


# JACK CHICK TRACT JUMP

# Jack T Chick Tract Jump v1.01

You may be familiar with the small, proselytizing comics known as Jack Chick Tracts. They generally preach the Christian message – Satan is trying to deceive you, you need to accept Chrsit as your lord and savior or else be damned to an eternity in hell when you “die in your sins”. Jack Chick, the author and cartoonist for some 700-odd tracts, goes farther, however. He warns and argues against such evils as homosexuality, evolution, witchcraft, rock and roll, Masonry, Catholicism, Islam, Mormons, and (famously) role-playing games.

This is a jump based on Jack Chick’s nightmare world. It’s much like our own: the devil controls the world, subverting people through media as spirits tempt and misdirect the common man. Witches, inspired by Harry Potter, learn real witchcraft, sacrifice cats and put poison, drugs, and razor blades in candy treats on Halloween. Possession is real, and evil spirits’ influence is not uncommon. There are vampires. Those who truly believe in God’s word are the minority – mocked as bigots, called intolerant and ignorant, publicly shamed as politically incorrect. Forget the Ten Commandments – praying openly, or even talking about Jesus in school or at work can get you in deep trouble.

Despite these hardships, there are those who believe – and they are truly **Saved**, for they know the kingdom of heaven is theirs to inherit. God shines his light on them, guiding and protecting the faithful. At their approach, demons flee and devil-worshipers tremble. They preach that Jesus is the only way to heaven, no matter the risks to their life or reputation. Most people, **Deceived** by new age spiritualists or their cult leaders that Hell is a myth, want nothing to do with these “fanatics”. Besides, rock and roll, drugs, and sex are great! They’ve probably never heard of Jesus, or are unclear on the concept of what a soul is. They view Christians (the true ones, at least) as fanatical bigots who are simply intolerant of other religions and lifestyles. The **Damned** have made sure that the entire world slowly falls to the forces of darkness. They’re the ones making Dark Dungeons popular, and funding rock festivals. They’re the ones sacrificing people to Satan on his birthday. They can exhort dark forces to curse those who cross them, and their covens have more sway than you’d think. Why, they’re teaching kids about gay “love” in elementary school, now! But if you just **Drop-In**, you may play a different role. You might not be the next Jesus, but unlike everybody else you start off free of the sin passed down since Adam and Eve. This gets you some leeway with the big man, and Satan doesn’t know what to think. Be wary of crossing either of these two great powers, however. They may be content to ignore you for now, but they’ve been fighting in a struggle for the souls of men since the Earth was created (about 7000 years ago).

No matter what your role is, you’re going to be stuck here for a while. To help with that, have these **Chick Points! +1000CP**

# Location

Roll 1d8 or pay 50CP to determine your staring location.

### 1) Anytown, America

A small town, with a few schools, a bar, and a couple of churches. It may look idyllic, but underneath the surface, a war is being waged on the spiritual level. There are a few who are saved, but the majority are deceived, or can be swayed one way or another. Most are already lost, thanks to the work of sinister powers.

### 2) Church

Maybe it's one of those newfangled megachurches, where the pastor preaches that all is saved, and you just need to send him money for some prayer mats. Maybe it's a humble building with a dwindling congregation, where the pastor pleads with those who will listen to accept Christ or face damnation.

### 3) Institution of Education

A school, in other words: elementary to university. What are you doing here? Are you a teacher, or a student? Are you here to indoctrinate – I mean explain – about evolution, or are you going to spread that old-fashioned fanatical nonsense about the word of God?

### 4) Prison

For some reason, quite a few conversions happen here. Are you here to save others, by spreading the word of Christ? Or are you here because you done goofed? Maybe you're happy living in sin, and want to drag as many down with you as you can. Even if you killed a guy, overcrowding will mean you're out in a few months, tops.

### 5) Cult Lair

Yes, there are may cult networks throughout the world. Some large, but many small. They sacrifice to their dark master, and lead others astray. They serve faithfully in the (vain) hope that they'll be rewarded after death (they won't be, they'll be cast into the lake of fire like their master). Maybe you're a new recruit, or here to redeem some lost souls. Maybe you woke up here with a headache, and a few confused-looking men in black robes arguing about where you came from.

### 6) Den of Iniquity

Man, this party is awesome! They have booze, weed, uppers, downers, black beauties, and the hardest rock ever! You think there's a game of Dark Dungeons happening in the back room, maybe you can check that out. Wait, are those two dudes slipping into a linen closet? Whatever, man, free love is great! Oooh, pot brownies!

### 7) Hospital

Among the sick and the desperate, there are many who are eager to cling to any offered hope. Maybe you're one of those who seek to save some sick souls before they slip away? Maybe you're sick, but not sick enough to fall for that religion hokum. Maybe you're a doctor and you're sick of these religious types sneaking in and upsetting your cancer, head trauma, and AIDS patients.

### 8) Free Pick

No matter where you end up, I'm sure you'll do just fine. Even if it's not on the list!

The exact year doesn't matter, but the default is an anachronistic mish-mash that feels like a blend of the years between 1980 and 2005.
If you have a burning desire to go to some other period, any time between 1692 (Salem Witch Trials) and the current year is fair game.
It's not like things have really changed much since Jesus died for our sins two thousand years ago.

# Backgrounds

You can select any background, age, and gender for free.

## Drop-In

You're not from around here. That means you're kind of a wildcard. You didn't inherit any original sin, but that doesn't mean Satan can't get his claws into you. But that also means you probably have your own message to spread. Jumpers are typically iconoclasts, but maybe you'll take up a more messianic role for a while.

## Saved

Whether you were raised in a loving Christian family, or found Jesus later in life – you've heard the message, and have been saved. Now your eyes are open, and your mission in life is clear. All of these poor, deceived souls could be like you, basking in the light of God's love. If only they had somebody to help them fight off the influence of Satan, maybe they won't die in their sins.

## Deceived

You're just an average guy. You don't see why those Bible-thumpers have to ruin a good time. You've dabbled in drugs, maybe a little bit of astrology or crime, but you're not a bad person. Or maybe you are. But that doesn't mean there's a lake of burning fire waiting for when you die. After all, nobody who really matters believes in God. And if there is a Hell, you're sure it's one big party where all your friends are waiting for you! And that's if you're lucky and death isn't just a great big nonexistance. Right?

## Fallen

You know there's a Hell, and a Satan. Why else would you be up at midnight on Halloween sacrificing a black cat? Satan's a cool dude! He's gotten you fame, fortune, drugs, magic powers, and other neat stuff. What's Jesus done for you lately? If your sulfurous boss wants you to make sure some weenie doesn't get saved, that's a small price to pay! You better not screw up, though.

# Perks

Perks are discounted (half off) to their respective backgrounds.

## Drop-In

### Cartoonist (100)

You're great at writing and creating comics. Layout, dialog, art, you can do it all! You have a talent for getting a message across in comic form, with passable illustrations and to-the-point writing.

### The Ugly Stink of Sin (100)

The farther a person is from God's light (or your own moral system) the uglier they appear to your eyes, and the more they smell like brimstone and rotten garbage. The cleaner you are, the more Good you appear to tests of virtue like Detect Alignment, or swords stuck in stones. You can turn these effects on or off at-will.

### On Your Shoulder (100)

Well, not quite. You can choose to interpret your (and others'?) baser, less virtuous desires as rather ugly demons who whisper in ears. This may allow you to ignore your more destructive impulses, but man, these things really aren't pretty. When they aren't short, obese men with tails, horns, and bulbous noses, they're terrifying creatures that might come up in a John Carpenter and David Cronenberg brainstorming session.

### Interpreter of Dreams (100)

Some people say dreams are prophetic. Others say they reveal things about the dreamer's subconscious. Either way, when faced with a dream, you'll know if it's significant, and in what way.

### Special Evidence (200)

The girls from Salem may have been lying, but you really can see spirits and familiars, as well as normally invisible magic. Getting people to believe you possess this power may be a bit trickier than it was for those girls, though.

### How Is It With Your Soul (200)

Supposedly, in the old days, people always asked this. Now, you'll be able to answer! With this perk, you always know the state of your soul, and whether or not it's been tampered with or corrupted, where all of it is, and a good idea of how to heal your soul if it gets damaged.

### Lazarus, Come Forth (300)

Once a year, you may resurrect a person who's been dead for not more than 4 years. Must have access to the body.

### For The Wages of Sin Is Death (400)

You can curse somebody to die (or almost die) once in the near future. This depends on how much they have sinned in life – the more sin, the more effective and immediate their doom will be. You can only do this once a week, it only works on a given person once, and you have to actually tell them "the wages of sin is death".

### Rez Pls (500)

3 days lag, smdh. You may die, but you will rise again! No need for rabbits or eggs (which are pagan, anyway). Rolling aside any stones isn't included, so you better hope you weren't buried. If you were buried, you'd better have a way to escape, or things could get tricky, as this will only work once per jump.

## Saved

### Dude Used to be MEANER Than ME (100)
The worse you've been in the past, the more effective you are at saving those in in sin. Rising from vice to virtue isn't easy, and now you can lift others up. As long as you've been lower than they currently are, you can redeem them with ease.

### I Can FEEL IT! (100)
You can feel when evil comes to town. You've got a sixth sense for rockers, drug-pushers, homosexuals, fornicators, devil-worshipers, and mass murdering psychopaths.

### The Poor, Maimed, Lame, and Blind (100)
You have a radar that pings on the most unfortunate, down on their luck, poor bastards around. If there's somebody only you can help, this will guide you straight to them.

### Know Your Scripture (100)
You have intimate knowledge of any holy book you've read, to the point that you're able to pull a quote out of memory to fit any situation.

### Combat Ready (200)
You can tell how strongly people are convinced by your arguments, and how strong their beliefs shield them from your arguments. This also gives you a good idea of what sorts of arguments will find the weak spots in their armor.

### This Is The Truth (200)
As long as you only speak what you believe to be true, you can get anyone anyone – even your own kidnappers – to listen to you ramble on about how rock music is sent by Satan, that the true origin of the catholic church is an Egyptian cult of Ra and Isis, masons worship Baal, etc. And they'll not get mad at you for saying things like their religion is a blasphemy against god.

### 3,000 miles away… (300)
When one of your companions/loved ones is going to die, you'll receive a warning just in time to rush to their aid if you really, REALLY hurry. This doesn't work if you would have originally been by their side anyway, or if the death would have been purely accidental.

### Pray the Gay Away (400)
You can "cure" homosexuality by casting out the vile devils associated with it! At least, you can in Jack Chick's Tract Land. In general, you're just really great at exorcising demons and getting rid of malignant spiritual parasites.

### Spiritual Guardian (500)
If you're aware of a spiritual attack against you, you may summon an angelic* defender to do battle with the supernatural forces arrayed against you, be they spirits, monsters, curses, or other malevolent miscellanea. This being is empowered by your faith in whatever they represent. *May not necessarily be the holy sort of angel.

## Deceived

### Rude, Crude, and Socially Unacceptable (100)
People are often willing to overlook your flaws, despite your being such a sleaze. You also always know where to find acid, smack, dust, coke, speed, and black beauties. Whatever those are. You're such a crazy party animal, people will flock to your side.

### Wealth-Based CHA Bonus (100)
The more money you have, the ~~better looking, smarter, funnier~~ more popular you are.

### Overheard… (100)
You have a great talent for hearing things that aren't meant for your ears, but which asnwer questions or provide benefit to you.

### Memetic Density (100)
Memes, culture, history... what's that? Jesus? Souls? How did you go your entire life without picking up any of this stuff. I mean, sure, there's a fallen angel working tirelessly to keep you from finding out, but come on! You have an uncanny ability to remain ignorant of things you don't want or need to know. This not only saves brain-space, but can act as a buffer against less wholesome concepts, as well.

### Witness To Power (200)
Your underlings, minions, friends, relatives, random passerby, etc. won't be cowed by your fame, fortune, or power. They'll tell you what's on their minds/what you really need to hear, whether you want to hear it or not!

### A New Creature (200)
As long as you say you're sorry (and mean it), people will accept your apologies and not take further action against you for your past transgressions. Won't work twice on the same person for the same transgression.

### Warning Signs (300)
It's pretty obvious, if you just pay attention. STOP. DEAD END. NO TRESSPASSING. TURN BACK NOW. ROAD ENDS. LEFT LANE MERGES. Not every sign you see will be significant, but whenever you're unsure about a course of action, you might receive a nudge in the right direction in some form.

### I'm Elfstar (400)
You can gain REAL POWER by playing demonic table-top role-playing games. Effectively allows you to practice and grow in any magical arts you already possess, but by playing a game instead of, you know, actually studying or practicing. If you don't have any magical powers or any schools of magic, then you begin to slowly gain those powers your character has in Dark Dungeons.

### Terminated (500)
Once per jump, you can replace certain death with a near-death experience. During this experience, your heart stops beating, and your soul flees your body to visit the afterlife. After a brief sojourn of no more than 15 minutes, you will return, having experienced a small bit of whatever was waiting for you after death. You may also induce this effect at-will, although doing so is draining, and I would recommend not doing so more than once a week.

## Fallen

### Well Practiced in Every Form of Perversion (100)
It doesn't matter what it is, you know how to put the moves on it. The knowledge of how to show any being (or inanimate object), no matter how incompatible – a good time in bed is now yours. You sicko.

### What's to Keep Me From Becoming a God (100)
You can do anything as long as it is in the pursuit of power. Your pride and willpower are unrivaled! Prayer? Piety? Salvation? Such things are not for the likes of you! You don't need no stinkin' gods! You can save yourself!

### "Ye shall not surely die…" (100)
Tempting Poisonous Words When it comes to deception, you know who to target, and how to get them to believe you. Additionally, you can make anything seem more desirable, and downplay any negative effects that might result.

### Don't Be Intolerant (100)
It just wouldn't be politically correct for other people to complain about you sacrificing a cat on Halloween . You could talk about holding a drug-fueled orgy and not only would people not bat an eye – they might ask to be invited.

### Dancing to Your Beat (200)
You can figure out how to mold society by nearly any means. Convince the public that homosexuality is okay by teaching evolution. Witchcraft is just one step away from trick-or-treating. Yes, you can even destroy the nuclear family with rock music.

### Lew Siffer (200)
You're good at low key. Almost nobody knows you exist, even if you control most of the world. It's no SEP field, but you know how to cover your tracks, act through proxies, and set up a chain of command that will ensure your anonymity while still getting things done.

### Complete Breakdown (300)
You can summon a simple, one-page report on anyone whose name you know. This dossier contains the high points, the low points, and major sins of this person's life, as well as ways to influence them.

### Full Report From All Divisions (400)
You can call a meeting with all of your minions, underlings, allies, and subordinates in a large, metaphysical conference room. They don't attend in person, but with their spirit. They'll be aware of both the meeting, and their surroundings while attending, so its best if they can be somewhere not-distracting when called. Also allows memories and thoughts to be shared in a power-point format via spectral projector.

### Devilish Influence (500)
You can sort of possess or haunt people by ejecting your soul from your body. It's not total control, but you can subtly alter how they perceive the world, to inflame their baser desires, and prevent them from hearing and accepting the word of God. Whispering to their unconscious mind at all hours, is it any wonder they dance to your tune? Your soul is, naturally, invisible to most, incorporeal, and utterly unable to effect the world besides creepy subliminal whispering.

# Items

Items are discounted (half off) to their respective backgrounds.

## Drop-In

### Book of Life (100)
If there's an afterlife, this weighty tome will let you know where you're going after you die. But yours isn't the only name in here! There's an entry for everyone who's been born. Name, Date of Birth, Final Destination (may change before death), it's all there.

### Apocaliterature (200)
A small text filled with accurate tellings of any approaching calamities (or potential catastrophes effecting at least one nation) which might be considered "apocalyptic". It's in prophetic language, though, so one might be left wondering what's supposed to be a metaphor, and if so, for what. Updates when you enter a new world.

### Angelic Scissors (300)
Deals with the Devil aren't final. After all, your soul isn't really yours to bargain with, is it? With these shimmering silver shears, you can cut metaphysical bindings. This includes (but is not limited to) contracts, pacts, and (some) curses.

## Saved

### Cross (100)
It's super effective against the forces of darkness, and can shift between pendant and wall decoration size. At the very least it can protect a home or bearer against unwanted spirits, and it's great at warding off vampires. Which are a totally a thing.

### Lion's Pit (200)
You get a pit of hungry lions that will devour those who meet certain criteria, and leave others unharmed. Why would you even want something like this? Attaches to a warehouse or property of your choosing.

### King James Bible (300)
The ONLY version Satan hasn't messed with! In worlds with an active deity, you receive a comprehensive collection of their true teachings, heavily annotated. Within these pages are the history of their religion, their prophets' parables and teachings, the deity's likes and dislikes, and the proper way to pray to them. In worlds with multiple deities, you get one book per deity. Hope you have a large bookshelf.

## Deceived

### Fruit of Knowledge (100)
Consuming this strange-looking fruit has several effects. First, it makes you more intelligent, and capable of instinctively knowing whether a course of action is Good or Evil. Second, it gives you intimate knowledge of the sins you've committed, a kind of karma-counter if you will. Third, those who partake, and all their descendants, will be cursed by Jack Chick's God to eternal damnation after they die, and shall receive none of His blessings. You can plant the seeds, but a person can only benefit from the effects once.

### Camp Basil Bub (200)
A few log cabins in a forest around a lake. Perfect for a Halloween party! There's a rumor that thirteen people were murdered here last Halloween, though. The police riddled the killer's body with bullets, but no corpse was ever found. He's probably dead, right? It's a nice property 364 days of the year, but on Halloween, a Devil wearing a giant jack-o-lantern on his head and wielding a chainsaw will appear to wreak unholy havoc. Halloween is his birthday, you see. This property can be imported into a rural area during future jumps, sans costumed devil.

### Life in Review (300)
A small theater with one seat is added to your warehouse. Sitting in the chair allows a person to review their own life, revealing even the most minute of their transgressions and sinful thoughts. While watching their life in review, time is effectively stopped.

## Fallen

### Dark Dungeons (100)
This procedural generation collaborative story-telling dungeon crawler tabletop game comes with everything you need for a great evening with friends. Easily the most popular game on the market, with over two dozen supplements and adventure sets. Comes with a complete collection of books, dice, sheets, setting decks, DM screen, playmat, customizable models (for both adventurers and monsters), and instructions for drawing giant pentagrams out of blood. Blood not included.

### Haunted Warehouse (200)
Your warehouse (or any other property you have) can be decked out for Halloween (or any other ritualistic event) at a moment's notice! Comes with spooky spider webs, skulls, black candles, alters, flashing lightning (weather permitting), summoning circles, and unnerving echoes of distant screams.

### Mask of the Deceiver (300)
Flappy skin-colored latex it may be in your hands, but it can stretch over your face giving you the appearance of a normal human to any observer. This includes just about any supernaturally gifted x-ray scanner types. And it's not uncomfortable in the least, no matter how large your horns, or how long you wear it.

# Companions

### Jack Chick (50)
A young would-be artist, who dreams of saving the souls of the deceived and sharing the word of god, through small comics. *Comes with Cartoonist*, *Feeling Downright EVANGELICAL*, and *Unintentional Zealotry*. Yes, those last two are drawbacks.

### Moral Compass (100)
A Goodie Two-Shoes or Diabolical Narcissist. This person will try their best to get you to move one direction or another on the sliding scale of spiritual alignment. This is your opportunity to find a companion who will do their best to redeem you, or one to redeem.

### Spirit-Sighted Animal (100)
A small pet, like a cat or dog. This one will occasionally freak out at what appears to be nothing in particular. Unlike other pets, though, you can be sure that this one can see devils and spirits – and will consistently freak out around them.

### Officer Carter (100)
A big tough policeman who fears nothing, save God. He used to be a cold killer, in a gang, a drug dealer, and worse. But now he spreads the message of Christ while walking a beat on the mean city streets. Maybe it's because he's a rock solid slab of 6'8" muscle, but gang-bangers are strangely reluctant to tangle with this pacifistic holy warrior. Comes with *Dude Used to Be MEANER than ME*, and *Tailored for Black Audiences*.

### Dark Dungeons Player (200)
This young man or woman has a burning desire to do one thing – roll those dice! Some gamer fanatics knows all the handbooks and tomes inside-out. This one wrote the publishers with a list of corrections! Comes with *Dark Dungeons*, and *I'm Elfstar*.

### Little Susy & Grandpa (200)
This little girl with pigtails has an unshakable faith in God, Jesus, and the Bible. Her Grandpa taught her all she needs to know about evolution, Muslims, and homosexuals. No matter what Ms Henn says! Of course, she won't be going anywhere without her beloved Grandpa! He's got a mustache, an eye patch, and more knowledge about religion than anyone else alive.

### Demonic Companion (300)
This fallen angel might not be high up in the Hellish hierarchy, but it can see the writing on the wall. They wants to get out of Creation before Jesus returns, and you're their ticket out of here. This imp is hideous (when not invisible), sneaky, conniving, and unrepentantly evil. Beyond that, its personality and appearance are somewhat up to you. Comes with *"Ye shall not surely die..."* and *Devilish Influence*.

### Bob Williams (300)
Man, this guy is good. He's saved more souls than any Catholic priest you care to name! He always arrives just in time to save a bullied kid, or a suicidal catholic priest. Also, he really hates masonry. Comes with *Pray the Gay Away*, *Know Your Scripture*, *This is the Truth*, and *The Poor, Maimed, Lame, and Blind*

### Companion Import (100/300)
Each companion you import has 300CP to spend on Perks and Items. They can take Drawbacks that only effect them for more CP. I just hope they'll forgive you for bringing them into this world. Paying 300CP allows you to import up to 8 companions.

# Drawbacks

No limit drawback limit, but remember the Bible says, “It’s easier for a camel to pass through the eye of a needle than for a Jumper with too many drawbacks to continue his chain.”

### Feeling Downright EVANGELICAL (+100)
You can't help it. You know the truth, and you feel compelled to share it. Especially with those least likely to accept your message, whatever it may be. For double the points, you'll have to spread an ideology you don't agree with.

### Sex Is Sacred (+100)
You'd better watch out, Jumper. This god is f*cking serious about fornication. If you have sex, it better be post-marriage heterosexual missionary-position sex beneath the covers with the lights off between two consenting adults, for the sole purpose of procreation. Otherwise you risk getting a venereal disease, don’t you know. Maybe even AIDS!

### Tailored for Black Audiences (+100)
Everyone around you is black, and talks in a 70s/80s stereotypical jive. Things are also a little more violent, drugs are somehow even more endemic, and it's hard to find a father figure. And the worst part? You’re black, too. This comes with an inability to talk like a cracker, and a tendency towards violence, drugs, and women.

### Unintentional Zealotry (+100)
When talking about anything you care about, you have a tendency to come across as a bit of a weirdo. A frenzied gleam enters your eye, you nonchalantly spout off horrific imagery, you becoming unable to see how what you’re saying might come across as hypocritical, offensive, or intolerant. Perhaps worst of all will be the unfortunately phrased but innocuous questions. "Hey random kids I came across in a park, do you know what a virgin is?"

### Unquestioning (+200)
You will believe anything anyone tells you for the duration of the jump. Oh, right, of course Hell doesn’t exist. Jesus died so his holy blood could cleanse your sins? That makes sense. If somebody tells you magic doesn’t exist, you might have trouble reconciling that with the fact you spent several centuries as a wizard, but eventually you’ll realize they’re absolutely right!

### Catholic (+200)
You're subject to the laws of the Vatican and the will of the pope. You will have to Live, Die, and Kill for your new church. This also means you will either take part in rites to worship the Babylonian Sun god Baal and the Masonic goddess Isis, or be hunted down as an apostate. And, of course, you’ve somehow gone without reading the ten commandments or accepting Jesus as the son of God. Because you’re Catholic.

### No, Not Blackleaf! (+300)
You must play through one level of the game Dark Dungeons each week at the local witch’s house. Should your character die, you will become overwhelmed with suicidal thoughts. For the next week, if you are ever alone for more than an hour, you will attempt to commit suicide. And your GM is a spiteful controlling psycho priestess of Satan who is trying to kill off your character, even if she has to do so within the rules of the game.

### Cthulhu Tract (+300)
Drawn by the mad Arab, these tracts reveal the horrific truth of the uncaring universe, and the imminent return of the Old Ones. Things lurk in the dark, unexplored corners of the world. The primitive psyche of man is unprepared for the horrors that exist just beyond our perception. Perhaps that’s for the best. When you can see them, they can see you. Maybe that’s why, when you look up at the night sky, you can feel it watching you.

### No Powers (+400)
Jack Chick's God is a jealous god. He doesn't like people screwing with his plans. To this end, upon arrival, you're stripped of all your supernatural powers. You can keep all your skills and knowledge, but don't expect to re-enact DOOM anytime soon.

### Payday (+400)
God has his eye on you, and if you don't behave lightning bolts will be the least of your worries. Expect to be hounded by car crashes, leaky gas mains, slippery shower tiles, and if that fails, angelic assassins. You're effectively under the effects of The Wages of Sin from the moment you arrive, and supernatural retribution will be roughly proportional to your transgressions. Keep in mind that you and God may have different views of what deserves a smiting.

### Great Tribulation (+500)
Three years into your jump, all believers go to heaven, and the apocalypse begins as Satan reigns on Earth as the Pope, unleashing a world of degeneracy and horror. Among the burned out husks of once-great cities, flying scorpions torment frenzied homosexuals and famished Catholics. It doesn't matter if you've accepted Jesus Christ as your lord and savior – you're stuck here until the final days of the tribulation, on Satan's earth.

### There Is NO Second Chance (+600)
All of your perks, items, or companions' powers which would allow you to be resurrected or come back from the dead without ending your chain no longer work. If you die here, you will go straight to Heaven or Hell. Do not pass go, do not collect 200 dollars. You will spend the rest of eternity there. You will either burn in a lake of fire forevermore, or sing God's praises until judgment day and beyond.

# End

### Left Behind
Maybe you've been accepted into Heaven, or your work for Satan isn't quite finished. For some reason, you've decided to stay here and end your chain.

### Get Thee To A Nunnery
Maybe this world has finally given you what you were searching for. Maybe you don't want to see any more of the multiverse, after seeing this place. Either way, you're going home.

### On A Mission From God
You're not don, yet! There are more worlds to see, more people to save, more adventures and experiences waiting for you.

### Jumper Tracts
As a reward for putting yourself through this experience, please accept these Jumper Tracts! These small, moralizing comics present your adventures in a fun, educational format. Perfect for sticking them under windshield wipers, or handing out on pagan holidays. You get a new shipment each month, which may or may not include new, up-to-date stories.

### Notes
- *For The Wages of Sin Is Death*: if the target can't die via choking, cancer, or speeding truck/meteor/lightning bolt, it's probably more *Inconvenience* than *Death*.
- *I'm Elfstar*: Dark Dungeons characters top out at around 5$^{th}$ level characters in Dungeons and Dragons.
- *Fruit of Knowledge*: Only Jack Chick's God curses you. Any other gods you encounter in your adventures are probably ambivalent about moralizing fruit.
- *Dark Dungeons*: A strange mixture of Dungeons and Dragons, Monster: Kingdom Death, and Lone Wolf, in this game the DM is relegated to drawing cards and reading flavor from the Unhallowed Tome as directed. Because of this, it's common for players to take turns drawing story cards, rolling dice, and reading the massive tome (about 50% of which is indecies and tables).
- *Cthulhu Tract*: taking this drawback may alter other drawbacks. For example, *Great Tribulation* will become the return of Cthulhu, and *There Is NO Second Chance* will doom you to whatever fate awaits those who die in Lovecraft's Mythos. You'd better hope it's just surcease of existence. Probably worse, though.