Version 2.0
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Generic Necromancer

Necromancy is known as one of the premier dark arts, the raising of the dead to serve the one that raised them in the first place, binding the souls of the dead to prevent them from going to their just afterlife, wielding necrotic power to create diseases and curses, and the transcendence of life through undeath. Necromancy is often considered an evil art due to those factors. But necromancy is a tool, and like any tool, it is neither good nor evil, even if some of its applications are.

You will learn this firsthand here, jumper, for you will be immersed in the deathly power of necromancy for the ten years you are in this world.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have necromancers or undead in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Dread Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Dread Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

A Touch Of Magic (Free): Magic, as a whole, is a fairly nebulous term that can refer to any number of supernatural methodologies of effecting change or an action onto the world. This perk simply grants the minimum requirements to use the local form of magic, whatever form it takes. This applies to all local magic systems in setting. This also grants you an affinity for necromantic magics of all sorts

As an added benefit, you can grant this perk to others by effectively teaching them the basics of the local magic system, which can take some time.

See the Notes for additional details.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Death Knight (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Deadened Nerves (100cp): You are immune to the everyday aches and pains that can pop up. Cramps, headaches, small cuts, and the like just don't seem to happen to you. You also have an incredibly high tolerance for pain.

Path to Isolation (100cp): You are highly resistant to the negative consequences of social isolation and constant alertness, having a near immunity to depression, ennui, PTSD, and similar conditions, and will naturally recover from them given time. Similarly, you are resistant to madness inducing effects.

Protected Soul (100cp): You have significant protection against any attempt to attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect.

Tomb-Born (100cp): You have complete immunity to the negative effects of diseases, parasites, and poisons while being able to retain any positive qualities they may offer you. You can also act as a carrier for any disease you are exposed to and can control whether you are contagious or not.

Anatomical Expertise (100cp): Dealing with bodies so often, you've learned the structure of a wide variety of species and how their bodies function. You know where specific organs are located, what damage to them can do, how to treat injuries, and how to perform surgeries to treat more complicated conditions. You can also easily dissect a corpse to figure out how a creature's biology works. Off of this alone, you could be an effective surgeon.

Like a Ghost (100cp): Whenever you don't want to be noticed, you seem to just become another face in the crowd as your presence and endeavors simply become harder to take notice of, even by those that actively go looking for them. Additionally, you can reverse this effect, making it so you can project your presence and make yourself easier to notice if you are so inclined.

Cast Iron Stomach (100cp): You have the ability to dull your sense of disgust to make it easier to deal with sensations or situations that you are not yet used to dealing with and would normally trigger your disgust. This also allows you to get used to the dirtier aspects of things far more quickly and easily.

Lore Hunter (100cp): You have a knack for ferreting out lost, hidden, forbidden, forgotten, and/or useful information and artifacts for whatever you wish to study and are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads.

Loremaster (100cp): You are well studied in local history that updates to an equivalent level of knowledge in future settings. The more history you study, the deeper the knowledge you gain each jump will be. This also makes your memory fundamentally perfect, with instant recall, perfect indexing, tamper proofing, and the ability to suppress, but not forget, memories you don't want to taint anything.

Prepared For Eternity (100cp): You are able to easily avoid the pitfalls of procrastination and can motivate yourself to do something without falling back into old habits, particularly if such habits are harmful. This makes you virtually immune to addiction. Additionally, you have a nose for opportunities and can recognize them when they come around, as well as being decisive enough to seize the advantage they represent.

Necrobiologist (100cp): You are incredibly familiar with all forms of undeath and are able to identify any form of undead you encounter, their strengths and weaknesses, their abilities, and whether an undead was created or formed naturally. You also have an idea on how they can perform many of their abilities based on the changes undeath causes in their anatomy and magical presence.

Deathstalker (100cp): Just as often as animating the dead, necromancy can be used to hunt and combat the undead. You are a skilled hunter and tracker, easily able to recognize the signs of an undead presence within an area, and can avoid the notice of undead, even when their senses are enhanced. You are equally able to counter some undead abilities through both mundane and, should you have the capacity for magic, magical means.

One of the Dead (100cp): Mindless undead will not attack you unless commanded by an outside force or you were to attack them first, undead of animal level intelligence would not attack you unprovoked and may even be tamed as if they were a living creature, and you gain an enhanced charisma when dealing with intelligent undead such that they would see you as an equal even should they view the living as inferior they would see you as an exception.

Reaper's Harvest (100cp): The dead are a resource for a necromancer, one that is often wasted. You've learned how to harvest bits and pieces from the dead, concentrating and preserving some aspects of their essence within the pieces harvested. If these pieces are used in crafting an object, performing a ritual, or otherwise as a piece of some working, they will add the essence within to whatever work is using them and provide some level of improvement based on the creature they came from.

Unsettling (100cp): You are able to project an aura that makes you far more unsettling to those that experience it, making it far easier for you to intimidate those within the effects of the aura. Given some time and practice, you might be able to fine tune this aura to project certain feelings or sensations and even have it affect individuals in specific ways rather than being the same for all exposed to it.

Vermintide (100cp): Insects, rats, crows, and other carrion eaters are attracted to the dead, and so to are they to you. You have an innate connection to scavengers and animals attracted to decay and rot, such that you can effectively tame and train them, even if they would otherwise be untameable and untrainable, as would be the case with flies and most other insects. Supernatural beings associated with the concepts of decay, rot, and similar are also inclined towards you. This effect stacks with One of the Dead.

Dealing With the Devil (100cp): You have the know-how to make effective deals that lean in your favor and can spot loopholes that could be harmful to you in any deal you make, as well as how to close them. This can easily be turned around to hide loopholes that benefit you. You can also loosen the codes, oaths, and deals you make to allow you a bit more freedom in how they apply to yourself, even when they are backed by an outside power.

Grave Dialect (100cp): Long dead civilizations often have a great deal to learn from, but just as often have a barrier in the form of dead languages. Fortunately, you have a knack for languages and can speak, read, and write all common languages in this world, and can also learn new languages through exposure rather than needing an instructor or book to translate it for you, potentially learning a new language in a mere fraction of the time.

Death Rites (100cp): You know an array of simple rites and rituals that can quell angry spirits, ease the passing of a spirit into the afterlife, prevent the restless dead from raising, perform exorcisms, and/or consecrate holy ground. You may be able to develop or learn similar rites for other purposes, such as purging spirits of corruption, but this will take time and effort on your part to perfect them enough to be effective.

Sleep Like the Dead (100cp): You can choose to, at any time, enter a death-like state of suspended animation where you sleep incredibly deeply. Your metabolism stops as if you were dead except you do not decay or degrade in any way. You can remain in this sleep indefinitely.

While sleeping under this perk's effects, the duration of the jump does not count down, allowing you to extend your stay. If you have some way to astral project or keep your conscious mind active while asleep, you can continue to act even in this state, assuming you only use mental or spiritual abilities as your physical body is in stasis.

Deathrattle (100cp): You possess the ability to return a semblance of life to a corpse so it may speak. The corpse will answer a handful of questions to the best of its knowledge before returning to death, unable to be called upon again in this way. If you killed the creature in the first place, it may refuse to answer you, though simply changing your appearance slightly is enough to fool them.

Alternatively, you may call up the soul itself and speak with it directly, should it be willing. The soul will know the reason for your conjuring and may refuse your calling, should it be so inclined, and there is no guarantee it will answer truthfully. This conjuring will only last a few minutes, and the soul is not truly present.

Unholy Will (100cp): Necromancers are not known for their physical abilities, but many are known to survive and push through debilitating injuries. Some can ascribe this to being undead themselves, but what of those that are still counted amongst the living? Sheer, unbridled willpower. And you share this immense level of willpower, the will to cling to life even through injuries that would outright slay lesser men. Effectively, your willpower adds to your physical health, endurance, and resilience.

Speak to the Dead (100cp): And listen well, the dead have much to teach. You find that as long as you have a teacher for anything, you learn significantly faster than when you don't have a teacher. As a base, your teacher imparts their knowledge five times faster. However, as an added bonus, your teachers gain the benefits of your own teaching perks when they are teaching you.

Soulsight (100cp): You possess the ability to see and interact with ethereal and spiritual entities as if they were physical beings, so long as you focus on doing so. Training can allow you to no longer need focus and can simply turn it on and off at will, or even selectively apply the effects.

Gentle Repose (100cp): You have the ability to preserve a corpse or organic material with little more than a touch, rendering them immune to the ravages of decay for the next twenty four hours. Another touch will refresh the effect, which can be held indefinitely so long as you refresh the effect regularly.

Organic materials preserved with this ability do not lose any of their potency or magical properties while this ability is in effect, keeping them perfectly preserved in the state they were when you first used the ability. This doesn't prevent physical damage from concerted efforts, however.

Symbology (100cp): You have in depth knowledge of the symbols, pictographs, shapes, and patterns that carry some measure of meaning and power as well as how they can be used in rituals or magic. While it is possible to learn them and figure out how to put them together as you go, it is a time consuming process that requires a lot of trial and error, where an error can have severe side effects. You gain an increased skill in drawing and have an eye for measurements in terms of length and angles that would allow you to draw a complex ritual circle without any tools other than your own hands, eyes, and a drawing implement.

Blush of Life (100cp): Unlife has a great many upsides, but just as many downsides, regardless of the form it takes. This perk eases some of those burdens. Should you become an undead, you maintain all the luxuries of life, you can feel the warmth of a lover's touch, savor the taste of exquisite cuisine, and overall experience everything the living could just as well, if not more so, than the living themselves. Additionally, your form will not degrade or decay to a rotting corpse, no matter what form of undead you take. Even in life, you will find that your appearance degrades very little as you age, aging gracefully is an understatement for you.

Grand Design (100cp): You are a natural when it comes to organization, planning, administration, improvisation, deception, and persuasion, all of which come together to allow you to make you an excellent schemer. You are also incredibly patient, able to wait decades for you plans to come to fruition.

Self-Taught (100cp): Given how often necromancy is illegal to practice, many necromancers have never been formally taught how to use it, finding out everything they know entirely on their own, possibly with only an old, possibly cursed, tome they can barely understand as an aid. You have a sort of sixth sense when training that allows you to tell when you are about to do something that would harm yourself, and a very rough idea of how and how badly you would be harmed. It also helps you to avoid common pitfalls of learning something without aid, while allowing you to keep the ability to innovate and find new ways due to not having the same preconceptions of those with traditional training.

White Necromancer (100cp): Necromancy often is ostracized, however, there are those that use it to heal instead of harm. You know a fair bit about medicine and can make use of various fungi, herbs, and prayer to supplement your magical healing. You can identify various natural materials with healing properties and process them into simple medicines that are surprisingly effective. You know how to clean wounds, provide proper nutrition, and keep a patient in good spirits while they are sick, all of which seem to enhance the effects of medicine or healing you give them when properly applied, as well as mitigating side effects of necromantic healing.

Psychopomp (200cp): You have the ability to aid spirits, souls, and spiritual entities of all sorts, able to guide them to the afterlife and allow them to overcome their earthly bindings that keep them from passing on in the first place, either sending them to their deserved afterlife or one you are bound to yourself. Guiding the dead to the afterlife in this way leaves behind a small token that carries some of the power of the spirit and can act as an external source of power that naturally regenerates, albeit very slowly. One of these tokens can also be sacrificed in place of a life or soul in anything that would need such, including sacrificial rituals.

Animation (200cp): A staple of necromancy is the animation of the dead to give them a semblance of the life they once had, in essence creating the undead. You are capable of investing some of your own power into a corpse in order to animate it into a basic form of undead, such as a skeleton or zombie. Such undead are nearly mindless and will follow your commands to the best of their ability. This is a draining technique and will use more of your power and stamina to trigger the stronger the undead being animated is. With training, you may be able to create less basic forms of undead, though the drain put on you will be proportionally greater as a result.

In Service to the Dark Gods (200cp): You are able to make a sacrifice of materials, life, or self in order to contact and earn the favor of a god or patron. Any god or patron, in fact, assuming you use the right sort of sacrifice to begin with. This may grant you some measure of protection or power, grant a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary blessing. Just be careful, many gods are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

Death's Commander (200cp): While you may or may not be able to animate the dead on your own, you are able to take control of existing undead and put them under your thrall. You have a specific capacity for control that is filled as more undead fall under your sway. Once this capacity is filled entirely, you cannot take command of more undead. The more intelligent and powerful an undead is, the more it fills your capacity. This does not work on undead of human level intelligence. With time and practice, you can increase the level of capacity you possess.

Brush With Death (200cp): A close call with death has left you sensitive to its approach, allowing you to sense when your life, or unlife if you are undead, is put in danger. You have a form of danger sense that starts out as something close to a sensation of looming death when something will put you in danger. Over time and with practice, this can be refined into something that tells you more obscure or longer term dangers, possibly even giving insights into what may be putting you in such dangers.

Ritualist (200cp): You have the ability to enhance supernatural abilities by adding some level of complexity and pomp to how they are performed, using patterned hand movements, rhythmic chanting, or specialized symbols to draw out, augment, and shape the effects of any supernatural energies, powers, or abilities. The more you add and the more time put into the rituals, the stronger the effect.

Spirit Medium (200cp): You have the ability to call up the spirits of the dead to aid you in times of need. By binding a spirit to yourself or cultivating a positive relation with the dead you call upon, you can command or request aid from them, either having them perform a task in some manner, granting them the ability to interact with the physical world to a degree, or channeling them to gain access to some of their knowledge and/or abilities. Channeling multiple spirits at once, especially of they do not like you, can be straining and have a variety of negative consequences, so do be careful with the spirits you channel.

Astral Self (200cp): You are able to project your spirit outside your body, allowing you to act in much the same way as a ghost or other spiritual entity without having to die first. While astrally projected, your body sleeps and is left vulnerable. Just be careful, for if you spend too long astrally projected without returning to your body, you may not have a living body to return to anymore.

While astrally projected in this manner, you can perform your necromancy as if you were physically present and can possess any undead you personally animated, allowing them to act as your body for as long as you maintain the possession.

Finally, even if your body dies while you are astrally projected, you retain your spiritual self and can continue the jump. Only if your spiritual form is destroyed or you are killed while not astrally projected will you experience a chain fail.

Miasma (200cp): You gain a reserve of power within yourself that is separate from the normal magic you may possess. This reserve is near infinitely deep but does not regenerate on its own and you must collect power from places of death, rot, decay, sickness, or some other necromantically charged areas. A hospital would qualify just as much as a graveyard or a battlefield. This power can be used to heal or influence the undead, fuel or enhance necromantic spells, or to infuse into the land to tune it towards your supernatural abilities, allowing you to use any of them from anywhere within the infused land as if you were present directly.

Thanatologist (200cp): By studying a form of undead, either still animate or their destroyed remains, you can reverse engineer how it was created and learn to recreate that form of undead, or at least aspects of them. The more potent and complex the undead, the longer this will take. This is about ten times faster than it otherwise would have been. You can apply this ability towards things other than the creation of undead, but it is half as effective.

Corpsecrafter (200cp): The dead are a wonderful font of resources for a necromancer, more than just for the creation of undead, but also for the creation of artifacts. You have the ability to use materials taken from the dead as a substitute for the more common materials needed in enchanting and artifice, allowing you to target the artifacts with your necromantic abilities in the process and making the artifacts more responsive to those with necromantic abilities. You can also imbue some manner of quality from the dead used in the creation of an artifact.

Additionally, you can infuse ectoplasm or spiritual elements into an artifact rather than physical materials drawn from the dead. Such materials do not substitute, but instead enhance and alter. This will imbue qualities of the spirit into the artifact being made and will be much stronger. An aware spirit imbued into an object may even result in a sentient object being formed.

Finally, you may be able to learn more advanced forms of this form of artifice, such as turning a corpse directly into an artifact that has abilities related to the creature used in its creation, but such abilities will need significant refinement and practice to accomplish.

Necro-Tech (200cp): You are capable of melding technology with your necromantic abilities to augment both, minimizing the downsides of each. Using necromantic flesh for more responsive machinery and empowering the undead with steel and steam. This gives you general skill with most forms of magitech as a whole, though you have a particular knack for necromantic magitech, especially in regards to augmenting the undead or machinery. You can also easily adapt technology and magic to work together to create your own form of magitech.

Grim Harvest (200cp): Most necromancers aren't suited for battle, but for those that are, they learn to keep themselves going far longer than anyone else. Your touch, either directly or through a weapon, can be used to drain the vitality and life essence of a struck creature, allowing you to heal yourself while harming your foes. This is, however, merely the start. With training and dedication, you may learn to drain more than just the health of those you strike; magical energies, strength, memories, fragments of the soul itself (maybe even the whole thing in time) and much more may be drained if you can just figure them out.

Additionally, you know how to store up what you drain within a medium, such as a gemstone, a reliquary, a prepared piece of stone, or some other form of totem or fetish, allowing you to access them when it would be advantageous or convenient for you to do so. Other uses may emerge, just like with the harvesting aspect itself, given you practice.

Memento Mori (200cp): You have the ability to bring out the memories of the dead, allowing them to retain some manner of their skills when they were alive. A swordsman reanimated as a ghoul would retain most of their skill with a sword, for example, while a carpenter brought back as a skeleton would still be able to use the tools of the trade. Mindless undead wield these talents instinctually and apply them by rote rather than having actual skill, but more intelligent undead will be able to apply the skill to a greater level than their mindless counterparts.

Given time, you may be able to familiarize yourself with certain skills from the undead you interact with regularly and maintain a copy you can imprint onto undead you create, gifting them the skills you have copied in this way. You may even be able to apply these to yourself, though they'd act more as a form of learning aid rather than an implanted skillset.

Angel of Death (200cp): Not all necromancy is wielded by the cruel and uncaring, willing to raise hordes of undead to blanket the land, cast out plagues to kill indiscriminately, seekers of immortality that sacrifice hundreds to prolong their existence, or any number of other such acts. Sometimes, they're a kinder sort. You gain two main features by taking this perk;

Firstly, you gain an incredible bedside manner and are good at easing a person's worries, helping them to overcome regrets in their final moments. You are also a skilled parent to not just natural children, but also to any creature you may create, allowing you to shape them into functioning people despite whatever they may truly be. In particular, intelligent forms of undead you care for seem to develop their own morality, one that is molded by you over the course of your care for them, even if they'd normally be inherently evil and destructive. This can even grant a soul to the soulless, even if it is a weak one.

Secondly, your necromantic abilities are far more subtle in nature, becoming difficult to notice or detect in a variety of ways, at least if you choose to take it slow. This also makes any attempt at healing using your necromantic abilities more effective. This even extends into the undead you create as they are able to suppress their innate abilities, even ones that should always be on.

Walking Plague (200cp): Necromancy is the manipulation of death and the dead, however, there is one form of life that a necromancer can easily propagate due to its innate connection to death; disease. Through a variety of necromantic processes, you are able to not only control various diseases (bacterial, viral, fungal, parasitic, or otherwise), but also modify or create them. This also allows you to conjure diseases you have been exposed to yourself, spreading them to your will.

This also gives you the ability to draw on the power of various illnesses and imbue them into undead you create, such as a simple zombie that's able to spread its condition through a bite.

It should be noted, you are not immune to the diseases you create by default, merely being able to keep them from doing any harm to you through conscious effort.

Ectoplasmic Artisan (200cp): Ectoplasm is the substance of incorporeal undead, less physical than most but still present, and something that can be controlled and given a semblance of life like any undead. This perk grants you two abilities, described below.

Firstly, you have the ability to use ectoplasm as a material, able to touch and manipulate it as if it were physical, with the capacity to imbue it with ideas, concepts, and memories or experiences to give it unique properties, useful when crafting various artifacts.

Secondly, you can animate ectoplasm directly with necromancy, as if it were an ordinary corpse, creating ghostly entities that you can control without the need for a body or soul to be present. These entities are more akin to simple undead but can be modified just as easily as other forms of undead.

Investiture (200cp): Raising the dead quickly to amass an army is an easy thing to do, any necromancer worth their salt could do so, and yet, the truly renowned necromancers often spend months creating a single undead, investing great amounts of time, effort, and resources into their creation to get a powerful ally. Now, you can do the same. By spending more time, effort, and resources on creating something, you can make it *better* in a wide variety of ways. By default, this is a general, nearly equal boost in all categories, however, given time and practice, you can direct the areas this boost is applied to and potentially develop new expressions of abilities the creation would possess.

This does not simply apply to the creation of undead, but anything you can create. Even artifacts, spells, food, or fortifications can benefit from this perk. This is proportional to the time it would normally take to create whatever you are using the perk on. Something taking months normally would see a smaller boost if done over a year than something that'd only take minutes normally.

Diversified Magic (200cp): Not all necromancers exclusively study necromancy when developing their magic, with some studying multiple schools of magic for various reasons from defending themselves more effectively to being able to complimenting their necromantic magic. By taking this perk, you gain training in an additional school of magic and can use it in addition to your necromantic abilities.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If the above do not interest you, you can make your own specialization that is of a similar level to the options presented above. If your custom magic specialization is strong or complex enough, you may need to pay an additional 100cp.
- *Curse Magic:* Curses are commonly associated with death, the undead, and necromancers, often viewed in a manner similar to a disease or illness. Curses are prolonged effects that hinder, harm, torment, or otherwise apply pressure onto the subject of the curse and can have a wide variety of effects. Debuffs, trap spells, wards, and draining magics fall under the category of curses. Basic curses will last minutes to hours, but the more involved and expansive the preparation, the longer the curses will generally last, with some even being permanent. It is possible to use a curse in tandem with another spell that offers a benefit to enhance that spell, but also inflicting the curse on the one affected. Curses can also be anchored to an area or object fairly easily.
- *Blood Magic:* Another magic commonly associated with necromancy, Blood Magic is a simple shortcut for more complicated spells, this specialization is a painful but potent one. By drawing blood and infusing it with your will, you can cast magic without needing to know the formula (or to ease the casting if you do know the formula) for a spell, simply casting it through intent with your blood as a medium. This uses the blood as a tool for the spell so certain spells may be beyond your ability, but this magic is quite potent, as well as scaling off the quality and potency of your blood. It is possible to use the blood of others, but it is not as receptive to your will and intent as your own blood would be. This also involves a good bit of hemokinesis, the ability to control blood directly, able to shape it into a variety of shapes and forms that act solid despite blood's liquid nature.

- *Illusion Magic:* Necromancers are often hunted and reviled by the common man, seen as monsters more than man, so, necromancers will need some means of defending themselves. Illusion magic is a common solution for this, causing hallucinations, hiding their position, invoking emotional responses, such as fear or rage, to redirect the aggressions that come at them. This magic also grants them a great deal of skill in manipulating their own mind, allowing them to resist similar magics, accelerate their thoughts, or censor sensory inputs, such as pain. While primarily defensive, this magic also has offensive uses, if one knows what they are doing.
- *Diabolism (100cp):* Demon summoning, a dangerous art that requires careful preparation and the use of incredibly precise wording to keep safe, but the power on offer from summoning the right demon at the right time cannot be denied. By summoning a demon and entering a pact with them, you can gain their service or some measure of power from them, though there is always a price for such things. Alternatively, there is also the ability to draw out the power of a bound entity instead of forming a pact, though this may have consequences of its own. You can replace demons with any other supernatural creature said to reside in another layer of reality, such as celestials or fey, to a similar effect, though nondemons are generally less willing to stand the common forms of necromancy.
- *Transmutation (100cp):* The reshaping of existing materials into a new shape using magic as a medium. This is a fairly simple magic, but its applications are numerous and it can be quite powerful for those that know what they are doing with it. From reshaping wood into a bow to turning a slab of stone into a fully realized building to rendering an object down to dust, it is all under transmutation's purview. The more complex the material and the more magical the material, the harder it is to manipulate, requiring more magic or greater control to do so. This does not, however, function on most biological matter, that is the field of transmogrification, which allows its users to alter their biology.

Embraced by Death (200cp): You are a form of undead. Choose one of the following forms of undead, you gain the benefits of being that form of undead. If purchased multiple times, you gain all of the benefits of the various forms of undeath and may blend their benefits as you see fit.

- *Lich:* While considered the most potent of undead, a lich is merely the ultimate expression of the skeleton, one of the simpler forms of undead. This category of undead includes the bone lord, skeleton, flaming skull, and even reaper. These undead are magically gifted and will regenerate their magical reserves, which are themselves larger than normal, exceptionally quickly, have a significant affinity for magic in general, find they learn magic more readily, and have greater potency to their spells.
- *Mummy:* One of the most complicated forms of undead, the mummy is the husk of a creature preserved through desiccation. This form of undead is fairly narrowly defined as well as most mummies are simply called such. A mummy's ability to command undead is exceptional, able to command their undead through intent and subconscious means as well as having a greater range to their command. Mummies are also receptive to charms and wards, able to integrate small magical items into their physical form.
- *Vampire:* An infectious form of naturally occurring undeath that is often contested whether it is or isn't undeath by the more scholarly necromancers. Vampires range from the stiff forms of the jiangshi to the bestial strigoi and strzyga, to the nearly living common vampire. Vampires possess the ability, with it often being a need, to feed on a specific aspect of a living creature and develop a wide array of natural powers that grow as they feed. They are also almost universally capable of understanding and manipulating the emotions of other creatures, making those that focus on it incredible social engineers.
- *Wraith:* The category for non-physical undead, those that are completely ethereal in nature; banshees, poltergeists, ghosts, and shadows. These undead are incredibly difficult to find when they don't want to be found, able to phase into and possess objects, people, or locations, influence them, and are resistant to most forms of physical harm, though they are just as susceptible to magical means of harm as any other creature. They are very similar to an astral projection, except they can manifest themselves partially into a physical manner so they may interact with the physical world.

- *Zombie:* The simplest form of undeath, a reanimated corpse that is mostly intact, still possessing most of what they had in life. Revenants, ghouls, draugr, and wights fall into this category of undead. These undead are physically superior, able to apply much more strength and resist damage far more effectively than they could in life, and far more so than other forms of undead. They are also able to rapidly heal themselves through consuming the flesh of a creature, so long as it isn't undead flesh. In time, eating different pieces of a creature may actually result in different benefits to the zombie, such as eating a brain boosting mental processing power for a time.

Optionally, you can choose at the start of each jump (including this one) if you enter as a living being or under the effects of this perk. If you choose to enter as a living being, you lose the benefits of this perk until such a time as you die, at which point you reanimate and regain the benefits of an instance of this perk. If you have multiple purchases of this perk, you can reanimate once for each purchase, reactivating one or more instances of this perk each death. So long as you have one instance of this perk untriggered, you can reanimate again.

Severed From Fate (300cp): Fate has no hold on you unless you allow it to take hold. Fate and luck manipulation effects, and even time manipulation, simply will not work on you. You can extend this protection to your allies and companions to an extent, beginning with a limit of a handful of allies, however, you can train this ability to expand the number you can cover with this protection. Your own powers and abilities that use such things are unaffected by this immunity if you so choose.

Grafting (300cp): You know the process behind taking the dead flesh from a creature and implant or attach it to a living creature to impart some quality from the donor creature to the living one, as well as how to use necromancy to jumpstart the biological processes that allow the flesh to merge with the creature and avoid rejection. Grafting is a complicated but potent skill that allows one to gain incredible strength by simply taking from the creatures they slay and applying them to themselves or other creatures. You could, for example, take the scales of a dragon and graft them to a creature to impart the resilience and fire resistance of the dragon donor, or you could take the blood of a hydra and find a way to graft it to a creature to render their blood poisonous and impart the healing abilities of the hydra to them, in a lesser form. Given time, you may even be able to create new bodies entirely from grafted flesh, which you could then animate to create unique forms of undead.

In Strange Aeons (300cp): Even Death May Die. Most see necromancers as those that raise the dead, and little else, but they are also a force of death, and this is the pinnacle of that attribute. Death becomes a true end when you inflict it, no chance of coming back in any way, shape, or form, unless you allow it, and you can sense when someone tries to bring back those you have slain.

On top of this, methods of avoiding death are overcome when you are the one to perform the act; the phylactery of a lich would crumble the moment you slew the lich, an astrally projected demon possessing a man would be slain just as readily as the man they possess, even killing a dream duplicate controlled by the caster of that dream would be slain as if they were physically there if their dream self is slain, beings that can't be slain by a human could be slain by you as if you weren't human, etc. You need never worry about not being able to slay your foe and them being able to try their luck at you again, so long as you can land the killing blow in the first place.

Divine Rot (300cp): Gods can die. A simple statement, but one few think about in terms of what that means for a necromancer, and the power they can gain from using this power themselves. You have the ability to use your necromantic abilities to invoke the power of dead gods as if they were still alive, though their powers may be changed due to the necromantic power used to invoke it. You must, however, first find the dead god, and thus, you have the ability to reach out to find such beings. Once you establish a connection to a dead god, its power will follow you through your chain.

Additionally, any blessings or empowerments offered by a divinity or similarly powerful entity (such as an archfey or demon prince) given to you are integrated into this perk and become a part of your own power as a result.

Death is Not The End (300cp): Death is not a chain failure for you, at least not until the jump comes to the end of its duration, nor does it mean a cessation of your existence as you will continue on until the end of the jump's duration. After your death, you find you can still perceive your surroundings, think, dream, and act, so long as the actions do not require physical action to perform, and that your power still functions. So long as you are revived, or animated as an undead, before the end of the jump, your chain will continue as if you had not died.

Additionally, your corpse will degrade incredibly slowly, taking centuries to show signs of rot, though it will still do so unless you have another power to preserve yourself.

Garden of Bones (300cp): Necromancy often requires existing materials to work with, bones to create a skeleton, a corpse to raise a zombie, etc. Not anymore! Not for you, anyway. You have somehow acquired the ability to create undead flesh seemingly from nothing, generating and shaping bone, sinew, muscle, and skin either directly from your own body or from a short area around yourself. This is a tiring and time consuming activity that requires focus, though all three of these lessen with practice and time.

As an added benefit, you may plant flesh into the ground and imbue it with necromantic power to cause it to grow as if it were a plant, giving you a steady supply that will replenish in time. You may be able to learn to do something similar with non-organic materials, such as stones that grow or burying a sword to sprout more swords.

Patronage (300cp): Powerful undead are known to be able to grant some measure of their strength to living servants, either to act as generals for their armies or to aid in something the living can do that the undead cannot do so easily. And some necromancers have learned to emulate this ability before they become undead themselves.

With this perk, you gain a single thread of power that you can invest into a creature to empower it until such a time as you choose to revoke the power from them. The abilities developed will begin largely random, a combination of your own influence on the power and the innate potential of the individual you have invested the power into creating a unique expression of the power in question. Such powers will always be weaker than you. Undead, animals, and other unintelligent creatures will usually gain a boost in intelligence from this investment which may persist even after the thread of power is reclaimed.

Given time, practice, and accumulated power, you may develop more threads of power you can invest into creatures, learn to influence those you invest this power into, shape the powers given to more suit your needs, cause the threads to accumulate some of the experience and power gains of the invested creature which will become yours when the thread returns to you, invest multiple threads of power to create stronger or greater variety of abilities, and similar abilities. Such developed abilities will slow down as you gain more of them, but will never truly stop.

As a shortcut, you can imbue a thread of power with your perks instead. A single thread of power can hold up to five perks worth no more than 1000cp, and when invested into a creature, will grant those perks to that creature until you reclaim the thread of power. Doing so will weaken the perks you possess, and you can invest a single perk into a maximum of five threads of power, any more and the perk will be lost until you reclaim a thread of power with the perk. A perk will not fall below half power so long as you have not used it on a sixth thread of power..

Alternatively, you may gift a portion of your own magical abilities, which will directly lose you the power gifted, but any growth to those magical abilities will become yours directly when you reclaim the threads of power holding the magical abilities.

You can reclaim the threads of power you give out at any time and/or set conditions on which they will be returned to you. They will also return to you should the invested creature perish.

Afterlife Traversal (300cp): With the ability to call on the dead, even from their afterlives, it only makes sense that a necromancer could find their way into these afterlives themselves. You have gained the ability to travel the local cosmology and access planes of existence that are normally inaccessible to you. This begins with you following the flow of souls to access these afterlives, however, with time and practice you can learn to navigate and travel the local cosmology. You can even take people along with you if they are willing or unable to resist, though you are limited to only a few people at a time.

Nature of the Soul (300cp): You have an innate understanding of the soul and how it operates. With just this understanding, you can astral project, see and interact with the souls of yourself and others, and extend your soul into another to directly combat possession or forms of control.

Further study may allow you to do more with souls than the basic understanding offers, including potentially using them as a power source, extracting them from a person, implanting them into a new body, modifying them, or even using them as a material. It is even possible to house a soul within a phylactery, allowing the person whose soul is housed within to survive past death, though in a diminished state.

Additionally, you know how to kickstart the development of souls in other beings that would normally be soulless.

You cannot use a Dread Token to gain this perk.

Eternal Evolution (300cp): There is a phenomena where truly old undead are significantly stronger than their younger fellows, the necromantic power in them growing denser and more potent with time. You now share this property. As you age, you find that you don't degrade and will instead find that your physical, mental, magical and spiritual abilities grow instead, slowly and steadily. Very slowly and steadily, it can take decades to have noticeable improvements, but it improves everything about you. Additionally, any permanent improvements you achieve are added to this perk and become fiat backed. This includes the benefits of simple physical conditioning and learning new skills. You will never lose what you have gained.

You cannot use a Dread Token to gain this perk.

Lichcraft (500cp): You have the ability to feed on the soul of a creature to empower yourself. This may be a literal feeding where you ingest the soul or it can be you draining the power of the soul into yourself, either way, the end result is the same. You have ten slots within yourself that can be used to store a consumed soul, giving you unlimited access to the memories, skills, and abilities of the consumed soul. You can also draw on any magical power held within a soul, using it as a battery for your own abilities.

To help facilitate the acquisition of a soul, you gain the ability to bargain in souls in much the same way a demon is known to be capable of, allowing someone to give you their soul in trade for a service or object. Such a soulless creature is much the same as they were, but their emotions and empathic abilities are blunted and they are more easily influenced by the individual holding their soul, ie: You.

You can choose to forgo this blunting if you so desire and can instead take a fragment of the soul, gaining a proportionally lesser portion of the creature's skill when slotted, if you have moral issues to taking the soul in full. A full soul could be constructed from these fragments of souls you have collected, if you can figure out the methodology.

At any time, you can release one of these souls and allow them to pass on, making room for a new soul to be added. Until a soul is released, however, they cannot be restored in any fashion. Alternatively, you can choose to burn away a soul in a slot to revive yourself from death or to prevent your death from taking hold, fully healing yourself to peak condition in the process. This is a complete destruction of the soul and a creature whose whole soul is burned cannot be revived in any way.

You cannot use a Dread Token to gain this perk.

Items

You gain two additional Dread Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Reagents (100cp): A small pouch that has an unlimited supply of common reagents used for most supernatural and magical means. A spell needs some guano to cast? This will provide it as often as you wish to cast it. Basic herbs for alchemy? They're present in this pouch. Screws to help connect some bones together? Take as many as you need. Salt to create a protective circle against a vengeful spirit? It's in here with a vial for easy dispensation!

This only works for relatively common and cheap materials you could get on the open market and will do nothing for more valuable reagents such as gemstones or well crafted foci, nor will it provide inherently magical materials like holy water or potions.

Exorcist's Kit (100cp): A collection of minor magical items useful in the exorcizing of spirits and demons ranging from holy water, holy symbols, aspergillums, censers, incense, and the like, with a replenishing stock of more potent items such as angel down and tears, sanctified earth, and devil's fuge, the rarer the material, the longer it will take to replenish, with a month being the longest it will take.

There are also tools for the purification of undead and other monstrous creatures such as wooden stakes, silver bullets, and the like. These similarly replenish based on rarity and take up to a month to fully replenish.

The tools here are perfectly functional even against more mundane threats, they are just meant for fighting the undead and other monstrosities.

Necromancer's Staff (100cp): A simple staff of ebony wood topped with an onyx gemstone, this staff is able to channel most forms of magic, but is receptive to necromantic magic, offering a significant boost to the effects of necromantic spells cast through it. It has a simple spell of animation built in allowing the holder to animate a corpse for a short period of time, this is more akin to using the corpse as a puppet rather than an undead, but it uses the intent and subconscious desires of the caster rather than commands, at least as long as the staff is in their hands.

Coffin of Holding (100cp): A wooden box large enough to hold an adult human body converted into a backpack. It is surprisingly light and comfortable to wear. The coffin has a great deal of room on the inside, actually having the space of a decently sized walk-in closet, and is large enough to walk into. Nothing stored within this coffin will add any weight unless allowed to remain in the actual dimensions of the coffin itself, rather than the space beyond those dimensions. Corpses and undead shut within are held in stasis with no time seeming to pass.

Spectral Servants (100cp): All of your properties attract a small cadre of ghostly beings that haunt and maintain the property, acting as simple servants, cleaning and performing simple tasks for you, be it maintaining equipment, transporting objects to specific locations, or otherwise acting as simple servants. These servants, while not mindless, are simplistic and cannot perform complex actions such as cooking or logistical paperwork.

A small number follow you specifically and can help more directly, such as fastening straps on armor, maintaining equipment, waking you under specific conditions, and effectively acting as a third hand for you to use. With time and nurturing of these personal spirits, you may even be able to give them the ability to follow more complex orders, though this only applies to the ones that personally follow you.

You can share these spectral servants with your allies. Their appearance is up to you, though they are normally invisible unless specifically asked to be visible.

Bone Armor (200cp): A combination of a suit of armor and an undead creature, this armor is made from bone that have been reinforced to be stronger than steel and animated. The armor itself is designed to synchronize with its wearer and move as they move, making it virtually weightless despite how heavy it would normally be.

When worn, the wearer finds that their strength and agility are improved greatly and the armor's durability increases significantly as the wearer's own durability does, keeping a proportional increase between normal flesh and steel if it wouldn't already be tougher. It is capable of acting independently as an undead creature, though it will not benefit from the increased defense it gives to its wearer.

In either form, as armor or an undead servant, it is capable of self repair and upgrading itself by introducing bones to it, with stronger or more magical bones working to increase the power of the armor or add new features.

Graveyard & Morgue (200cp): A simple item, all things considered, a source of fresh and not so fresh bodies for you to use with your necromancy. These corpses are simplistic, common animal and humanoid corpses, nothing magical or particularly powerful, even an ogre would be too much for this particular item to provide. However, it can provide an endless supply of corpses that are receptive to necromantic magic, making it far easier for them to be raised as any number of undead forms.

This comes in the form of an actual graveyard, which can be attached to your warehouse or imported into the setting, and a morgue that is a warehouse attachment by default. The graveyard provides primarily skeletal remains while the morgue will provide those that still have flesh. Finally, there is a mausoleum that can house the remains of those close to you, allowing you to visit their graves even after you leave their worlds behind. In some cases, they may even be able to speak back to you.

Laboratory (200cp): A large and expansive laboratory that has all the tools you'd need for scientific and magical pursuits, particularly in regards to the study and creation of various forms of undead, including an supply of materials that will replenish themselves over time, some replenishing after a day while the rarest will only restock once per jump. You can add new materials to this replenishing supply by dumping a good sized portion down a chute in a side room. Everything will automatically clean itself once you are finished with it without affecting what you are still working with.

Deadman's Chest (200cp): This is a bit of an oddity, a chest filled with parts pulled from various forms of undead, from vampire fangs to the bandages of a mummy to the spectral voice box of a banshee. These are easily able to be attached to a living being (you always count as a living being for this item even if you are undead), granting them some of the power of the undead they came from, albeit weakened. Vampire fangs would give the ability to feed on blood to fuel a potent regeneration while a mummy's bandages wrapped around a limb would allow it to inflict a wasting curse on those struck with that limb and a banshee's voice box would give their wail that, rather than causing death to those that hear it, would paralyze them with fear.

A single person can only benefit from three such pieces from this chest, any more and their body begins to break down from the undead energies within until they die from the corruption, rendering their bodies useless even to a necromancer. As you travel and go to future jumps, more options will become available within this chest, especially in worlds with unique forms of undeath.

Temple of Power (200cp): You have come into ownership of a temple, whether through building it yourself or claiming it from its original owner, that is designed to act as a repository and amplifier for necromantic power. The temple will naturally absorb and filter necromantic energies that occur within a hundred miles of its center and store it for later use, though this power can only be accessed while in the temple and cannot be used to refill your own reserves. The temple can store a near limitless supply of necromantic power and use it to fuel curses, wards, and other defenses you set up, as well as fortifying any undead raised within the temple's bounds.

You will also find that you can create conduits for the power held within the temple, artifacts that are powered by the energies of the temple. Such artifacts can provide simple uses of necromancy with ease or to shortcut your own use of necromancy. Undead can similarly be bonded to the temple, becoming guardians for it. Such guardian undead are strengthened by the temple's power but are bound to its borders, unable to leave the range of the temple's reach.

You can import this temple into a setting or leave it as a warehouse attachment, though in the latter case it will generate a steady supply of power rather than drawing on the surrounding land, which may increase or decrease the energy absorption depending on the circumstances.

If imported, you may create a small artifact that, when broken, will instantly teleport you to the temple. This artifact is time consuming to make and only one can be active at any given time.

Funerary Steed (300cp): An undead horse you can summon at will, covered in ragged cloth, it is impossible to see the actual steed underneath. The horse itself is tireless, self sustaining, immortal, stronger than a normal horse by a fair margin, and faster than you are, even if you grow faster, so will your steed, always being roughly proportional to the difference between a normal, healthy adult human and an equally healthy adult horse.

This horse is capable of running on the air to allow for flight, can conjure clouds of fog as it breathes, turn intangible at will (along with its rider), and travel between the living world and the afterlife, taking its rider and any cart or wagon attached to them along for the ride. Along with any people inside said carts or wagons. If you have Afterlife Traversal, then the Funerary Steed greatly enhances and eases your ability to travel cosmological borders to the point you can cross multiversal boundaries, rather than just the local cosmology.

The steed is a bit more than just a simple undead horse, it is a receptacle for a great power, allowing you to merge with the horse to become a Horseman, a potent avatar of the apocalypse and a bringer of destruction on a massive scale. This will greatly bolster all of your abilities, unlock a thematic set of abilities based on an aspect of the apocalypse (traditionally famine, war, pestilence, and death, though you can choose your own theme so long as it is a similar theme), so long as you remain fused, but will also render you far less capable of creation for the duration.

You can choose how this fusion manifests.

Death's Scythe (300cp): Or any weapon really. This weapon is a reaper's best friend, a tool made for killing and reaping souls. This weapon is supernaturally deadly, either being much sharper than its appearance would suggest or being able to put more force behind its swings, as well as being quite a potent focus for any supernatural abilities you may possess. The weapon can be summoned to your hand at will, stored away within your spirit, body, or in a pocket dimension, and is able to act as the material most effective against a creature's innate defenses, such as silver against a werewolf or cold iron for fey creatures.

Additionally, the death scythe will develop and improve as it kills, each death it deals strips away some of the power of the souls it sends to the afterlife, strengthening itself with them. The weapon will grow more deadly, become a more potent focus for your supernatural abilities, and may develop new abilities as it reaps more souls, especially if it is used to reap a particularly strong soul.

Given enough time, the death scythe may develop its own soul and personality, even being able to manifest a body of its own, either twisting its weapon form to become the body or simply manifesting the body from the aether. You can choose to turn this feature off if you simply want a potent weapon. Their loyalty is guaranteed to start, though abusing them may degrade that loyalty in time.

You may import a weapon to gain these properties. If you purchased the Necromancer's Staff, you may combine its properties with that of this item.

Necronomicon (300cp): The book of the dead, the great grimoire, the eponymous tome of necromancy; this tome bound in human skin is a great source of necromantic power to any that can withstand the curse of madness it carries. Which, as you paid CP for it, you can. This tome holds instructions to further your understanding of any form of magic you may possess, but especially necromancy, curses, and other dark magics, and will accelerate your own rate of learning for such magics significantly. It never seems to run out of ways to instruct you, either, always having more to share.

Additionally, it has a spirit within its pages, the source of the curse the necronomicon is known for, a powerful necromancer that can offer you personal instruction, provide access to his own necromantic power and abilities, and can possess an undead creature to give some personal attention to a project, though their time is somewhat limited as they must return to the pages of the necronomicon within a day and must spend ten times however long they spent outside the book within it.

Finally, there is an internal storage of sorts that undead creatures can be placed into, which can then have copies summoned by spending magical power from the book or your own reserves, with necromantically inclined power being far more efficient.

The more powerful the undead to be summoned, the more costly it is, but it requires no body to summon and only needs the raw power to draw on.

Phylactery (300cp): A simple seeming item, this soul receptacle once belonged to a great lich and holds a whisper of its power, enough that any creature that touches the phylactery will develop necromantic abilities similar to those above. Should you, however, touch the phylactery and will it, the spiritual remnants within will disperse across the world, spreading necromantic abilities across the entire setting. If you do so, then you will gain another at the start of the next jump.

You cannot use a Dread Token to gain this item.

Afterlife (500cp): Your own, personal afterlife. A little slice of heaven or hell that looks and functions however you wish it to, though it changes slowly if you want to make a change. This afterlife may be layered, such that you have a heaven, a purgatory, and a hell, or any other setup you may wish, you can even allow for travel within a setting into this afterlife or prohibit it entirely. It is up to you.

However, an afterlife is only such when people are able to go there when they die. You are able to establish what makes it so that souls enter your afterlife when they die, where they go in the afterlife, what happens to them, and what exactly qualifies them to go to specific areas. You can even designate people that are still alive to where you want them to go to your afterlife when they inevitably pass on.

Souls within the afterlife will generate some measure of power that can be used to expand the afterlife, give it more unique features, create curators akin to devils or angels, and similar features, as well as being able to draw on that power yourself, though it starts only as a way to replenish your reserves unless you add new features to the afterlife directly that are designed to allow for other uses for the energy generated.

As an added benefit, your undead creations, those with a soul at least, are able to enter your afterlife when their bodies are destroyed. You are able to call these souls back when you create a new undead to imbue them into the new body, reviving them in a new form of your design.

Finally, when you die your final death, your soul will enter the afterlife and allow you to become the god of this afterlife, developing domains based on what you accomplished in life. This will only happen after you spark or once you have failed the chain and have passed on with your final death. If you achieve a spark first, you need not die to become a god through this aspect of the afterlife.

You cannot use a Dread Token to gain this item.

Companions

You may spend your Dread Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Dread Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Necromancers (50cp): This option allows you to create a new companion with 800cp and 5 Dread Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Undead Servants (100cp): An array of basic, corporeal undead with just enough intelligence to act as common servants and caretakers for your home and facilities that will act as followers for you. They are not particularly powerful undead, but possess the Background Skills perk in a great variety.

Alternatively, you may gain a small number of more potent undead to act as bodyguards, capable of fighting and maintaining any upgrades made to them. In this case, they possess the Death Knight perk instead.

If you have the Spectral Servants item, the two work together to achieve greater results.

Till Death Do Us Part (300cp): By taking this option, you are able to import or create a companion that will automatically import each jump going forward, not taking up a companion slot, and gaining 800cp plus half the CP value of any drawbacks you gain, as well as the full benefits of any stipends (except those that can only be used for purchasing companions) the jump offers, with each import. Any jump that provides a type of token for discounts, including this one, the companion gains the same number as you do. If the companion chooses to stay behind or otherwise does not wish to follow you on your journey, you may select a new companion to benefit from this option. **This may only be purchased once.**

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Stench of Decay (+50cp): You smell foul. Like rot and excrement. No amount of bathing will be able to counter this and perfume will only mask it enough to be tolerable. You won't notice the smell yourself unless you take this drawback a second time, at which point you will experience the full brunt of the stench as well. You may grow used to it given enough time, but expect not many people to want to be around you.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Dead Inside (+100cp): Your emotions are blunted considerably. You can still experience the emotions, but you feel them so distantly it becomes hard to understand what you are feeling until they grow strong enough that they overwhelm you, leaving you blindsided by them. With experience you can learn to interpret these new emotions and achieve better control, but it will be an uphill battle. With another purchase, you will instead find your emotions are seemingly gone, you still feel them in the background and they can motivate certain actions, but they do not register at all to your conscious mind. Similarly, your empathic abilities are blunted at this level.

The Restless Dead (+100cp): Undead will sometimes spontaneously rise, it is a rare occurrence, but one that is natural to the world. Now, though, this process is accelerated considerably and undead will rise on their own with greater frequency than before. On top of this, they will be much harder to gain control of. With each purchase, this becomes worse, until at four purchases, you are effectively facing a zombie apocalypse scenario.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Dread Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for A Touch of Magic, Hobbyist, Craftsman, Career Path, Death Knight, A Place in the World, and whatever freebies you gain from your Dread Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of A Touch of Magic, Hobbyist, Craftsman, Career Path, Death Knight, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Necromancer (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Dread Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

The Dead Shall Rise (+400cp/+600cp/+800cp): Necromancers raise armies of undead. Why? To wage war of course. You are now in the middle of a necromancer war, where legions of undead led by necromancers fight, either against the non-undead or against other necromancers, heedless of who or what is caught in the crossfire. And the necromancers are always looking for more cold bodies to throw at their foes, turning any living being into a potential resource for the less morally upright necromancers, which is a vast majority.

For an additional +200cp, you are a prime target for necromancers to recruit, or "recruit", and will be hounded by all sides until you join one or another, putting you right on the front lines of the war efforts and putting you in danger of death by the hands of another necromancer or a powerful undead.

If you have at least two purchases of The Restless Dead, this gives another +200cp as undead start to break free of the control of the necromancers, leading to them developing their own factions that will enter the war efforts themselves and cause even more chaos and destruction.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On A Touch of Magic: Originally, this would have granted a mana pool, which is a staple of many magic systems, but others use other resources such as external magic drawn from the environment (the winds of magic from Warhammer Fantasy, for example), raw willpower (many settings that don't deal with the source of magic beyond that wizards can use it), the application of materials (Masters of Red or Mistborn), or can simply be used infinitely with no issues whatsoever, but are limited in other ways (Harry Potter). This just gives the minimum requirements to use this magic system (another perk later in the jump will modify this).

You (or your benefactor) can decide on the local magic system's specifics.

On Unholy Will and Infinite Willpower Perks: This would not grant you unlimited health and resilience, nor would it make you invincible in any manner. This perk represents pushing through injury, it does not stop you from being injured, just makes it so you need to take more. Basically, you may have an unlimited reserve of will, but your body only has so much throughput for that willpower.