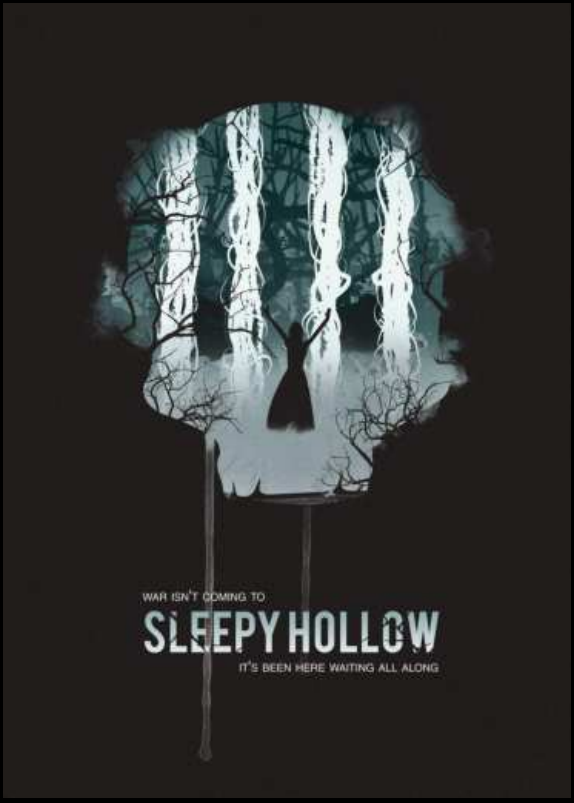
Sleepy Hollow

By Death_Consul & Special Credit To FrequentNectarine For Their Help



In 1781, Ichabod Crane fought against the Horseman Of Death, in desperation he won with a mutually fatal blow and now awakens in 2013 Sleepy Hollow, with Washington's bible to guide him. Soon he will meet Lt. Abigail Mills and learn that he and Abigail are the two Witnesses of Revelation, and the Horseman is Death and is under the service of the Demon Moloch, who if released from Purgatory, will begin the End of Days. However, Moloch is only the beginning, there are others who walk this Earth that in the coming future the witnesses will face. What your part in this story is unknown and remains to be seen, whether you battle against the forces of evil, fight with them or walk another path is your choice.

You arrive the day Ichabod awakens from his sleep and the Horseman Of Death once again walks this Earth.

You gain 1000 CP

Location

Sleepy Hollow: A town in Westchester and where it seems all manner of supernatural beings and events appear to converge. This is the town where the Horseman of War was trapped and buried, where Ichabod Crane & the Horseman Of Death have lain asleep and near to where George Washington's actual grave site it.

Washington DC: The Capital of the United States. Not really an important location just yet but it is home to the Smithsonian where a certain couple called Booth & Bones work.

Origins

Age can be decided by you Jumpers, you can choose for age to match the age of any companions if taken.

Witness: You were marked from an early age to be something more than just a regular person. Whether by divine providence or mortal manipulation you were led onto a path that forced you into battle against things beyond mortal comprehension as if an unseen hand was forcing you to Witness these events and beings.

Support: You were not led by something, you were forced, you saw the supernatural and had no option but to go deeper until eventually, you made that place your home. You learned what you needed to survive and maybe even learned some things about yourself that you never knew.

The Season Big Bad: You are not a good person, maybe like Moloch you want to bring about the apocalypse or like the Hidden One want to scour the Earth of mortals. Regardless, you will stop at nothing to get what you want, no one can change your mind and nothing will change your goal.

General Perks

Beauty (Free): You are insanely attractive, with perfect looks and a body supermodels would die for. You are also able to change your appearance and body to what you want it to look like. Your appearance will also always look good even if covered in dirt, grime and blood and it will take no effort to keep yourself looking as good as you always do. You can also have a free optional British accent and good singing voice.

Ichabod (Free): This perk basically lets you use any name you want and others won't be weirded out or think it's weird whatsoever, kind of like Ichabod Crane.

Catacombs (100 CP): In the catacombs, a person does not need to eat, does not need to drink and does not need to sleep. Whether due to a mistake or a mission, you were trapped for a short time there but unlike others who were also unfortunate to temporarily call that place their home you were slightly altered by your stay. Much like in the catacombs, you no longer need to eat, drink or sleep. I mean, you can with no issue but if you don't want to then you don't have to and there will be no negative effects to doing so. For those of you who want this to have a biological, magical etc origin/source you can choose it, your choice.

Vitala (300 CP): At some point in your life, you were subjected to an intense ritual by a cult of Kali leaving you branded by an X shaped scar somewhere on your body as well as a permanent transformation into a Vitala; an undead human servant of Kali. This transformation of course does not come without some ..... advantages. First, you are immortal with the only thing being able to kill you being an attack of iron and fire whether together i.e a flaming iron crossbow bolt or being stabbed by iron and then being set on fire. You are also superhumanly strong and fast with the latter being such that it would not be uncommon for some to mistake it as teleportation. Finally, a Vitala have two forms: their original human form and their other true appearance in the 'other' appearance, they have claws which secrete a venom which can kill, black eyes and wrinkled skin.

231 Years Old (400 CP): Is it just me, or do you too find it weird that Ichabod always seems to have had an experience, or has read a book, or worked alongside someone who knows something to do with what he and Abbie are facing 231 years later. Or the fact that he can speak/read the language of a certain book or text that always has the answers to beat the weekly baddie. I know there's such a thing as plot force but

come on this is too far don't you think? So I thought, the perfect thing to auction to you Jumpers for a measly CP sum.
Also, for those not drop-ins, this can create a background similar to Ichabod, meaning that you too could have had a relationship with all the important historical figures that he did, fanwank the specifics. Post-Jumps, your relationship and involvement in historical events will have evidence in text books, artifacts etc and you will gain memories of such events if you want and you will officially at least in history books and the like be one of the Founding Fathers (technically Founding Mother for Female Jumpers).

Orion (600 CP): Orion was once a warrior of the angelic host, until he began to see humanity as sinful and expendable. For millennia, Orion brought disaster after disaster to the Earth, the eruption of Mount Vesuvius and Plague Of Justinian being well known examples. Eventually, after being defeated by the Horseman Of Death, he was trapped in Purgatory and is still currently trapped by the Demon Moloch.

Anyways, history lesson over, by taking this you gain the powers of Orion, first of all, you are immortal in the sense that you do not age, you are also Omnilingual meaning that for example you could be speaking English to someone who has never heard of the language and to them you would be speaking in the language they are most comfortable with and when they speak you will be able to understand what they are saying, you can also can fly with wings which can be retracted at will, the power to move through dimensions though those more powerful than yourself can prevent this movement and possess superhuman physicality allowing you to go toe to toe against the Horseman Of Death for a time. Finally, you possess the ability to bring an end to immortals, meaning that if you were to strike an immortal with a blow that would ordinarily kill them if they were mortal, then they will die. Finally, you can decide whether your wings are the stereotypical white or the fallen black. Also, golden eye color is optional.
This can make you an Angel if you want. Can be an alt-form or just turn your base form into that of an Angel or you just gain the powers and no species change.

Moloch (800 CP): Taking this bestows upon you the powers of Moloch, the harbinger of the apocalypse and an immensely powerful demon. Powers such as the ability to cast spells powerful enough to bring the apocalypse to Earth, superhuman physicality, telekinesis requiring only that you view the target for example, you could be in another dimension and so long as you can see your target you can control them, mind control, astral projection, teleportation although Moloch could not

transport himself from Purgatory onto Earth AND retain his full power for that he requires being brought into the world via an external agent, weather control allowing such things as a rain or blood, thunderstorms, lightning strikes and finally Demon Creation with mandatory caps and it is what it says on the tin. And these abilities are only what was shown, chances are he has faaaar more abilities than what has been shown.

The Hidden One (1200 CP): Congratulations, your entry into this verse has charged you with power equal to the Etu lla; an ancient Sumerian God at the height of his power. Now, you are one of the most powerful beings to live, barring of course God & possibly the Archangels (though their true power has not yet been shown).
To start with, everything that Pandora can do for example:

- **Shapeshifting**
- **Telekinesis**
- **Astral projection** - To such an extent that she was able to project her soul through dimensions
- **Illusion manipulation** - Able to create entire shops with ease
- **Teleportation** - Letting her transport not just people but also objects even when she is nowhere near them.

You can do it all but your powers are drastically enhanced compared to her. You also possess a multitude of other abilities such as superhuman strength and durability allowing you to take bullets with no problem, transmutation, and biokinesis. For more examples, check in the notes.
(Like the Orion Perk, you can decide for you to be a God either turning your base form into a God, having an alt-form or just having the powers without a species change).

Lastly, while you are powerful, you are not omnipotent and as such can be trapped, imprisoned or banished. Objects such as Pandora's Box & The Emblem Of Thura being able to imprison you and the latter was actually used by the ancient humans to banish the Hidden One to the catacombs.

Witness

I Remember (100 CP): Life is a lottery, and every living being a contestant, from birth, our intellects, our memories, our destinies, everything is decided and is beyond anyone's control. I cannot help you with much, but I can at the very least give you some control over the choice of memory. With this, you possess a complete retroactive, perfect recall, photographic memory with the ability to remember anything even if it happened from 10 years ago to 100 years ago.

231 Years Later (200 CP): I know that Abbie didn't have the most ordinary life, but I was still surprised that she somehow believed Ichabod's story. I mean, a guy comes up and tells you he was killed in the War Of Independence and has been asleep for 231 years and she ends up believing him, how exactly. If it was me, I would have called the police and told them a lunatic who believes he fought in the War Of Independence is right in front of me and I am worried for my safety. So, maybe you can explain it to me, how exactly was Ichabod able to get Abbie to believe him, it's not as if he has a perk that lets others believe what he says so long as he is telling the truth.

Lucky Limey (400 CP): The basic perk in all jumps, the perk that basically stops you from dying in un-epic deaths, like turning away just as you hit by a lorry, an explosion happens and you are at the very precipice of it, a gigantic air conditioner falls from the sky and hits the stop just where you were a second ago. Any death that doesn't involve the main story of the world can never and will never take your life but things like the main antagonist appearing right in front of you will result in your death, the main protagonists thinking your an enemy and coming at you with the intent of killing; you will have to survive on your own merit. So to reiterate, anything and anyone that has to do with the main story can kill you and this armor will do nothing to stop them.

On Time (400 CP): I'm not one to mince words, this lets you always arrive just in time to save the day, for example, some Germans summon the 72 demons of Solomon, you arrive just as they are being summoned with enough time to stop them, a Witch brought back to life and wishes to reclaim her bones that are need for her complete resurrection, you arrive just as she has got the last bone but has not completely resurrected. You arrive just as your enemy is about to win, but has not completely achieved victory.

A Witness (600 CP): And now there are 3, you are a Witness beings charged by God to protect the world from evil. Normally, there are only two Witnesses but with you here there are 3. Now whenever the world faces a great evil or event that could lay waste to everything, you will find yourself being guided to the role of the Witness, the being that the fate of humanity rests upon, the one charged with stopping what comes and ensuring man's continued survival. This also comes with a toggle in case you don't want it, and comes with precognitive dreaming ability. Also, if you want all the texts, legends etc will now state that there are three Witnesses now and in future jumps.

Support

Classic Combat (100 CP): When you get to battles between Demons, Horsemen & Gods, hand to hand matters less and less and the battles instead become more of a matter of either overpowering your opponent or outsmarting them. But, you cannot deny that knowing how to defend yourself can provide a person with some confidence within themselves and obviously, the ability to deal with more human opponents. Much like Jenny Mills, you were trained across the world, learned weapons and demolition training in Mexico, insurgent tactics in south Sudan & learned swordsmanship that could allow you to go toe to toe with Death himself. Quite a wide variety of skills wouldn't you say.

Sineater (200 CP): Imagine you had a pair of glasses that can see the souls of people, see through them, into their hearts, what they have done, the parts that are locked so deep even they are afraid to see, now imagine all that open to you within a mile radius, then imagine taking up that sin, absorbing it, with the more sins you take the less YOU, you become. As you are paying CP, the less you part is gone you can absorb as many sins as you want and you will not be affected. That is a Sineater. P.S, a lie counts as a sin so you can tell when people are lying.

Trapped (400 CP): Beyond death, the greatest fear of any immortal or long-aged person is being trapped for all eternity, whether in another dimension, in a coffin in the ground or chained underwater, it's a living hell, unable to die yet wishing to. And it's not as if they possess any abilities that always allow them to eventually escape any sort out of imprisonment or stranding, for example, they are trapped underground, a hole won't open up for them to crawl out or someone won't just stumble upon them and help to dig them up or if they were trapped in another dimension it is not as if a once in a lifetime portal opens up between their prison and a safe location lasting long enough for them to jump across, do they? I mean, they are not you who always manages to escape any form of imprisonment or stranding and always somehow manages to find her/his way back.

Magic (400 CP): Magic is the ability to draw power from nature, the stars, the sun and even the universe itself to cast magic, create potions, manipulate the elements, control time, resurrect the dead and so much more. Now, magic is a hereditary tool, passed from parent to child, from bloodline to bloodline down the ages. You are lucky enough to be a part of that bloodline possessing the ability to draw energy from the universe to warp reality itself. Of course, magic like everything requires

both practical and theoretical experience, you possess the power, you now just need the knowledge. By taking this, you are a full-blood witch/warlock meaning both your parents are witches and your blood is not diluted.

Spell Immunity (600 CP): As it says on the tin, this gives you total immunity to all magic directly applied to you, so for example, a spell that creates a fireball fizzles out on contact, though a spell designed to manipulate existing fire to attack would burn you to a crisp. Can be toggled on and off.

The Season Big Bad

No Pain, All Gain (100 CP): Okay, why is it that the big bad never feels pain, I mean they can be tortured, attacked, you name it but they never ever feel it. It's unfair, you get them trapped and helpless ready to inflict pain and they don't have the good manners to even groan let alone scream. I mean come on! It's totally unfair. Comes with a toggle and the ability to know when and where you are hurt.

Who To Trust (200 CP): Have you ever heard the saying good help is hard to find, what should have been said was trustworthy help is hard to find. After all, competence can be trained by repetition but trust is so much harder to instill and more importantly, it is so much harder to keep. Like (and I have to admit I have used this example a lot) Jeremy Crane & Moloch right to the very end Moloch believed that Jeremy was loyal to him and in the end he got his ass run through with the sword of methuselah. Or Pandora & The Hidden One he believed she was loyal until she began working with the Witnesses and it ended with his powers being taken and him being trapped in Pandora's Box, the very gift he had given her. You'd think with all their abilities they would have some sort of power to immediately detect if their subordinates are still loyal to them or as traitorous as they come, I mean, you do.

I'm Baaaaaack (400 CP): Sometimes no amount of planning can account for everything and sometimes it can lead to death. Whether by betrayal, accident, mistake or whatever else, you can die. And many of us are not so lucky as a certain character that was able to be resurrected are we. But you Jumpers do not exactly fit the image of normal do you and so with that same logic, I don't see why you should be the same as us and why you shouldn't have access to another chance. So once per jump, when you die, you will be resurrected at a safe location.

Conversion (400 CP): There is torture, and then there is this. The difference being that torture destroys the mind by damaging the body and this is enslaving the mind itself, turning good innocent people into your subordinates and accomplices. Turning a wife for example, who waited for her husband for 231 years to completely loathing and even attempting to kill him within a matter of days. Helping an innocent give into their inner darkness with a single conversation. This can be a simple aura, turning the morality of those around you to fit your own twisted viewpoints, a sort of charisma that makes others see your point of view or something else entirely. What

matters is that with time, you can turn even the greatest of saints into your willing partners (this is based on what you Jumpers believe to be good and what you believe to be evil).

Four Riders On Four Steeds (600 CP): Unholy, supernatural entities, the four horsemen represent war, pestilence, famine and death and are summoned to bring about the apocalypse. Throughout this series, there have only been 2 instances when the horsemen have been summoned. First by the demon Moloch, second by the human Malcolm Dreyfus. Now, there is a third individual known to have the power and skill to do so, you. However, unlike the previous individuals your method is different and some would say, actually that's a lie everyone would say better. Because, unlike the other 2, you do not summon the spirits of the horseman I.e spirit of death, spirit of war etc, and bind them to a host. You instead somehow summon all 4 horsemen already corporeal and ready to ride forth at your command to do your bidding. Furthermore, unlike the horsemen created by Moloch & Malcolm, your horsemen can never be freed and/or the mantle passed unless you command it so. Whoever you summon will forever be bound to your service until you are done with them.
However, these Horsemen can only be summoned once a jump and if killed and that is possible you cannot summon another one until the next jump. However, you can instead look for a suitable candidate and bind them to the spirit of the horseman; however, if the consciousness of the host is great enough they can beat and exorcise the spirit of the rider.

(The individual powers of the horsemen aren't known but all of them do possess immortality rendering them immune to the vast majority of man-made weapons. The horsemen also grow more powerful when they ride together with Malcolm Dreyfus ruling America in an alternate future due to their power).

Items

Discount 2 items of each price tier and 1 item of 600 CP price.

Mason Ring (Free): You were once a member of the freemasons and you have their ring to prove it. As well as knowledge of all Masonic traditions, code and the like.

Billion Dollars (50 CP): Can be purchased multiple times.

ID (50 CP): A set of ID papers that show that you Jumpers are a legally existing person with an actual backstory. You can choose additionally for you to legally be a US citizen.

Washington's Bible (100 CP): The bible of George Washington himself, this book unlike other mainstream copies contains testaments rejected by those who originally transcribed the bible.

The Library (200 CP): This library is filled to the brim of books to do with the supernatural. Monsters, artifacts, curses, magic spells, potion recipes etc, you name it, this library has it and will only update as you travel from one jump to another. Can be imported into.

Lesser Key To Solomon (200 CP): A book of black magic written by Solomon himself. This book is filled with rituals that can conjure to the physical world the 72 demons of Solomon, beings so powerful that Solomon felt it necessary to seal them in Hell rather than allow their continued existence on Earth.

Serpent Tears (200 CP): Six serpent tears, dipped in pure silver, blessed by the Archdiocese of Halifax on all saints day.

Death's Axe (300 CP): Given to the Horseman Death by Moloch himself, this axe is the Totem of Death. It can draw the power of the undead and utilize it to restore the Horseman's power if he is fatally injured and the axe can be superheated to immense degrees to cut through the toughest metals like tofu.

Turricula Ignis (300 CP): The totem of war, formed from the anvil used by the God Of War Ares to forge his armor and forged from the shards of legendary blades such

as, Kusanagi-No-Tsurugi and Excalibur. Any shot by this flintlock will be transformed into the Horseman Of War, a rider of the End Of Days.

Thracian Phiale (300 CP): An ancient relic, allegedly protected by warlocks after Cromwell's conquest of Britain. This was used by powerful necromancers to summon Shadows Of Darkness demons (minor demons) and break incredibly powerful hexes.

Jiahu Buhi (300 CP): An instrument made of bone utilized by the Pied Piper to ensnare and kidnap others. Whoever listens to the tune created by this instrument will be mesmerized completely and it will require outside interference to be freed or for the music to be stopped.

Hawley (300 CP): Much like Nick Hawley, You have a network, a vast interconnected web of associates, contacts and people who owe you favors and are willing to call you when they come across anything to do with the supernatural, whether events or artifacts you are their first call. These individuals can be law enforcement, treasure hunters, gangs, it doesn't matter! your people are everywhere and are willing and okay with pulling a string or two, calling in a few favors or willing to help you when needed.
However, these people will not continually be willing to help you for nothing, however, you do get opportunities now and again to build goodwill by doing favors for them.
In future worlds too, you will have a network like this already in place, just waiting for you to utilize.

Greek Fire (300 CP): A fire that cannot be extinguished once set alite. You have a recipe showing you how to create more.

Draguar Stone (300 CP): A Norse artifact which has the power to raise the undead.

Byzantine Parang (400 CP): Or long bladed dagger, forged by iron smiths for Iftikhar al-Dawla, governor of Jerusalem in 958 AD. Legend says those who wield the dagger shall shed all virtue and be wholly overcome with an unquenchable bloodlust. The more the owner of the dagger kills, the stronger the bloodlust becomes. The dagger also causes the user's eyes to change color to red, a sign of enhanced bloodlust and is always visible when the user is taking a life with the dagger. Also, once the owner has taken a life, the blood of the victim is drawn and is used to bond

the dagger with the owner, making it impossible for the owner to let go of the dagger. The more lives the owner takes, the stronger the dagger bonds with the owner to a point where metal grows around the owner, protecting them and enhancing the owner's durability. The dagger utilizes blood as an energy source, the dagger drains the victim's blood and utilizes the blood energy, allowing it to bond better with its owner which would enhance its owner's abilities and bloodlust. However, if the blood of the victim is contaminated e.g. a virus this will cause the dagger to detach from the owner.
FYI, this is the knife that caused the Whitechapel Murders and Jack The Ripper.

Eternal Flame (400 CP): Otherwise known as the Promethean Flame, this fire is sparked by a nexus of primal energy and legend has it, is an offshoot of the forge used by the Greek God Of The Forge Hephaestus. This flame has the power to create and destroy supernatural artifacts and even the relics of Gods and the totems of the Four Horsemen Totems.

French Lantern (400 CP): A lantern once used by French priests to remove demons from possessed humans and send them back to hell. By simply shining the lantern in the presence of a possessed being and reciting a specific (which you will get) phrase you can remove the demon and banish it to hell.

The 30 Tyrian Shekels (400 CP): The thirty silver coins given to Judas Iscariot for his betrayal. Each coin has the ability to allure anyone who gazes at it long enough and strengthens repressed negative feelings. The coin's powers can be only be contained by enclosing them between two pieces of sanctified glass for example glass from church.

Crossbow (400 CP): A set of replenishing solid iron crossbow bolts with Druidic runes being engraved along the shaft and a reservoir on the tip being filled with Greek fire and Basilisk venom.

Glory Of Asag (400 CP): Asag was a Sumerian rock demon who was said to be so ugly he couldn't find a wife. So he mated with mountains to begat baby rock demons, the Glory of Asag was how he kept track of them, this device is able to light the way to any nearby demons. By touching it, you can view the demons and where they are.

Grand Grimoire (400 CP): THE volume of dark forbidden magic, the Grand Grimoire was created by John Dee to contain all of the dark spells that he obtained over the

years so that he could lock them away. However, since then, the book has been lost to the world with many magic circles having tried to find the book. I wonder though where on Earth did you find it? Yours is also whole not incomplete.

Grace Dixon's Journal (400 CP): The journal of Grace Dixon, the ancestor of Abbie & Jenny Mills; which catalogs all the magic known to the world.

Map (400 CP): This map shows the energy signatures of demonic creatures like a radar that detects monsters. By spilling drops of a liquid (which you get) onto the map, the drops will move to certain areas, each drop representing a demon.

Pandora's Box (500 CP): The fabled box created by the Gods to hold all evil in the world, this box was then given to Pandora in order to utilize the evils against the very Gods who trapped them, Over the years, Pandora used the box to trap all she came across from supernatural creatures to enchanted artifacts within the box unable to be released. You too possess such a box able to trap any being, artifact, concept etc within its depths without any hope of release. Also, when using this box to trap something, whatever else is in there cannot and will not get out.

Key Of Purgatory (500 CP): As it says, this is a key which can open the door to purgatory letting anyone in purgatory escape and allowing anyone on earth to enter by simply passing through the gateway . Post-Jump, this can open doors into other adjacent dimensions (not crossing between universes).

Jincan Venom (500 CP): The most deadly poison in the world, the venom is produced in China where the deadliest creatures are sealed in a solitary utensil and devour each other until all their poisons are concentrated into a single toxin. This venom can also be used by dark covens to birth demons.

Philosopher's Stone (500 CP): A talisman which is said to give the user eternal life. It has also been suggested that the stone could give the user whatever they desired, as some have hunted for the stone for goals not concerning immortality. However, the stone cannot create from nothing, it requires power from sacrifices to do so and needs an incantation in order to activate. The stone can also make the immortal vulnerable as a stone was able to turn the immortal Malcolm Dreyfus mortal and leave the Horseman Of Death vulnerable enough to have his head chopped off. Yours comes with the incantation.

Angel's Halo (500 CP/Discount To Orion): A weapon used by the angels themselves, this blade is not just a great demon killing tool, also by stabbing the blade into another being and if they cannot pull it out (if for example, they have been weakened) the blade can steal the power of the one it is stabbed into and gathers the power for the users use. If destroyed, it automatically regenerates.

Gorgon Head (500 CP): The head of a Gorgon which can turn anything into stone. However, in order for this to work the target must have a head and/or be able to see with eyes, for example a headless horseman. Otherwise, they are immune to the Gorgon's stare.

Dagger Of Z'um D'oragh (500 CP): Easily the most sought-after accursed blade in the whole history of witchcraft. Legend has it that the edge of this blade brings death to all it cuts.

Delilah's Dagger (500 CP): Can cut through anything, even a Horseman's armor.

God's Touch (600 CP): Holy water touched by God himself, this water can heal a being from any injury, disease, illness, curse etc. By simply placing this water over the injured person, they are miraculously healed. How this presents, e.g. a fountain, a casket etc. This can be imported into.

Sword Of Methuselah (600 CP): Created by God, this blade was once used to slay legions of demons by the great warrior Enoch. This sword has the power to kill anything including demons, angels, gods etc. however, like all things created by God in fiction it comes with a crippling weakness. Whoever uses the sword to take a life shall have their own soul taken in exchange by the sword. Unless that being is immortal or their soul already belongs to another, for example the Devil.

Emblem Of Thura (600 CP): An ancient item used by ancient humans to imprison the Hidden One during the distant past. The emblem was created to imprison Gods and feeds on the energy of the beings it imprisons. The emblem creates an impregnable barrier and the more the God fights against the barrier the more the energy will build, ending in a maelstrom.

Golden Hourglass (600 CP): Created by the brother of the Hidden One, this hourglass was used to siphon the evil of Pandora's Box into the hourglass. The hourglass contains within it the sands of life and is able to siphon energy which can

come from a variety of sources whether from a nexus of ley lines or monsters for example, which is then stored in the hourglass and released to the wielder when the last grain of sand falls. This is destroyed as the power is transferred to the wielder. Yours regenerates every jump.
P.S, Sands of life can be produced by melting primal gold using the fire of the gods AKA lightning, so there is nothing stopping you from adding more sands of life to the hourglass. The reason why you would do that is because the more sand added to the hourglass, the more time you have to absorb external sources of energy.

Companions

All companions gain 1000 CP to use and imports can choose one Perkline. Multiple companion options can be taken. Fanwank how they meet and why they are all okay being with you. Also, as you are purchasing these, their feelings for you will be absolute and never fade, welcome to the most stable and long-lasting relationship to ever exist.

Ichabod Crane (Free): The second Witness and former fighter of the American War For Independence. He was buried alive by his wife and her coven in order for him to be present to prevent the apocalypse. Ichabod is a selfless, kind, honorable man. Deeply loyal to his friends, Crane has a strong sense of honor and values it about as much as he values the victory of good. He has repeatedly been able to put others before himself: for example, he was willing to stand by and watch his best friend marry the woman he loved. He is also willing to sacrifice himself with no hesitation so long as it is for the survival of others. He is also incredibly strong willed and knowledgeable but without the arrogance you would expect. How you two met is a mystery, maybe you two fought together during the war and spent copious amounts of time together. Maybe because of that, you two fell in love and started a relationship, a relationship that might have nearly ended when Ichabod was buried alive if you somehow had not been transported to the future as well. On the bright side, Ichabod is happy to know someone in this time.



Abbie & Jenny Mills (Free/2 Purchases): The second Witness and her sister, two troubled girls with a troubled past. Abbie and her sister dealt with an alcoholic father and a mother haunted by demons (literal ones) eventually, however their father left the family and their mother was declared unfit, leaving the sisters to be placed into the foster care system. After an attempted kidnapping of Abbie and Jenny from their foster care home, their mother was institutionalized and later died while she was still

in the care of a psychiatric hospital. Around the age of 13, both sisters were sneaking beers in the woods when four white trees and a demon (Moloch) appeared before them (At the time he was releasing Jeremy Crane, the Horseman Of War). They both blacked out and neither were able to recall much of what happened during the four days they went missing as a result of Moloch sealing away their memories in Purgatory. After being taken into police custody, Jenny insisted on telling the truth about what they had seen even though and fearing that no one would believe her and that she would be removed from her foster home, Abbie lied and didn't back up Jenny's story. Jenny was later put in a mental institution and the sisters have remained estranged for nearly 13 years. You met Abbie and Jenny while you were all in foster care looking out for another, them having your back and you theirs, when the sisters were fostered you guys stayed in touch with one another exchanging both letters and phone calls every week when not together and hanging out. When Jenny was sent to the mental institution and Abbie back to her foster family, you made it a habit of keeping in contact with both sisters, trying to get them back together with limited success, keeping them both updated on the other sister and how they were and most importantly just being there for them. Eventually, over years, the feeling of friendship they both possessed for you somehow turned into affection with one or both sisters, they have not done anything about it, for fear of losing the friendship you already have (classic and incredibly cliche isn't it). But confessing your feelings to them would go a long way.
Abbie has the beauty perk, witness perk, on time and lucky limey perk.
Jenny has the beauty perk, classic combat perk and lucky limey perk.
BTW, they are together because I didn't see a point writing basically the same thing twice and how does it work if you purchase both, fanwank.



Katrina Crane (Free): Powerful witch and wife of Ichabod Crane.
Katrina at first appears to be a good, noble woman with a sense of justice and who deeply loves her husband. At first, however Katrina is flighty, moody and lets her options dictate her actions, she makes decisions without thinking of the consequences, is willing to use others love toward her as a weapon to manipulate them, is deceitful and when it suits her purpose willing to hide things from those she loves such as the existence of a child from her husband or the fact that she killed her husbands former fiancée and made him believe she had returned home to have a life of her and finally, has very few convictions, narrow mindset and a self-serving knows best attitude. So, why on Earth would you purchase this because, by taking this, you become the only person able to handle her.
Maybe you met in the past and were raised together and maybe unlike the vast majority of males at the time you never looked down on or underestimated her but instead supported and encouraged her to do whatever she desired. And maybe, for the first time in her life barring her family and maybe not even them, Katrina never had to hide her interests, what she wanted, her dreams and most importantly her magic. Of course, you were honest with her as well, telling her everything about yourself e.g. Jumper origin and everything in-between. Anyways, maybe you spent years together and fell in love but perhaps she had to leave (probably to prepare for the coming End Of Days) suspecting that you two would probably never come across each other again. However, something happened, possibly a rift in space-time, maybe you were put to sleep or something and you ended up in the 21st century and while 231 years have passed, Katrina's love for you never faded (probably due to CP or the power of true love and all that cheesy stuff) and because you know her so well and vice versa you know how she works, how she thinks and why and how to get through to her basically, you know her inside-out. So, to be absolutely clear you don't have to worry about her betraying you or falling out of love with you or choosing Jeremy/Henry over you, I mean while it is free you are still purchasing this option.
However, how your reunion will work as Katrina is married is up to you, though it won't really stop you two from getting together.
For those of you okay with the backstory, don't know how it will work so fanwank but you jumpers can choose to apply this to your origins and it comes with free add-on memories.
She has the beauty perk and the magic perk.



Abraham Van Brunt (Free): The horseman of death, or maybe the man he once was. By taking this, if you so choose instead of being engaged to Katrina, Abraham is instead engaged to you and cares for you as much in canon as he does Katrina, buying her expensive gifts and actually having genuine feelings for her.



Nick Hawley (Free): A treasure hunter, buyer and seller and robber extraordinaire. When Nick was twelve years old, his parents died in an accident and he was raised by his godmother Carmilla Pines. However, after he witnessed Carmilla commit a brutal murder, he ran away and the paths of the two have never crossed again. Some say he is the exact opposite of Ichabod Crane, caring more about financial gain than doing good with the apocalypse being more about acquiring and selling artifacts than stopping it. However, beneath that exterior there is a man that when push comes to shove is willing to sacrifice himself and his safety toward helping those he cares for. Nick is also a flirter with his technique working on just about everyone. You too met during one of Nick's deals with his let's say contacts, a deal that went wrong and nearly cost Nick his life, if not for you that is. You saved his life while at the same time taking the artifact that he was trying to acquire as a ... payment for saving his life. This was the first time you two met and it wasn't the last either, it became a sort

of competition for you two, seeing which one of you was the first to acquire the artifacts (when you two came across each other of course) . Sometimes you won and sometimes he did. You both have no idea who asked who but after a particular struggle to get your hands on an artifact one of you asked the other out on a date, which surprisingly to both of you led to a second, then a third and so on, until it's been a few years and you are still together.
Comes with the beauty perk and hawley item.



Lilith (Free): I don't even want to know how you got a succubus interested in you. It must be quite a tale. Lilith is a succubus, a form of demon that possesses abilities less to do with physical combat and more of a mental-based demon.
Firstly, Lilith can suck the life force from the others in order to sustain herself, in order to live she must feed once every few weeks. As a Succubus, Lilith can read the desires of others by looking into their hearts and can shapeshift in order to match the specifications of her victims; she can also transform into her full scale demon form as well. Succubi can also enter the dreams of others. Lastly, Succubi can only be killed if their heart, which is stored outside of their bodies, is destroyed.
BTW, the appearance taken by Lilith is her base form which she took of her own volition.



Carmilla Pines (Free/100 CP): Infamous treasure hunter & godmother of Nick Hawley. When Nick Hawley was 12, his parents were killed and he was taken into the custody of Carmilla and you, who raised him, taught him everything he knew and made him the man he is today. How you and Carmilla met is unknown to everyone but you, but what isn't, is the fact that you two have been in a strong romantic relationship for decades and it is still going strong. Where Carmilla is tough and hard. You are flexible and kind, you two are utterly complete opposites but instead of repelling you mesh together without issue. You and Nick are the only two people that Carmilla loves but even then, Carmilla's love for you eclipses her love for Nick. Now, Carmilla has not yet been turned into a Vitala but for **100 CP**, you can history be retroactively altered such that the Vitala incident happened earlier but without Carmilla being warped by the transformation and without all the pain and torture that was insinuated you can even choose for Carmilla to have undergone the transformation of her own volition, you can also choose for the back scar not to be present.



Joe Corbin (Free): Son of the late Sheriff Corbin and a marine. Joe is a man with classic daddy issues l.e he believes his father did not care about him or notice him, as a result, he is jealous of Abbie Mills as he believes that his father cared more for her than him. However, there is no denying that he is a good man and is more than willing to step up and help if the need arises. He has the Classic Combat perk.



Pandora (400/600 CP): An ancient Sumerian slave, Pandora's life was not easy. As a child, she was beaten regularly by her father so much so that she forgot all language, Pandora was then eventually sold to the Gods as a slave however, when she relearned the ability to speak, she manipulated her owner into feeding her father to the lions. As a slave to the Gods, it was Pandora's duty to take offerings every day from the humans to the gods. These offerings were in two chalices symbolizing submission and love to the gods. One of these cups went to the mighty gods, the other went to the outcast, the Hidden One, who was damned in the catacombs of the dead, hidden from everyone. Overtime, Pandora grew close to the Hidden One who explained to her the history of the Gods, how they had banished all of the evils of the world and stored them in a box, which he was tasked with looking after. He also stated that the only way to kill the other gods was to use the evils in the box. The Hidden One bestowed Pandora with great power, she gathered her brethren and unleashed the evils of the box onto the gods, killing them. Once done, the Hidden One and Pandora were together, for a brief moment until humanity banished the Hidden One back to the catacombs for all of eternity. After he was banished, Pandora made it her life's goal to recover him from the catacombs, taking it upon herself to look after the box. A goal that for 4000 years Pandora never gave up on.

This Pandora however is different; this is a Pandora from a different time, one who probably traveled back in time injured after succeeding in bringing back the Hidden One in her time. When she arrived in this time injured and damaged, she met you who looked after and cared for her until she was healed. During this, maybe for the first time she saw someone who actually loved her. She is still manipulative and morally grey but is willing to do whatever it takes to help those she loves. Such as murdering innocent children, summoning forth monsters to inspire fear and working for over 4000 years to rescue her husband, all you have to do is accept her and actually care for and love her and you have one of the most powerful women in this world. Be aware though, that apart from the Hidden One she has never really been close to anyone and has never actually been in a romantic relationship, so while she does love strongly she is kind of new to romantic relationships.
For **400 CP**, she has the beauty perk and the Pandora box item as well as the powers gifted to her by the Hidden One. Also the box is filled with everything the canon one was.
For **600 CP**, she also comes with the Hidden One Perk as well.



Betsy Ross (Free): Most know her as the one who created the first American Flag however, those who fought in the war of independence know her to be a complete badass, spy, combatant and fighter in the war against the supernatural. Betsy is not your stereotypical defenseless woman, she is one that when the need arises can kick ass by herself. You two met when Washington sent you both on a mission to hunt a monster sent by General Howe and of course, it wasn't the last you two met. Most likely because of how well you two worked together, you were regularly partnered up with each other mission after mission after mission. It wasn't really a surprise that after spending so much time and getting to know one another that you two began having feelings for one another. with her making the first move of course. If

you are in the future, maybe both you and her were somehow transported after Ichabod's 'death'.



Diana Thomas (Free): The mother of a future Witness Molly, Diana is a homeland security agent. Unlike the vast majority of people in this companion section, Diana knows next to nothing about the supernatural and remains blissfully unaware about the secret war that has been raging since the war of independence. Diana served in the marines for two years and while she was there, she fell in love with Mitch Talbot, got pregnant and had to leave the marines to live a civilian life and raise her daughter. Mitch decided to stay and help out financially; eventually, Mitch and Diana grew estranged as Mitch rarely visited. She then began working for Homeland Security. You too much like Mitch and her Homeland partner Eric Cortez served in the marines alongside one another and were the closest of friends. When Diana grew pregnant and decided to leave, you decided to as well in order to help how you could. With Mitch being away so often it was left to you and Diana to raise Molly, with Diana being especially grateful for the extra help particularly during the time when she was joining Homeland Security. Now fast forward, you have been by Diana's side all this time and feelings of love have long since flourished between you. However, both of you have not yet acted on them. Maybe the reason is fear of rejection or of losing what you both already have. But, all you have to do is tell her you love her and it would make her day and get you a beautiful girlfriend (but let's be serious you and Diana will be together forever if you tell her). And come on, you are already basically a parent to Molly. Also, by purchasing Diana you can also take young Molly along

with you, after all who would separate a mother and daughter. (Molly is entirely optional).



Dyer Sisters (Free): Three sisters who once worked for general Washington, they have the ability to know when they were being lied to and as such Washington used them to help route out spies. Washington also gave them the duty of protecting a piece of the Philosopher's Stone, a duty which has nothing to do with witches and is known only to Molly Dyer. By taking this, all 3 Dyer sisters are yours, the origins of your meeting is known only to you and the sisters, but that doesn't matter what does is that all 3 Dyer sisters are hopelessly in love with and obsessed with you, maybe because unlike the vast majority of people, you are always 100% honest with them a requirement really for them to tolerate you but you went further and have told me no lie in all the hundreds of years you have known them including your origins. Anyways, you are married to 3 incredibly attractive witches who wholly and absolutely love you. Finally, in the show the Dyer Sisters do not possess strong longevity as such they wear glamours but their actual appearance is that of incredibly old women. However, by taking this that has changed, maybe the sisters longevity was greater than it was originally and in 200 years give or take they have not changed at all and do not require glarmours or maybe they somehow acquired immortality, your choice, either way the appearances they used when wearing glamours is their actual appearance now.
They all have the beauty perk and witch perk.
If you want, you can instead simply choose one or two of them, you don't have to pick all three.

Malligo Dyer

Moll Dyer





Marg Dyer

Lara Thomas (Free): Molly Thompson from the future, she hails from a timeline where Marcus Dreyfus conquered America, her father was lost in action and her mother turned into the Horseman Of War. She was raised by Marcus who became her parent and warped her mind into thinking he was the 'good guy' until a future version of Jenny Mills in her time as well as and after fighting the Horseman Of War, seeing her mothers face convinced her. With help from a much older Ichabod Crane she traveled back in time. Except, she didn't travel back alone, you too like Lara, was raised by Malcolm Dreyfus and throughout her life, you were the one constant that remained helping through every event and experience. When she found out the truth about Malcolm, you helped her find Ichabod Crane and traveled back in time with her to undo the future. You two haven't yet talked about your feelings for one another too preoccupied with other things but if I was you I would get it out in the open. I mean you don't know, she might feel the same way. (Hint, she does).
She has the Witness perk. Fanwank how.



Import Companions (100 CP): Can import any companion.

Drawbacks

From The Beginning (+0 CP): This is for those Jumpers, who want to start a bit earlier. You can start your Jumper from before Ichabod met Katrina to the last season.

Extended Duration (+100 CP): Every purchase gives you an extra decade in this jump. Max 1000 CP. For drawbacks with a ten year limit like the Bound drawback, the drawback time is extended.

Headless (+100 CP): ..... Okay this is a bit weird, you see, somehow you arrived in this jump .... without your head. Now, there is nothing to worry about, you are still quite alive (though how and why I have no idea) but your head seems to have been misplaced. Don't worry though, we are looking for it as we speak but we estimate it'll take at least years or so to locate. Also, you will have to find other ways to talk.

Demon (+100 CP): Not really, but you happen to look like one.



Aphasia (+100 CP): You have been struck with aphasia resulting in an inability to speak.

Wendigo (+200 CP): Hmm, it has been a while since I have last seen this, a black magic curse designed to turn the curses into a Wendigo. Oh shit, did I say that aloud, don't worry, all the curse does is turn you into a creature that feeds on the organs of humans at least for half of the time. You see, a Wendigo can turn from human form to wendigo form with the shift being triggered by the scent of human blood but the moment you feast on human organs you transform back. At least for the first 3 times, you see after the fourth transformation you are forever stuck as a Wendigo. The only way to remove the curse is through a Shawnee Ceremonial Chant but good luck finding the Shawnee though if I was you, I would start by finding Nick Hawley.



I'm Alive (+200 CP): What is with the Crane family, first Ichabod is buried alive for 200 something years and then his son is buried alive as well. Are they like cursed or something. It just seems like a very specific form of punishment and was used on both father and son and of course you, but you're not related.

Bound (+300/400 CP): For over two centuries, Ichabod & the Horseman Of Death were bound, what affected one affected the other, while Ichabod lay sleeping so too did the Horseman; if Ichabod were to die so too would his adversary. This link was created by both of their blood mixing onto a philosopher stone. Eventually, this link was broken by the Sin Eater Jeremy Crane and both were free of each other. In exchange for **300 CP**, you too have been bound to a random person in Sleepy Hollow (you will know who it is) and if they ever die or are rendered incapacitated by spells I.e, rendered unconscious like Ichabod you too will be affected, however, a Sineater whether yourself or another can remove the bond and free you.
For **400 CP**, your bond cannot be broken and will only be broken after 10 years.

Jincan (+300 CP): ..... This is awkward and slightly interesting at the same time, you ..... I don't know how to tell you this ..... are pregnant with a Demon and are going to give birth within a day, a process that will kill you. On the bright side you will be bringing another life into this world ..... please don't kill me.

Possessed (+300 CP): As the name says, you have been possessed by a demon, with no control over your actions, words and everything in-between. Thankfully, this demon is not exactly powerful and can be exorcized by a normal human.

Eternal Soldier (+300 CP): During the war, most of the 8th Virginia regiment was killed during the battle of Monmouth but some defied orders and escaped. After Washington captured one of the deserters, the sisterhood of the radiant heart tarred and bandaged the prisoner with infernal materials, thus transforming him into a creature known as the Eternal Soldier. A creature that does not age, does not tire and does not rest until it hunts down its target. With your arrival, history has been

changed now instead of there being only one Eternal Soldier there are one two, the first is currently guarding the (fake) flag of Betsy Ross the second is now after you and it will not rest until you are dead. Good luck Jumper.

Soul Bound (+300/400/500 CP): Did no one tell you never to sign something without reading it first, especially the fine print. You know what, why am I asking when I have the proof right in front of me after all, if you had read what you signed you would not have sold your soul. Thankfully for you, you can regain your soul by simply killing who you sold it to.
For **300 CP**, your soul belongs to Jeremy Crane, the Horseman Of War.
For **400 CP**, your soul belongs to Moloch, a powerful demon and harbinger of the apocalypse and one who is currently stuck in Purgatory.
For **500 CP**, the Devil owns your soul, so I hope you like Hell.

Purgatory (+400 CP): Your location has been overridden and you are now in Purgatory; another dimension. Purgatory is a maze of temptation, if you are offered food or drink you must not accept it, the reality you are presented will seem entirely true and every part of you will want to embrace it but if you do, then you will be trapped in Purgatory forever.

No Powers (+400 CP): No out of jump powers.

Famished (+400 CP): I see you have noticed that hunger inside you, the feeling of pure starvation that is in every cell in your body. The feeling that if you do not feed then you will die. You see, much like an ancient deity during your travel into this world you were temporarily trapped in a certain area and while you were eventually freed, you have left a shadow of your former self. Your cheeks are now absolutely sunken, your body so emaciated that you can count every single one of your ribs and your powers a shadow of their former selves. It will take a long time and a lot of rest before you can even begin to try to restore your powers.

Not Again (+400/500 CP): Okay bad news time, someone has gone back in time to kill you, you are probably wondering how as I just arrived but that is not quite true is it, as those not drop-ins are inserted decades before and regain their memories and powers. The person who has gone back in time is going to kill you before your memories and powers awaken and if you die then, you die permanently, no resurrection, no reincarnation, you die period. However, there is nothing stopping

you going back in time to stop them, unless you want **500 CP**, where your time travel abilities have been taken. Cannot be taken as Drop-Ins.

Shard (+400 CP): It seems that somehow upon your entry into the world, you accidentally absorbed a binding stone into your body. Now, a binding stone is a rare mystical artifact which houses large amounts of magical energy, energy a human body is never meant to contain, kind of like plugging a live voltage into a child's toy, it is going to fry the circuits and you will explode literally. You must now find a way to remove this artifact from you and soon.

Pandora (+400 CP): You are trapped in Pandora's Box and require external aid to escape. If you don't escape within the jump's duration you are trapped forever. If taken with Purgatory, then you are trapped in Pandora's Box which is now in Purgatory. Good luck, you are going to need it.

Enslaved (+600 CP): Well, good news is you are alive and free (in a broad sense of the term), bad news is you are enslaved to a certain man called Malcolm Dreyfus, a man who has sold his soul in exchange for damming his business partner and best friend Ansel to hell. Currently, he is searching for pieces of a philosopher's stone to attain immortality and prevent his damnation. Somehow in his search, he came across an ancient tome designed to summon a being from another world and bind it to his will; aka, you. The only way now for you to be free is to kill Malcolm; however, what binds you also prevents you from harming him.

Dead (+600 CP): You are dead, a goner, a specter, worm food etc. But for some reason, your soul still remains on Earth. However, what is keeping you on Earth is degrading with the spell vanishing after 10 years and once it vanishes you are gone, forever. What you need to do is somehow contact a person powerful enough to resurrect you and bring you back within 10 years. If taken with Purgatory and/or Pandora's Box, then your soul is trapped in Pandora's Box and is trapped in Purgatory.

Notes

Hidden One Powers

- **The power to destroy others**. For example an undead such the Kindred which was able to fight hand in hand against the Horseman Of Death can be destroyed with a wave of your hand
- **The ability to sense every element that binds this world** as easily as a person breathes air.
- **The ability to absorb information directly into your mind**
- Finally, you possess the power to quite literally destroy this world for example, The Hidden One at the peak of his power was to bring about the world's end by bringing about natural disasters i.e great flood, volcanic eruptions etc.

And those were just the ones that were shown, so like the Moloch option chances are you can do loooot more.

This is really not an ability, at least I don't think so, but you can like Etu Ilu grant portions of your power to others much like he did to Pandora. However, the part that you give will not regenerate by itself and will require external aid. For example, The Hidden One needed the Golden Hourglass in order to increase his power when he was weakened (not because he gave too much power but as a result of multiple different factors). For free, you can give out of jump abilities as well and to clarify when I say give abilities, you don't lose the powers themselves it's more like for example if you give 50% of your powers to another you will not lose any powers but they will be 50% weaker and the one you give it to will gain all of your abilities at that 50% strength.

The I'm Back Perk, is based on Jeremy Crane being resurrected in (a way) the last season. For those of you who state that he doesn't classify as a big bad he does as technically as he and Katrina were the bad guys at the end of season 2.

Choose how Katrina story memories and 231 Years Old interact, like did you go to America to look for her and got intertwined in the war effort and you were sent on mission after mission or when you were meeting Washington and others it was some place away from the main camp, or you and Katrina never saw one another like someone was purposely making sure you guys never met, Fanwank.

Same with 231 years old and the other companions as well. Fanwank.

ChangeLog

- Added Orion
- Changed Price Of Moloch
- Changed Price Of The Hidden One
- **Removed No Conscience Perk**
- **Added Trust Perk**
- **Removed Torture Perk & Added Extra Life Perk**
- Removed Planner Archetype
- Added Four Riders On Four Steeds Perk
- Added Eternal Flame Item
- Added Turricula Ignis Item
- Added Discount To Angel Halo
- Added Vitala Perk
- Added Eternal Soldier Drawback
- Added Golden Hourglass Item
- Added Famished Drawback
- Added Emblem Of Thura Item
- Added Carmilla Pines Companion
- Added Dyer Sisters Companion
- Added option to take kid Molly Thomas if you have taken Diana Thomas