Generic Urban Fantasy Jumpchain

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You've probably been to many interesting and fantastical worlds as your journeys, Jumper. From the farthest corners of a distant galaxy to the strange landscapes of unearthly dimensions, you've traveled far and wide. So of course, this world is no different.

Oh, on the surface, it's simple enough. Any office drone from your home world would fit right in. But if you look deeper, you might find things aren't quite as you remember. There's a plethora of secret communities here, making up a shadow world full of wizards, vampires, and werewolves, and more, of a variety of different natures, haunt this world. Even gods sometimes interfer with the workings of this world, though they tend to be distant, secluded to their own private planes of existence. The weirdness is hidden from plain view though. Humanity's natural tendency to rationalize things away combined with a mysterious filter on their minds and memories that first appeared during the Renaissance prevents widespread knowledge of the supernatural, though if you hit people over the head with it personally enough times they'll develop an immunity to this.

Still, one thing that should be familiar is the one-thousand choice points we'll be giving you to help you find your place here.

+1000 CP

Origins
Keep your gender or pay 50 CP to change it. Roll up to 4d8 and add 13 or pay 50 to chose.

Newcomer(Drop-In) - You are new to this world. Not to this planet, but to the strange and secret underworld that hides in upon it. Perhaps you've just been turned into a vampire. Maybe you just learned you're a wizard. Or as likely as not, you were simply involved in a supernatural incident of some kind and refuse to forget it. One way or another, you've learned some measure of what's really out there.

Insider - You exist in the shadow world. You are a part of it. One of its secret community is your home. You've been a part of it for a long time, probably because you were born into it, though you might be a simpler sort who stumbled upon it and has lasted long enough to acclimate.

Enforcement- Secrets generally don't stay that way easily, even if they're already hard to grasp. Monsters and magicians don't behave themselves without a reason to. That's your job. You maintain order in the shadow world. You might be a member of one of the secret government agencies that dot the world or the military branch of one the conspiracies that populate it.

Location
Roll a d8 or pay 100 to choose.

1. New York
2. Chicago
3. Cincinnati
4. London
5. Cairo
6. Tokyo
7. Moscow
8. Free Pick

Species
This world doesn't have specific categories the same way others do. Every pack of werewolves is different, no two dragons are the same. So the people of this world generally classify its residents by how powerful they are. Here's you chance to choose what you are.

Insiders get an extra 300 CP to spend just for this section or the "Magic" section.

Human (+200) Normal Joes. You aren't a part of the shadow world by nature, so you have a lot of trouble picking up and using magic quickly, but you can still do it..

Witch Species (free) You are a member subspecies of human. You have a subtly different physiology that somehow allows the use of magic. Comes with a significantly longer lifespan. How's, say, 150 years? Gain "Magic" free.

Enhanced (200) Whatever you are, it isn't that big a deal. You've got a few tricks up your sleeve, but even if you're outside human maximums, it isn't by much. You may be one one of the least powerful vampiric bloodlines, who cannot even regenerate.You may be a shapeshifter with one alternate form that, though they can slip into or out of at will, is always the same, and isn't particularly supernatural.

Creature of Power (400) Simply by virtue of your nature, you are significantly above normal humans. They would need significant resources or specialized technology to match your native abilities or negate your advantages. In time, or under certain circumstances, your power may increase to reach Blatant Supernatural levels, depending on what you are, but that's for the future. Most vampires and werewolves float here, and are able to blow through military grade rifle fire and shotgun blasts with little issue, but have weaknesses, like fire, that can be exploited, and still die when beheaded.

Blatantly Supernatural(600) Are you a dragon the size of a harrier jet, capable of causing just as much damage as one, but also with the ability to take on human form? Are you a wish granting djinn, weak alone but capable of miracles in another's name? At this level, you either

are or have the potential to be a real force to be reckoned with, at least under the proper circumstances. Shadow world intelligence agencies probably have files on you specifically.

Perks

Discounts are half off or free for perks that cost 100 CP.

Newcomer

- Modern Means (100) You're a part of the modern world in ways that ancient gods and demons have trouble being, for obvious reasons. You'll stay that way too, never having significant trouble keeping up with or adapting to technological or cultural innovation.
- No Weirdness Censor(free for all, 200 to keep) There's a reason you've noticed the weird. You know a werewolf from a large dog. When there's something odd afoot, you notice. If you see something, you won't rationalize it away unless there actually is a rational explanation. You have an easier time locating the supernatural when actively looking for it(though this won't help you put the pieces you find together correctly) and cannot be affected this world's filter. In future worlds, you will be similarly immune to perception filters and false memories. Well, immune is an exaggeration. You can see both the truth and the illusion, and know instinctively which is which. As a bonus, this makes finding conspiracies easier in general. Toggleable, in case there's a conspiracy you don't want to see through. When its off, you will actually forget all but the vaguest notion of what you're intentionally hiding from yourself(and that you're hiding it), and it will automatically switch back on if you somehow stumble back through it again in your ignorance.
- Let Me Tell You Something (400) When you are trying to expose the existence of things that have been hidden from the public *to* the public, you have an easier time convincing people of such. So long as you actually know what you're talking about. Also helps with teaching in general. Works on an individual scale better than a general one.
- Magic Resistance (600) For some reason, it is very difficult to affect you with supernatural powers or magic, especially those that target the mind. Not impossible, but difficult. Those that do penetrate your defenses will still usually have a reduced effect. Illusions that affect the world instead of the individual work fine on you though, so watch out for that. Helpfully, beneficial magic is not resisted.

Insider

- Basic Knowledge (100) As a member of the supernatural community, you know the basic facts of said community. It'd be hard not to. You may not know that the High Magus of the Coven of Ashes has insulted the alpha werewolf of a nearby pack in an effort to trick him into attacking the closest nest of vampires as part of an elaborate plan to get the Department of Abnormal Research and Defense to wipe them both out so the coven can have the whole city and its rich ley lines to itself(in fact you very probably have no idea about any of that) but you at least know what all of those things are. If you're in a world with enough "weird" people to have a hidden community of this kind, you'll know the broad strokes automatically.

- Deeper Understanding (200) Your time amongst your own kind has given you a more complete knowledge base when it comes to what you are. You know your own abilities intimately, and have pinpoint control over them.
- Magic (200, free Witch Species) You can utilize the setting's magic system as well as a witch. This means chanting in dead languages, making arcane gestures, and the occasional blood sacrifice, along with other rituals. Magic in this world comes either from the ley lines that dot the earth or from the various celestial objects that astronomers have catalogued for millenia, depending upon the spell.
- Ancient Innovation (400) Creatures that have haunted the shadows for millennia are often outpaced by the rush of innovation. You, however, will not be left behind so easily. You can compensate for technological advances more easily than normal and can match magitech and technomagic with traditional magic, should it become relevant.
- Master (600) You are wise and powerful, more so than most of your kind. Because of this, you have been placed in a position of authority and prestige amongst your community for achievements past, and will have little trouble rising to another such position in later jumps. You are also a skilled politician, manipulator, public speaker, and schemer.

Enforcement

- Authority (100) If you want to enforce any kind of law, people need to respect - or at least fear- the ones enforcing it. Now they will, since you're that person. Respect and fear of you and your group is contagious. Fortunately that fear thing won't rouse people to turn against you.
- The Strength to Rule (200) You know how to fight, and fight well, with the weapons appropriate to this setting. That mostly means primitive armaments like swords, spears, axes, and warhammers, with wooden stakes and flamethrowers mixed in, but sometimes also means military grade firearms.
- Archaic Weaponry (400) Supernaturals tend to like using them more than more modern armaments, mostly because they're actually more effective than modern weapons, in most cases. Human foes will scoff when you charge them with a broad sword or similar, but just imagine their surprise when they discover that you're good enough with it to match a squad of professional and modern soldiers. Somehow. Pick one such weapon to be so proficient in. Hand to hand combat is considered a weapon. You may later train up to this level with other Medieval or "primitive" weaponry.
- Leader (600) You're no grunt. You occupy a position of power and influence in your organization. Maybe not the most prestigious, and you're far away from politics of any kind, but whether you're a pencil pusher, or a battlefield commander, you've got the skills to do your job and do it well. That means delegation, administration, logistics, and probably tactics as well.

Magic

You only gain access to this section if you took Magic. It is a strange and subtle art in this world. The energies of magic are drawn from the world's ley lines, blood sacrifice, or celestial events, and harnessed through incantations(preferably in dead languages), gestures, and other ritual

actions, some of which will require reagents of varying specificity. Such energy can be stored in objects - or the wizard's own body- for later, if need be. How much they can store, how much they can manipulate and how well are all facets of skill and can be increased with practice. Certain celestial alignments make tapping a given source easier or harder, and the further you are from a given line the harder it is to tap. Most of celestial energies have a certain "nature" that determines their optimal use. Using it generically isn't impossible, but it is twice as hard. Three times if you are deliberately opposed to the energy's nature.

Pick a starting power level. It doesn't reflect the setting's standard power level, which is moderate, just yours personally.

Parlor Tricks(free) Low level magic, and aptly named. Floating pencils and lighting candles are the limits of your power.

Moderate Magic (300) You aren't strong enough to guarantee victory over a man with a shotgun, but your magic is combat applicable and strong enough to be at least on par with one, probably even stronger, if only in terms of flexibility. You can manipulate the elements, create illusions, form shields with a handful of words and perhaps a gesture, but at this level anything anything complicated or longer lasting will require a genuine ceremony, probably one taking several hours. With that, you can heal most wounds, place wards, manipulate luck, alter memories(be careful with this one, 90% of people will take deadly offense, especially in the Shadow World), magically bind agreements, summon ghosts and other spirits, shapeshift yourself and others, break and undo other spells, create magical objects, making portals, attempt to divine the future, reanimating the dead, and more.

Major Magic (600) Now we're talking. Your magic is abnormally powerful. You are a significant threat to a small group of soldiers at the very least simply due to the scale of the elemental forces you can manipulate. Which is a lot. Enough to blast away a car with one hit. If your control is precise enough, flight is possible. You also gain access to a handful of your favorite more complicated spells without the ceremony, but with the incantations. When you do stoop to ceremony, your powers are expanded even moreso. Controlling space, preparing spells in advance, manipulating the weather, casting curses that endure for generations, creating *new* spirits, and calling down the gods(who might be angry at your demands) are all options, and hardly your only ones. You can even create a permanent sympathetic link to a ley line so you can draw upon its power no matter how far from it you are. If you want, you can try and summon ghosts that have already moved on to the afterlife, but their memories thereof will be extremely vague and hazy, and they will find existing outside it highly unpleasant.

Other Magic Perks

Talents and Reserves (100) Magic comes just a bit easier to you than it otherwise would and you're able to hold just a bit more than you otherwise could. This increase in talent and stamina also applies to other magic systems.

Battle Magic (400) You are adept at exploiting whatever powers you have, from this world or others, in combat. Even those that probably should not be useful in battle.

Exclusive Magic (600) Some of the oldest surviving magical traditions are selective in who they admit, often only family. Which is unfortunate, because those traditions tend to have the best magic, at least in one specific sphere. It may be warding, healing, summoning, divination, cursing, or any other kind of magic, but they've generally got a variant that's five to six times more powerful than the common version. You gain access to one such tradition's magic, of your choice, optionally without being a member, though choosing that will turn them against you if it is discovered. Can be taken multiple times.

Gear

Newcomer

- An Identity (100) You exist. Legally. You are a legal citizen of any one nation of your choice, with all the necessary paperwork to prove it, including an ID card. You may choose a new nation at the beginning of each jump.
- Somewhere to Go Home to (200) A small house or apartment and a pet of whatever (legal) kind you want. No bills necessary for the heating, electricity, internet, water, or stuffed fridge. You'll always feel right at home here and be able to relax. No caretaking, cleaning, or upkeep necessary(unless you want there to be). Can be imported into future jumps or added to your warehouse.

Insider

- Lair (100) A small, out of the way place for the supernatural side of you. A sanctum for a mage, a vampire's crypt, a grove in the woods for a werewolf. Can be added onto the warehouse or imported into future jumps. Self cleaning. Unless you *want* to leave a mess.
- Ingredients (200) Witches need their reagents, vampires need blood. Here's a steady supply of whichever you need, including for other magic systems. Nothing harder to acquire than blood bags, none from specific people. Don't try using this for a get rich quick scheme, it can't provide *that* much.
- A Special Place (400) An ancient manor with a wizard's library and an attic of enchanted artifacts? A (sacred) forest all your own, a convergence of ley lines, or a personality territory where no one can feed on the humans but you? One way or another it's a patch of land that's special in some way that everyone acknowledges is yours. Well, maybe not that last one, not among the human authorities, but your fellow anthrophages will agree. Can be imported into future jumps or incorporated into your warehouse, as appropriate.
- Mystical Artifact (600) You know those super special, one of a kind items that every Sci fi or fantasy setting has, from lost grimoires to portable super weapons? It shouldn't surprise you that this setting has a few too. Swords that can cleave through steel and crowns that control the mind of anyone who sees its wearer(unless they have willpower in the 98th percentile or magical defenses), shields that make you immune to ranged but mundane weapons, staffs that multiply magic threefold and more. Pick an item on that

scale. You get it. All such items have pasts, and people will know that you have it and want to take it for themselves.

Enforcement

- Symbol of Authority (100) An object that tells all in the know who you are, or who you're working for at least. Probably a badge of some kind.
- Local Weapons (200) The standard arsenal of whatever weapons the peacekeepers and warriors of this secret world use, including any and all ammunition, which refills daily.
- Organization (600) Chose one you are a member of, from this jump or any previous jump, the size of the FBI or smaller. You may import that organization into future jumps.. Even if it doesn't make sense.

Companions

Pay 50 CP each to import or create companions, or pay 300 CP to import or create until you have a total of eight. Your companions gain 800 CP and may take drawbacks.

Drawbacks

Not So Generic +0 Not a fan of the setting? Then replace it with any other Urban Fantasy setting, magic system and all. Replace the perks, origins, and items you bought here with variants thereof that fit the new setting, except those with no equivalent in the new setting, in which case they can't be bought. Power scale as appropriate.

Unmasked +0 You want to introduce humanity to the wonders of magic / reveal the monstrous creatures that feed upon them? Alright, the filter is gone now. God only knows where it came from in the first place, guess God only knows where it's gone.

Stereotypical +100 You are an extremely stereotypical example of whatever it is you are. That may mean a vampire wearing an opera cape, a witch covered in warts(that won't stop cackling), or just an angsty teen, but this will get on everyone's nerves, including your own.

Hiding Something +200 The filter isn't working properly. Oh, sure, it works fine most of the time, but there are… hiccups. Now and then. Sometimes people realize what they've seen with far greater detail than should be possible and become obsessed with "revealing the truth." Other times it just doesn't work. If you can't contain these, the shadow world will be exposed. Don't let that happen. If you do, you chain fail.

Painful past +200 You were traumatized in your youth and are haunted by it even now.

The Dudley +200 You're kind of a jerk. You're rude, insensitive, and generally arrogant. Also, every year, something at least minorly traumatic is going to happen to you.

Paying the Bills +200 Is a pain. And it's never going to be easy. You'll always be struggling for enough money to keep the lights on, the water running, food on the table, and the government not slabbing you with fines you can't pay for not paying.

Suspicious +200 Maybe you've just got one of those faces, but everyone who doesn't know you is going to have a hunch you're up to something. Especially when you are.

Hunted +300 You've made an enemy, jumper. A powerful person in this world greatly desires your destruction, and they have the means to do it and make it stick. Maybe, *maybe* not the means to do so easily, but the means to do it period.

Dark and Angsty +300 You are cursed by fate, apparently. Everything you build shall fall, every dream you have will be crushed, every triumph will be tainted and ruined in the end. You're not going to have a fun decade.

Notes
For No Weirdness Censor, when I say perception filter I mean things like the Mist from Percy Jackson, that alter the perceptions and memories of normals so they cannot(as opposed to do not) notice or see the supernatural. Only children can see fairies? Guess you're the exception, because you'll be seeing them even after leaving the safety of your childhood. Only wizards can see spirits? Even if you're not one, you can too. Normals can't see the monsters unless the monsters let them? Only crazy, drunk, or high people can see the world as it truly is? That won't hide them from you. The exception is naturally invisible creatures, like ghosts. If every witch or wizard and vampire can see ghosts by default(like in Charmed or Harry Potter), you can see them with this perk, but if being able to see them is a power unto itself even amongst mages, then you can't. As for toggling the perk off, this is for worlds like Percy Jackson and Pact, where ignorance actually is a form of protection. When you do so, you regain said protection, but don't expect the world to forget you just because you've forgotten it.

If you take Not So Generic, then Exclusive Magic can provide a rare, secret, extinct, or otherwise hard to get form of magic that already exists in the setting, or it can provide you with additional, otherwise mutually exclusive kind of magic. If the rule is only the Avatar can bend all four elements, then fine, you can take that. If the rule is *no one* can bend more than one element, then you have to buy each one individually.

Organization makes the minimum possible changes to the past will be made to incorporate your organization to its new jump, but cannot change the past at all if you're a drop-in during that jump. Individual members do not follow, but new members will be very similar, including skills, experiences, and enhancements. Some specifics may change. If you work for a secret department of the US government, and import it into a setting where there is no US government(possibly due to a lack of a US) your organization may be a secret conspiracy or it may work for a different, local government. Abilities and technology may work somewhat differently in new settings, but you and all members will know how. You may choose to have local variants of your species powers, technology, and superhuman species replace the originals, but only for that specific jump. You may take this multiple times for multiple organizations, including organizations from past jumps. If the primary purpose of your

organization is jump specific, then it can be imported too. For instance, if you're an order of vampire hunters, and there are no vampires in the new setting, you may choose to have vampires added to the setting. If you have perks that allow you to combine magic systems, you may choose to have your organization already have access to their original form of magic combined with the local form, if you have access to the local form as well. You may choose to have all magic in the setting take that form.