The Witches of Eastwick

Jump v1.0
by Bugweiser

Welcome to the the picturesque town of Eastwick, where the imperative state of ennui will soon be broken as Alexandra, Sukie and Jane, a trio of unconscious witches unwittingly summon a mysterious “modern man” into the city, whom may or may not be the devil, to the chagrin of the goody gossipmongers and the fascination of all those who fall for his charms.

Take 1,000 choice points to help with your adventure.

STARTING ERA AND LOCATION

You are imported into the jump on the city of Eastwick, Rhode Island, just a few hours after Darryl Van Horne arrives.

BACKGROUND AND RACES

- Enigmatic Stranger (Age: 25 + 2d8 years)

The “Devil” comes to “Nowheresville.” You get no new history, no memories, no family or wife, no authenticity, no class, no taste, no integrity and no morals but what you brought with you.

- Townsperson (Free, Age: 30 + 2d8 years)

You are a townie. That’s your life, no point complaining about it. You go to work every weekday, you go to church every sunday, you take care of your family and you gossip...er… talk with the other townsfolk about the going ons of the city.

- Witch (100 CP, Free for Females. Age: 20 + 2d8 years)

There are many potential witches in Eastwick, but few are on the same level as you. You grew up in Eastwick, an average little cog in the machine, with no prospects for the future, being slowly killed by the pervasive stagnant state this town imposes on a person, but since discovering your gifts, things have begun to shift as you’ve began to liberate yourself of the constantly weigh of life.

You may pick your gender and age for 100CP.

PERKS

- **Witchcraft (Free/Mandatory, Exclusive to Enigmatic Stranger and Witch)**

By blood, training or practice, you have discovered how to harness the spiritual energy and supernatural forces that surrounds you in everyday life to effect change by magical means.
Tl;dr: you have magic (rudimentary/basic level at this tier).

Enigmatic Stranger

- **Isn't That Diabolical? (100CP, Free Enigmatic Stranger)**

There is something about you people can't quite put their fingers on. You may or may not have a forgettable face, but the moment you leave the scene, nobody will be able to say your name or describe what you looked like. They won't suspect foul play from this and will only be frustrated that the information is at the tip of their tongue... making them all ponder on the mystery that is you. You may toggle this ability on and off at will, but won't be able to make people forget you once they actually get to know you.
Tl;dr: switchable ability to make people forget your name/features; once they “remember” they won’t forget again.

- **Thenceforth scandal (200CP, Discount Enigmatic Stranger)**

You are one charming devil and can put on quite a scene. You possess a provocative aura about yourself and you have a way with words, being able to make even the most prissy of people entertain thoughts they wouldn’t normally dare to and leaving people fascinated. With your way of being both casual and extremely bold you also seem to know exactly what to say to get under everybody’s skin.
Tl;dr: charisma boost.

- **Dark Muse (400 CP, Discount Enigmatic Stranger)**

You can tell where a person’s talents lay and what keeps them from pursuing it just by looking into their eyes. With just a nudge in the right direction you can teach them how to further expand the powers locked within and abandon obstacles like self doubts, morality or shyness. The effect is gradual, but the longer this perk affects someone, more they will be addicted to it.
You can apply this to both mundane (like music or sculpting) and supernatural skills (like magic).
Tl;dr: you sense/boost people’s talents/skills. It is addictive to them.

- **Strange Powers (600 CP, Discount Enigmatic Stranger)**

When it comes to setting forces in motion that lead to murders, mayhem and wickedness, you are a PhD. You can make eating cherries into a vile act of magic. Telekinesis, voodoo, bringing someone's worst fears to life or simply causing coincidences to make someone fall and break their legs, you have years of experience in wielding magic for subtle and overt nefarious ways.

Tl;dr: great knowledge/skill in dark magic.

- **Highjacking (800 CP, Discount Enigmatic Stranger)**

You know of methods to hijack into someone's spellcasting by manipulating "the quantum reality of particulate entanglement over a distance" that could "be extended to the supra-particulate world as well." It is all very technical and to most people, profusely nonsensical. You bask in it. You can use this technique to overcome other casters, distorting their rituals and spells to your own purposes, including turning it back on the original caster in the form of malevolent, usually fatal, electroshocks.
Tl;dr: you can take control of another's spell/ritual for your purposes.

Witch

- **Of a different wavelength (100 CP, Free Witch, Discount Enigmatic Stranger)**

Your powers lay regally and lazily inside you. stretching and waiting for your command. Though many can learn the uses of sorcery, you possess true power, able to cast simple magics with your force of will alone, and any rituals you perform work better than intended.
Tl;dr: You are able to use "simple" magic without the crutches of spells and ritual (e.g. from canon include flight, enchanting others, telekinesis, killing small animals like dogs or squirrels)

- **Hidden talents (200CP, Discount Witch)**

Maybe you are a great gardener, or have a talent for the plastic arts or a classical virtuoso or an amateur ornithologist. Whatever it is, you've got talent in spades, supernaturally so if you charge your magic through it.
Tl;dr: massive boost in a skill of your choice; you can channel magic to be super talented for a time.

- **You have more than brains! (400 CP, Discount Witch)**

More than simply smart, you're a very perceptive person. You're the person that connects the dots, you won't be caught unaware if a relationship crumbles, as you will see it happening from a mile away. Likewise, you notice fluctuations in your own character and can usually tell what caused you to change the person that you are. Note that this won't prevent you from changing and growing, but you will realise what is happening and can make a fairly objective guess at what is causing it with the information that you have.
Tl;dr: perception boost, able to perceive changes on yourself and others and objectively guessing the causality.

- **Weird Sisters (600 CP, Discount Witch)**

You can forge a coven with people you share a strong connection to, up to thirteen people. Whenever you put your head together with your sisters towards a common goal, things tend to run without many problems or difficulties and you'll work smoothly in tandem with each other. Moreover, you develop the power to make wishes come true if at least three of your coven

make the same wish at the same time, though the exact outcome isn't entirely under your control.
In time, mundane members of your coven develop rudimentary magical abilities as if they had the perk Witchcraft.
Tl;dr: Ability to forge a coven with whom you'll have a boost to work together. Additionally, combined will of at least three people in your coven can wish things into reality (proportionally to the number of members).

- **Who died and made you a witch? (800 CP, Discount Witch)**

You are a force of nature, a truly powerful witch. Around these parts, this usually means your husband/S.O. died or abandoned you. You know what they say, huh? No pain, no gain! There is no limit to how much your powers can grow and heartbreak, hardship and pain will continuously build up your magical powers. Unless you mask your nature, it will be easy for anyone with a little ability to sense or perform magics to see you are not someone to trifle with and the mundane will know there is something very intriguing and mysterious about you.
Tl;dr: Magic boost and uncapper, with hardship, heartbreak and pain speeding up the growth process. Toggleable aura of power and mystery (or rather, one that you're able to mask).

Townsperson

- **A Little Busybody (100 CP, Free Townsperson)**

You may not be a witch, but you have something just as good, your intuition. You meddle and you pry, but you can always tell if someone is up to no good, even if they present themselves as the nicest samaritan alive.
Tl;dr: power of intuition.

- **That townie feel (200 CP, discount Townsperson)**

You've lived in a small city all your life, and it shows. People's first impression of you will always be of an honest hard working genuinely good person.
Tl;dr: People always get a "good and hard working" first impression of you.

- **Tireless pursuit (400 P, discount Townsperson)**

Once you've got something on your mind, it will be near impossible to dissuade you. You aren't incapable of coming to reason, if hard cold facts are presented to you, but otherwise you'll give yourself wholly to your vision. In synergy with "A Little Busybody" it will make you immune to any rhetoric attempt to dissuade you for shady motives.
Tl;dr: you can dedicate yourself entirely to a goal; can resist being misdirected.

- **Gossip-Fu (600 CP, discount Townsperson)**

Maybe you are a person of good standing, maybe you have the whole town council in the palm of your hand… whatever the reason may be, your words hold weight in society. In any place you are not a complete stranger or outsider, all it takes is voicing your opinions to one person and

the gossip will extend throughout the town and shifting public opinions in your favor. Making your enemies into outcasts is a piece of cake to you. You can toggle this on and off.
Tl;dr: you can manipulate others with gossip.

- **We all deserve to be saved… (800 CP, discount Townsperson)**

Your faith is so powerful it is able to physically hurt or at least repel any demonic entity that comes after you. With a sermon, you'll be able to use your faith against evil, calling on an aura that makes any demonic or Evil being uncomfortable and wanting to want to flee from your presence . Additionally, by preaching of your god's words against evils such as your target, you'll be able to cause it to agonize in pain, feeling a localized version of your words (calling on gusts of gale-strong winds against the devil might blow your target away from you).
Tl;dr: The power of your true faith attacks and repels evil entities.

ITEMS

- **Infinite cards (100CP, free Enigmatic Stranger)**

Business, well wishes, congratulatory cards, you always seems to have simple card customized to what you desire at the moment.

- **True Evil (200 CP, discount Enigmatic Stranger)**

Money. Makes fool out of men and corrupts even the purest of hearts. You receive one million dollars yearly, converted to your local currency.

- **The Mansion (300 CP, free Enigmatic Stranger/discount Witch)**

An incredible, if a bit neglected, mansion outside of town with its own tennis court and ballroom. Will cause quite a stir amongst the gossipmongers of the city and you'll never have to pay any bills for it. After the jump, it can either follow you or become a Warehouse attachment.

- **Pack of cherries (100 CP, free Witch)**

A bowl that is always full of delicious cherries. May be used as a component for a powerful vomit inducing hex.

- **Poppet (200 CP, discount Witch)**

A voodoo doll molded out of candle wax and imbued with magic. Once you attach something that can represent a specific target (like a ring, lock of hair or drop of blood), anything you do to the doll will reflect on the person. You get a new one at the beginning of every jump.

- **"Maleficio" (300 CP, discount Witch)**

Stolen from its original owner, this book Includes instructions on how to create magical objects like talismans and amulets, how to perform magical spells, charms and divination and also how to summon or invoke supernatural entities.

- **Word of God (100, free Townsperson)**

You have in your possession a simple, leather bound bible. Opening it on a random page always seems to lead to a passage relating to your current struggle.

- **Car (200 CP, discount Townsperson)**

You are the proud owner of a 1966 Chevy Camaro. It will never require maintenance or gas.

- **Business (300 CP, discount Townsperson)**

You are a proud owner of your own town store, pub or small paper. The business pays for itself and gives you a moderate income, roughly 30-40K/year. This business follows you from jump to jump.

COMPANIONS

- **A Witch! A Stranger! A Townie! (50 CP per purchase)**

Import or create a companion. They get the background of your choice, its respective freebies and 500 CP for perks and items.

- **Summoned Significant Other (50 CP, discount Latent Witch)**

Your very own conjured partner, measured to fit into your image of an “ideal (wo)man.” They must be mundane, but are otherwise set to your specifications regarding looks, skills, beliefs and personality. They have the Townspeople origin and freebies.

- **Canon companion (100/200 CP)**

You may take one anyone in that world to join you on your travels. For 100 CP they must be non magical, regular folk, but for 200 CP you can take anyone, including Mr. Van Horne himself (why would you want to bring ~~Satan~~ this man with you?).

DRAWBACKS

- **Eastwick, Rhode Island (+0CP, cannot be taken with other continuity drawbacks)**

Instead of being importing into the jump in the movie timeline, you arrive at Eastwick in Rhode Island during the late 60s.

- **The Widows of Eastwick (+0CP, cannot be taken with other continuity drawbacks)**

Thirty years have passed since Alexandra Spofford, Jane Smart and Sukie Rougemont terrorized the Rhode Island town of Eastwick with their witchcraft and cavorted with Darryl Van Horne. All three women had remarried, left Eastwick and gradually fallen out of touch. They begin to restore their friendship as they one by one become widowed. You arrive in the city just as they do, having agreed to revisit Eastwick, mostly out of guilt for their role in the death of their romantic rival, Jenny Gabriel.

- **Ennui (+100)**

The problem with cities like this? Every year feels more of an effort than the year before. For the duration of your jump, life will always feel the same, stagnated and partially hollow.

- **The last cookie in the cookie jar (+100)**

You are so much better than the little people surrounding you every day. Heck, you bet are much better than most anybody outside of this place too... Come to think of it, you are pretty sure you could have done a better job creating the universe than God, because if this is what his view of perfection is, you are not impressed.

- **Wickedness is like food (+200)**

Once you get started it's hard to stop; the gut expanded to take in more and more. You are attracted to danger and to the *promise* of a full liberated life. Too attracted, maybe. You feel "empowered" by the feeling of total independence, including independence from all moral restraints and you will crave that feeling.

(For extra +100 CP): For this extra CP, you start your jump with a distinct lack of empathy. It is said once you've established in your own mind that you're innocent, you can get away with anything.

- **The talk of the city (+100CP)**

Felicia knows your true nature. I'm not just talking about your origin here. She knows who you are, even if she cannot explain why, and she will try to turn the entire town against you. Worst of all is that she seems to be immune to your charms or powers.

(For extra +200 CP): Felicia will soon be able to raise the the entire town into a frenzy against Witches and Satan, entitled to lots of hysteria and Eastwick's own witch trials. Your powers can no longer affect the people of Eastwick after she recruits them.

- **Christopher Gabriel, terminator (+400 CP)**

Christopher Gabriel, the charming disciple/lover-of-the-devil blames you for causing the death of his sister, and starts casting mysterious spells against you. If you are not in the Widows of Eastwick timeline and his sister is still alive, he will constantly receive visions of you killing his sister and will target you all the same. He has the Witchcraft perk and capstones of both the Witch and Enigmatic Stranger perk trees.

- **A horny little Devil (+600 CP)**

Van Horne has power, status and game and for some reason, he's got his eyes on you. He will have no compunctions to use all of his artifice to seduce and capture you in his web, use you for his pleasure and then leave you if he finds someone more interesting to his tastes... against your better judgment, you will find yourself attracted to his magnetic persona and can anticipate falling in love with the man who may be the Devil himself in a very short time. Tread carefully, for he can be a perfect gentleman, but he can also turn his dark magic against you if you openly oppose him.

Should you manage to kill him by any chance, before you get too deeply entranced into his spell, any other lover he currently has will try to avenge him, and should you ever spend more than a passing thought on him, he will use that to return to this world, as if you had purposely summoned him. Each time he will come back stronger than the last.

Ending Options

Stay: You've found a home, might as well stay.

Continue Jumping: Of course you're going to continue jumping.

Go Home: What? Are you sure?

NOTES

About the Weird Sisters perk. I find It fitting with the setting the way it is, but the books/movie are very vague on how powerful this could be. The three MCs summon Daryl and they are scared of conjuring him up again even after he was killed if they so much as think about him again when they are together. So, I'm only going to say: fanwank away, but do it responsibly.