

There is a distinct hint of Armageddon in the air. According to The Nice and Accurate Prophecies of Agnes Nutter, Witch *(recorded, thankfully, in 1655,* before *she blew up her entire village and all its inhabitants, who had gathered to watch her burn), the world will end on a Saturday. Next Saturday, in fact. So the armies of Good and Evil are amassing, the Four Bikers of the Apocalypse are revving up their mighty hogs and hitting the road, and the world's last two remaining witch-finders are getting ready to fight the good fight, armed with awkwardly antiquated instructions and stick pins. Atlantis is rising, frogs are falling, tempers are flaring. . . . Right. Everything appears to be going according to the Divine Plan.*

Except that a somewhat fussy angel and a fast-living demon -- each of whom has lived among Earth's mortals for many millennia and has grown rather fond of the lifestyle -- are not particularly looking forward to the coming Rapture. If Crowley and Aziraphale are going to stop it from happening, they've got to find and kill the Antichrist (which is a shame, as he's a really nice kid). There's just one glitch: someone seems to have misplaced him. . .

You may start at any time from 4,004 BC to one week before the Apocalypse. Either way, you're hanging around until events surrounding the world's ending are resolved, one way or another. If mortal you won't die from age or disease in that

time, but anything else is up for grabs. Have **1,000** celestial points (cp) to help you on your journey.

AGE & GENDER

Keep or change either to your heart's content.

ORIGINS

Angel- A Messenger of the divine and servant of the ineffable plan. You're just a really nice person all around, insofar as you count as a person.

Demon- Maybe you fell, or sort of gently drifted downwards, but where once you were an agent of pure good, you now serve the cause of evil, tempting and corrupting mortals.

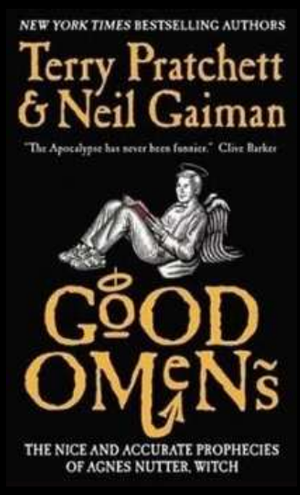
Ordinary Mortal (Drop-In)- Why look at that! You're a totally ordinary human child, with nothing whatsoever to do with Armageddon. You surely won't destroy the world, no sir!

Rider- Actually, ending the world is your job. Traditionally, you'd wipe out one third of the population, as would your siblings, until 18.975% of the original group survived to witness the end, but you seem in a bit more of a rush.

Satanic Nun- Like regular nuns, but more evil. You are part of the conspiracy to replace the child of an American diplomat with the Antichrist. Excellent place to shake events up.

~~Witch~~ Occultist- A descendant of Agnes Nutter, you've known your whole life the End Times were nigh, and only you could prevent them. Fortunately, you're one of the best educated in forbidden knowledge since the first two humans decided to try apple for the first time.

Witch-Finder- Once your organization was the greatest protection ordinary people had against the occult. Now, it's just the two of you, three if you insert as an outsider. No matter, the world is still ending, and you have your duty.



PERKS

Bebop- (free all) You have a classic rock soundtrack you can mute at will, or listen to while no-one else can hear. The music will always be something enjoyable to you in your present mood, and sometimes very appropriate to your situation, giving hints you might not otherwise have had.

Speaking in Tongues- (free all) You fluently speak all mortal languages, from the likes of French and Spanish to Kaixana and Fortran.

Style- (free all) Whether Crowley's rock-and-roll persona, Aziraphale's white suits and fussiness, the Horsemen or even Anathema's severe look, everyone here seems to have a larger than life personality and a way of dressing, and speaking, that gets most of that across, and is just cool besides. You too benefit from this.

Ineffable- (-200 cp) The existence of the Jumper is a sublime mystery, an eldritch being from beyond Creation who helps or hinders as the mood takes them. As such, not even Agnes Nutter could predict your entry or actions in this world. Post-jump makes you immune to fate and precognition.

Spiritual Makeup- (free and exclusive to Angel and Demon) As a being of pure spiritual energy and sacred fire, you have no physical needs, can possess others, and assume a true form as a winged humanoid or pillar or flame. You can be discorporated, but will require special means to destroy, and do not have a physical sex or drive to such things, unless you feel like making an effort.

Goodness and Mercy- (-100 cp, free Angel) What being an angel is all about. You're a genuinely nice person, and can always find satisfaction in helping others.

Enough Of A Bastard To Be Worth Knowing- (-200 cp, discount Angel) It's true angels can be a bit holier-than-thou, but then, they *are*. You, however, have never lost touch with the bit of humanity that knows what it is to be tempted and to stray. Aside from always keeping you at least somewhat you, this lets you empathize with and better help the poor sinners that have lost their way.

There'll Be Paperwork- (-400 cp, discount Angel) Once per Jump, or decade, you can escape certain death by pointing out how much paperwork would be involved.

Voice of the Almighty- (-600 cp, discount Angel) Angels are messengers of God, and you in particular can easily convince people you speak for the Almighty, or Jump-Chan or an otherwise inconceivably high authority.

Little Temptation- (-100 cp, free Demon) You are *awfully* good at making little acts add up to major consequences. Much like Crowley's ability to annoy a massive amount of people so someone will snap, but not necessarily towards evil ends.

Good Person Deep Down- (-200 cp, discount Demon) The downfall of many a master villain is failing to consider that people can be good, can choose to prioritize their cause or their love over themselves. You do not have this failing, and will never forget the emotional ties or desires for good that drive people. Nor will you ever become so lost you lose sight of your own potential for good.

Memos- (-400 cp, discount Demon) When people talk about snakes and silver-tongued devils, they're probably thinking of you. Whether it's making up lies too bold for others to challenge or just playing to the audience, you have a knack for getting people to believe in the most implausible things. For instance, people will happily attribute anything good for them that happens in your general vicinity to your efforts.

Lord of the Flies- (-600 cp, discount Demon) Insects and vermin of all kinds love you, and will help you however they can. Just speak to realize your desires, and if they can do it they will.

Imagination- (-100 cp, free Ordinary Mortal) You really have quite the imagination. I bet the neighborhood kids always turned to you to make up new games and such. This one thing Angels and Demons lack, which allows humans to come up with acts of cruelty and kindness unthinkable to both.

Free Will- (-200 cp, discount Ordinary Mortal) You cannot be controlled or constrained, for you bear the greatest blessing and curse of humanity, the power to choose.

Mix-Up- (-400 cp, discount Ordinary Mortal) The vast majority of history is shaped, not because people are fundamentally good or fundamentally bad, but because they are fundamentally *people*. You have a gift for being the spanner in the works, the rocks on which the delicately laid schemes of others founder, whether by your own actions or mere coincidence.

Humanity Incarnate- (-600 cp, discount Ordinary Mortal) You're not a product of Heaven or Hell, you're better. On behalf of humanity, you can reject all supernatural powers in your vicinity, dispelling sorcery and summons alike, though yours will still function, and those of your allies if you so wish.

Ride- (-100 cp, free Rider) It'd be embarrassing to be one of the Horsemen and not be able to ride. Whether a horse or a motorcycle, you're one of the best there is in the saddle.

Friendly- (-200 cp, discount Rider) You easily attract other people interested in your hobbies and/or goals. You could amass quite the biker gang in a short ride.

Doom- (-400 cp, discount Rider) You're more than just a mere Rider of course. You represent something that people are terrified of, a means of culling a great deal of them at once. War, famine, pestilence, pollution, even death. Pick one. You will find you have vast and ill-defined conceptual powers over your domain. Pestilence can make up new diseases on the spot, or banish them should he choose. Death could declare the end to a particular group, say firstborn male children, over a huge area, and have it so.

Destroyers- (-600 cp, discount Rider) You can assume the form of a monster that cannot be killed by brute force, only ideas. If you have a Doom or similar esoteric power, it can be themed around and enhance that power, such as War becoming a person made of guns and bullets, or pollution turning into a slime monster.

Hymnals- (-100 cp, free Satanic Nun) You have a fantastic singing voice and classical training.

Adorable Toesie-Wosies- (-200 cp, discount Satanic Nun) You can always find the little rays of sunshine to smile over, and their memory will stick with you for the darkest times.

The Ol' Switcheroo- (-400 cp, discount Satanic Nun) You should entertain at children's parties. You're the undisputed master of swapping things around, palming objects, producing them and similar legerdemain. You could swap someone's baby right before their eyes without their noticing.

Miss Fortune- (-600 cp, discount Satanic Nun) You have a very particular, very extreme form of luck. It won't help you win the lottery, but if disaster ever comes knocking, you won't be home. When enemies attack, if there's the least chance of them bungling the job, they will.

Aura Vision- (-100 cp, free Occultist) You can see auras around people, giving some impression of their character, mood and any supernatural influences or powers.

Dowsing- (-200 cp, discount Occultist) By swinging around a pendulum and focusing really hard, you can approximate a direction to whatever it is you seek, unless magically hidden or

protected. With a map, you can narrow things down to the area of a small town.

Small Medium at Large- (-400 cp, discount Occultist) You can invite spirits of the dead or wandering into your body, for their knowledge or powers. More importantly, you can prevent them from controlling your body and cast them out when they become troublesome. You may only host one such spirit at a time.

Foresight- (-600 cp, discount Occultist) You're no Agnes Nutter, but if you stop and think for a few moments, you usually have a really good idea of the most likely path of the future, and the next two runners-up.

Did You Count Their Nipples? (-100 cp, free Witch-Finder) You know the various signs of occult dealings, how to recognize a witch or when someone is possessed, or a werewolf. In theory, anyways. Knowledge updates in each Jump.

Fundraising Genius- (-200 cp, discount Witch-Finder) You're an absolute master at attracting investors and work, and otherwise scrounging up funds from somewhere or other. Getting paid twice for the same job isn't some rare thing, that's your everyday life.

Death of the Machine- (-400 cp, discount Witch-Finder) You have an absolute gift… for destroying computers. Any time you wish, with a couple keystrokes you can crash a system, even the unfamiliar OS of an alien race or a sophisticated nuclear launch system. Unlike Newton Pulsifer, you control this gift absolutely.

Pointing Fingers- (-600 cp, discount Witch-Finder) A Witch-Finder may not have time for a full banishing ritual. Fortunately, by pointing your trusty index finger of your offhand and concentrating, you may banish one supernatural entity a week back whence it came, or exorcise one spirit from its poor host.



COMPANIONS

Shoulder Angel/Devil- (free) Well, Crowley and Aziraphale aren't going to be terribly welcome in their respective planes after this. Perhaps you could spare some room for two lost and wayward companions?

Cut From The Adaptation- (free) A trio of intimidating at first, but remarkably friendly bikers who would be happy to share the road with you. See the sights, it's what living is all about, no?

Others- (-100 cp) For 100 cp, feel free to invite anyone else to tag along.

Friends- (-100 cp) Import up to twelve Companions with their own origins, appropriate discounts, and 700 cp apiece to spend.



ITEMS

White Suit- (-100 cp, free Angel) An impeccable pure white suit, ever stylish and self-cleaning.

Flaming Sword- (-200 cp, discount Angel) A flaming sword, pretty self-explanatory. Can harm intangible, spiritual and other supernatural beings. It also provides heat, light and an easy way of starting fires.

Bookshop- (-400 cp, discount Angel) A fancy bookshop. Besides providing a source of income, all sorts of rare and lost texts or tomes tend to turn up among the shelves. Sometimes the very thing you're looking for will jump out at you while dusting.

Shades- (-100 cp, free Demon) You have a ridiculously large number of stylish dark glasses. Perfect for hiding unusual eyes. Even if you run out, rifle around in your pockets, cabinets or glove box, and you'll find a pair.

Bentley- (-200 cp, discount Demon) A very comfortable older car that remains competitive. Remarkably tough, and the radio lets you hear demonic and other secret transmissions. However, any tapes left in the car will over time turn into Queen albums.

Holy Water- (-400 cp, discount Demon) The very last thing a demon should have, since it tends to melt demon-kind. You have a bottomless thermos of holy water. Be careful.

Home- (-100 cp, free Ordinary Mortal) You have a house, all paid for and removing one of the great stressors of life, rent. If younger, you have parents who take care of the cooking and bills, but who expect you to keep your room clean, like terrible tyrants.

Books & Curios- (-200 cp, discount Ordinary Mortal) A huge stack of newspapers and magazines, talking all about how celebrities are secret aliens and the like. In future Jumps, expect there to be references to real secret societies, cults, conspiracies and supernatural events buried in among the dross.

Dog- (-400 cp, discount Ordinary Mortal) Man's best friend. May or may not have vast and sinister, but terribly vague powers. Is a very good boy.

Bike- (-100 cp, free Rider) A hog, a bike, a motorcycle. It lets you get around, and feel the wind in your hair. Or over your helmet, if you're halfways sensible.

Invitation to the Apocalypse- (-200 cp, discount Rider) Whenever the world is ending, or matters of similar import, a kindly delivery man will turn up to give you an invitation.

Symbol- (-400 cp, discount Rider) A handheld device emblematic somehow of you and/or your powers. Acts as a focus for an enhances more esoteric or conceptual abilities that a magic wand probably wouldn't cover. Tends to roughly triple powers tied somehow to your nature, like a doom or divine domain.

Bad Habit- (-100 cp, free Satanic Nun) The garb of a nun, makes you seem very trustworthy.

Credentials- (-200 cp, discount Satanic Nun) You have to trust nuns. Some people don't for some reason though, so you have a wallet full of ID and certificates establishing your right to be wherever you are, doing whatever it is you're doing.

Abbey- (-400 cp, discount Satanic Nun) A sprawling country estate fit for everything from hospital work to paintball. Most importantly, you can insert it anywhere when you first enter the Jump and people won't question it.

PhD- (-100 cp, free Occultist) You have a doctorate in one form of human study, and may style yourself as Doctor Jumper.

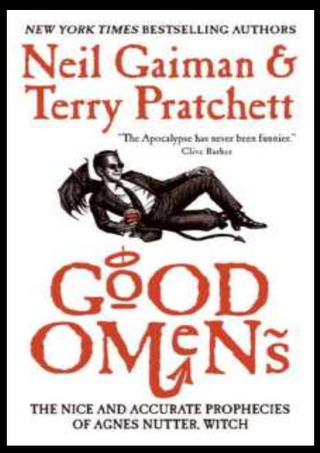
Shares in Apple- (-200 cp, discount Occultist) You own enough shares in one or more major businesses to not really have to worry about working in this or any future Jumps, as long as you keep to a middle-class lifestyle.

The Nice and Accurate Prophecies of Agnes Nutter, Witch- (-400 cp, discount Occultist) Written by a witch in the 1650s, and only published because she wanted a copy, this book of prophecy is entirely accurate, yet so incredibly specific as to be all but useless except to very particular intended recipients at very specific times. In future worlds, this book updates to match local events.

Bell, Book and Candle- (-100 cp, free Witch-Finder) The necessary tools and instructions for performing an exorcism. Very important, in your line of work.

Dan Turpin- (-200 cp, discount Witch-Finder) A three-wheeled experimental Wasabi car. Wherever it goes, it holds up traffic. Gets 250 miles to the gallon with a whisper-quiet engine, and also spouts safety warnings in the form of haiku telling you to put on your seatbelt or that there's a lorry in your blind spot.

Thunder-Gun- (-400 cp, discount Witch-FInder) Because when the devil manifests you don't want to have to headbutt him to death. This ornate blunderbuss will put down anything, but only carries a single shot and gets another only once a decade.



DRAWBACKS

Petty Problems (+100 cp) Maybe you've angered a demon who works with unusual subtlety, but small things keep going wrong for you. Flat tyres, power outages and embarrassing situations keep cropping up.

Telemarketers (+100 cp) Crowley's finest of evil inventions. They hound you, calling day and night, no efforts to block them or get on a do not call list ever work out. And they insist on calling at the most *inconvenient* times.

Antiquated Pay Scale (+100 cp) You're stuck in a dead-end grinding job that hasn't adjusted pay since the fifteen-hundreds, back when someone with a pound to spend was a high roller. You cannot quit or leave.

Listen to Me (+100/200 cp) Either Crowley or Aziraphale have dedicated themselves to corrupting you to the path of evil or righteousness, just to keep a hand in or prove they still can. Expect a lot of harassment.

For 200 cp, the both of them have a bet on who is better and declared you an exception to their Arrangement. Now both of them are going after you with everything they've got.

My Favorite Thing About Time… (+200 cp) Every day takes you one day further from the Fourteenth Century, which was just the worst. Well, congrats! Your starting point is now 1303, and you've got hundreds of years to go. If you're a Mortal, you won't die of age, but you probably won't have a lot of fun with your extended dotage, and anything else is fair game.

Secrets of the Universe (+400 cp) There was something, about an infinite universe and a Benefactor and… what were we talking about again? Nevermind, it's all gone now. Sure it wasn't that important. As far as you know this is the only universe there is and any future knowledge had better come from Agnes' book or your own foretellings.

Not a Part of the Plan (+400 cp) Your outside powers and perks will not function here, nor can you access your Warehouse.

Wrong Baby (+600 cp) There were three babies in play the night of that fateful mix-up. The last is implied to be Greasy Johnson, leader of the other young gang in Tadfield, but need not be. With this drawback, the Son of Satan will grow up not as the son of an American diplomat, nor in the idyllic countryside, but as a chav somewhere in the Greater London area. Not only will he have a lot less motivation to turn away from destiny, he'll be much harder to find with no clue as to his name or appearance, and as scry-proofed as ever.

Bringing about Armageddon can be dangerous. Do not attempt this in your own home.

THE END

Remain: It'll be interesting to see what comes of the world with no apocalypse. To the world?

Return: Lay ye down in your own familiar home.

Move On: Bring on the next Jump! More!

Jump written by Aehriman, special thanks to Ovid