if you don't want to. Furthermore, thanks to their unbreakable soul contracts you can trust them to not be secretly working against you even if you're *not* standing over them with an axe!
As per their arrangement with your Benefactor, the Senior Partners have agreed to treat this branch of Wolfram & Hart as entirely autonomous. No 'liason' demanding that you do things for them, no Conduit monitoring your actions, no strings. Also no ability to call on the Senior Partners for aid, but trust me, you really didn't want to do that anyway. In future jumps your law firm's access to 'special resources' will update to reflect locally available magic or technology. You can, if you want, order your Evil Law Firm to not actually be evil like Angel tried to order the LA branch to be, and your employees will actually obey those orders. However, that might or might not cut into the profit margins or diminish the range of available services. And forget trying to make these people actually be good; it's Wolfram & Hart. "Not actively being evil at the moment" is about the best you can hope for.

COMPANIONS

Any Companions not imported are granted a basic human background and legal identity in this setting, but do not get to choose an Origin or make any purchases from this document.

Create/Import (50cp for 1, 200cp for 8)
You can create new Companions or import existing Companions. They get an Origin, with all freebies, discounts and stipends, along with 600cp to spend. These Companions can only take Drawbacks that directly affect them, but you can transfer CP from yourself to a Companion, at a 1:2 ratio. You can create or import as many Companions as you are willing to pay for. The personality and appearance of a created Companion is completely up to you. Companions cannot purchase more Companions.

Canon Companion (Free or 50cp for 1, 200cp for 8)
You can take any canon character as a Companion for free. You just have to convince them to come along when your jump ends. You can pay Choice Points for these Companions, which will ensure that, just before the Jump ends, you get to have a conversation with them to try to persuade them to join you. This applies even if the person you want to Companion has died or you somehow lost all contact with them. Canon Companions get fiat backing for all their abilities and for any items that they own that can be brought into the Warehouse.

Minions (100cp)
You have a small group of followers, around a dozen, that are typical members of their species, which cannot be a unique demon or a top-tier like an Old One. They are loyal, but not really exceptional in any other way. If they die, you will quickly recruit new minions. This can be purchased multiple times.



DRAWBACKS

There is no limit on taking Drawbacks. Just remember, you are going to be dealing with them for at least eight long years.

Whedon Unleashed (+0cp)
Using this toggle makes everything from the comics canon to this jump.

In Name Only (+0cp)
Instead of being added to this world, you are instead inserted in the place of a Canon character. You get all their memories, but only get the powers, abilities and property that you pay for. Due to their respective roles in highly important prophecies, you cannot import as Buffy unless you are a Slayer or as Angel unless you are a vampire with a soul. No, not even if you have a perk for that.

Fanfiction (+0cp)
This allows you to turn this world into any particular Buffy or Angel fanfiction world that you choose, including crossovers, or a smorgasbord of your favorite Buffyverse fanfiction tropes. Be aware, it doesn't change what any option purchased in this document gives you or give you any additional powers or abilities.

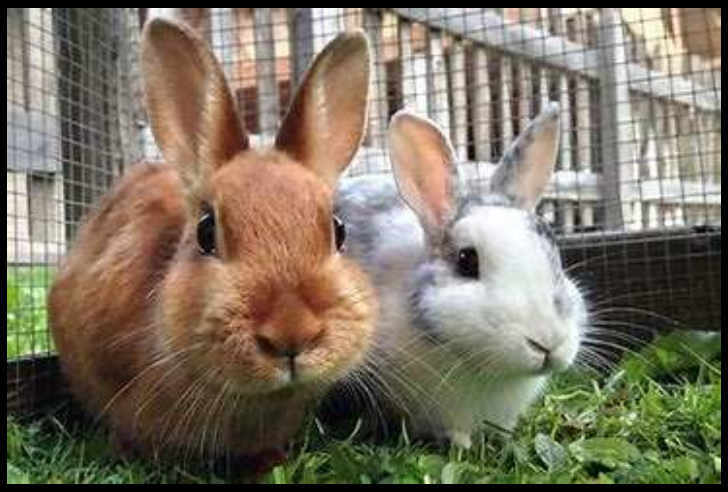
Extended Stay (+100cp)
Your time in this world will be extended by five years, every time you take this drawback. All Drawbacks will last for the full duration.

Teenage Angst (+100cp)
Your mindset and mentality have been changed so that you think like a real teenager, with all the problems and issues that implies. Don't worry, you will grow up in time.



Ignored (+100cp)
You just don't get noticed by the people you want to notice you. This never helps you avoid trouble, it just keeps you from making friends or getting taken seriously.

Phobia (+100cp)
You have a phobia of something, and you will encounter that thing at least a few times during this Jump.



Insecure (+100cp)
You lack confidence in yourself, often questioning your own worth or if you really contribute at all, and have all the various social issues that would come with that.

The IRS Took Everything (+100cp)
You lack any substantial financial resources, having just barely enough to survive. While this cannot be fixed with out-of-jump resources or with purchases from this document, you can still make a fortune for yourself.

Slayer Line (+200cp, Slayer Only)
You will be a part of the Slayer Line, inheriting the power of the Slayer from your predecessor, as she dies. To take this Drawback you must purchase the Slayer power; you do not receive it until you inherit it from the Slayer Line, or the Jump ends, whichever comes first. If you die, even temporarily, the power will continue on and find another potential host; if revived, you will retain your powers. You are guaranteed to be the next Slayer called after Buffy Summers or, if you'd prefer, after Kendra Young or Faith Lehane.



Perfect Bait (+200cp)
You are an attractive target for attacking demons and monsters. They will attack you in preference to others, unless they require a specific type of victim that you don't match.

Space For Rent (+200cp)
You might as well hang a "This Space For Rent" sign around your neck at this rate. Any perks or powers you had for resisting possession or mind-control stop working and you find it very difficult to resist such things no matter how strong your willpower might be otherwise.

Demon Magnet (+200cp)
You run into demons in the most unexpected places and times. I would suggest looking a little closer at that cute girl you asked out. And maybe be careful at that neighborhood center you were invited to by that nice social worker guy. Basically, the odds that you are going to stumble into a situation involving demons of some sort are increased to a very large degree.

Really Invisible (+200cp)
Once upon a time, you were so overlooked you became invisible. If you do not take the Invisible Person power then you are still invisible, but only for this jump. You cannot change this, being permanently invisible, and your many years of being ignored have left you with resentment and an unreasonable ire towards those that disdained you. It is likely that you will run into 'recruiters' for a secretive governmental program that will seek to extract, indoctrinate and train you to use you as a weapon for their own purposes.

Sunnydale Syndrome (+200cp)
Unless it literally walks right up to them (and probably tries to eat them), you will never be able to convince anyone of the existence of the supernatural. If they don't already know about it, you will never be able to get them to admit that it is real. This does not apply to any Companions you might have.

Flunked The Written (+200cp)
Prophecies have been made of your coming, your actions have been foretold. The seers that predict the destinies of the Slayer and the Vampire with a Soul have seen yours as well. This means that many of your enemies will be able to prepare for you and might be targeting you specifically.

One Girl In All The World (+200cp)
None of your Companions or Followers from other Jumps can join you in this one. They are held in perfect stasis while you are here. You can pay to import them anyway, but they are still held in stasis and they will receive what they purchased when the Jump ends.

Actually Mad Genius (+200cp)
You put the 'Mad' in Mad Genius; misogynist (or misandrist), arrogant and vain, you will likely find many reasons to use your technological prowess to prove your superiority and receive the acclaim you are sure you deserve, with little regard for others. If thwarted of this objective, your descent into derangement will likely be accompanied with impulsive and murderous actions towards those that impede you. You will be unable to use your technological genius for most practical concerns, only those that serve your own self-aggrandisement. You may only take this Drawback if you have great technological abilities, from this or another jump.

Halloween Empowerment (+200cp or +300cp)
Your out-of-Jump abilities are locked out, but don't worry. You will get them back when Ethan Rayne casts his Chaos Spell on Halloween, which is now guaranteed to happen. For +300cp, this includes your supernatural abilities from this Jump as well.

Head-Splitting Torturous Pain (+200cp or +300cp or +600cp)
The use of one of your supernatural abilities results in incredibly debilitating headaches. For +300cp, this applies to all supernatural abilities purchased here. For +600cp, this applies to out-of-jump supernatural powers as well.

Got No Soul (+200cp or +300cp)
Remember when we said that your soul was permanently attached? Well, now that's true only after the jump ends. For the duration of this jump, your soul can be removed by sufficiently powerful magic or a moment of pure emotion (choose which emotion at the time you take this Drawback), and if that soul goes then you will become an outright sociopathic monster until and unless somebody manages to put that pesky soul back or the jump ends, whichever comes first. No cheesing this, if you're a soulless vampire then you've got to be evil (and probably crazy), no ifs, ands, or buts. Even Spike, despite his best efforts, eventually went off the deep end and tried to rape Buffy.
For an extra +100cp you will forget that you have taken this Drawback and thus not be taking any precautions against soul-loss, but that makes it almost certain that you will eventually lose that soul at least once during your time here.
Be warned that after your soul returns, living with the memories of all the horrible, monstrous things you did while soulless will almost certainly *not* be any fun.
If you take this but are not a vampire, then your soul is just really loosely attached for some reason.

Apocalypse Season (+300cp)
At least once a year, usually in Spring, you will be dragged into events that promise to place the world in dire peril. You will get some foreshadowing to help you prepare, but the world will often hinge on your courage and resourcefulness. Good luck.

The Real Key (+300cp)
You are The Key, and Glorificus will definitely be looking for you. If you do not take The Key power then you are still The Key, but only for this jump. You are now the (possibly bratty) sibling of Buffy Summers; this precludes the use of the In Name Only Drawback, but you may choose whether you are inserted as Dawn or not. If not, you can choose for Dawn to still exist, as a completely normal girl. People will tend not to take you seriously, at least until you grow up and prove yourself. Since you are The Real Key, those outside reality (crazy people) will be able to notice your nature as The Key.

Magic Addiction (+300cp)
Magic in this world can be awesome and terrible but can also be addictive especially, it seems, to you. You will have great difficulty refraining from using magic for even trivial tasks, and will begin to lose the ability to discern the difference between righteous and evil uses. This will apply to all your magics, even from other jumps; you may only take this Drawback if you have powerful magic, from this or another jump.



Stared Into The Hellmouth (+300cp)
And it's stared back into you. You've been fighting what goes bump in the night just a *little* too long, to the point that your entire life has basically narrowed down to 'Find demons, kill demons, find more demons, repeat.' You're obsessed with bringing an end to supernatural evil to the point it greatly interferes with your ability to lead a normal life. You're not suicidal and you're not an idiot, but you will be out looking for fights against everything that goes bump in the night for all of your eight years here, with all the stress and danger that implies. And it's always possible to get a little *too* pragmatic about demon hunting...

Welcome to the Hellmouth (+400cp)
So, you want to play it in hard mode? All right, you get to face the place that made everyone wonder what the plural of "apocalypse" was without any out-of-jump powers, items, or Warehouse access. Good luck!



FINAL CHOICES

Your required time here is ended, so now you get to choose. Do you want to **Stay Here**, remaining in this world for the rest of your life? Or do you want to **Go Home**, returning to the world that you originated on? Or do you choose to **Move On**, continuing your adventures in another world?

No matter what you choose, keep your eyes open and a wooden stake handy. You never know what is out there.

"From now on, we won't just face our worst fears, we will seek them out. We will find them, and we will cut out their hearts one by one. There is only one thing on this Earth more powerful than evil, and that's us."

NOTES

Special Thanks

To all those that helped, and you know who you are, thank you. For everyone else, why do you hate fun?

Season Eight

I have little knowledge and no interest in the comics, so by default, this Jump is for the shows only.

Species

Some of the species descriptions were lifted partially or completely from this website: https://buffy.fandom.com/wiki/Buffy_the_Vampire_Slayer_and_Angel.

Vampires

For more extensive details, check here: https://buffy.fandom.com/wiki/Vampire.

Slayers

If you want to be a male Slayer, using the Fanfiction toggle will remove the normal gender restriction. And do not ask me about transgender Slayers or identity versus physical sex, just fanwank that for yourself.

Multiple Supernatural Powers

Go ahead. Maybe your Slayer is a Seer or your Werewolf builds robots. Have fun.

Halloween

If you can figure out how to make skills or abilities from your Halloween costume permanent, go ahead, but be aware that in canon only Xander seemed to retain anything past a week or so. So, fanwank and don't bug me about it.

On Your Own Initiative

It's a pun, see. Laugh, already.

CHANGE LOG

Version 1.0

Created the document.

Version 1.1

Formatting corrections.

Added **Hunting Kit** Item.

Added **Halloween Empowerment** Drawback.

Changed **Head-Splitting Torturous Pain** Drawback.

Changed the Halloween note.