Black and White

Jumpchain v1.01

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When people pray, a god is born…for good or ill.

On many worlds, in many galaxies, mortals live their lives as best they can. But through ambition, tragedy, desperation or any of a hundred reasons, sometimes they lift their eyes towards the heavens and pray. If the prayer is loud enough, sincere enough, they are answered with the birth of a god called down from the space between realities. But every newborn god is a blank slate in the beginning, and none can say whether they will be a blessing or a curse.

Every god has their followers, whose prayers sustain and empower them. Without worship, a god dies, but as long as at least one mortal sincerely believes in them, a god is eternal. Gods also choose a creature to act as their champion. A mundane animal raised to colossal size, a new shape, and the ability to cast miracles on its master's behalf.

At least, that is how things should be…

You will arrive here at the same time as a new god appears to rescue a child from sharks. That unnamed deity would go on to draw the attention of Nemesis, a god obsessed with becoming the sole god of this world and destroying all others. Nemesis just might pull this off, as he has acquired three pieces of the Creed and fused them together into a source of enormous power. Very little is known of the Creed even among gods, but there are many fragments scattered throughout the world. If things go as they should, the newborn god will rally his followers, grow in power, and eventually acquire a fused Creed of his own to destroy Nemesis permanently.

And after a long sabbatical, he'll come back to find the Aztecs on a rampage, the dead walking, and an insane god trying to destroy all life in the world.

One way or another, you're sure to get dragged into this mess.

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You will remain here for ten years. Take +1000cp to prepare yourself.

Mortals and beasts have just entered adulthood, and you may choose your sex for free. Such biological concerns do not apply to gods, but you may choose how you appear to mortal sight.

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Location

Eden seems to be covered in vast oceans with many small continents scattered across its surface, and you'll start on one of them. Regardless of your background you'll start in or near a friendly village, where Mortals, Creatures and Gods will have their homes, caves, and temples.

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Background

Any background may be taken as a drop-in

Mortal

Small and frail on their own, mortals band together for protection and survival. There is little they can do in the face of nature and hostile empires except pray. Prayer is food and currency to the divine, and attracting a godly patron is the only way for a tribe to thrive. But getting a god is the easy part. Mortals must still build homes, till the fields, appease their new god, and avoid getting smote the moment some other god starts getting ideas about the prayer you and yours can offer.

Creature

You began life as an ordinary animal until one day you were filled with divine power. You've since grown in stature, strength, and intelligence, and in time you'll wield some divine powers of your own. While gods may have their worshippers and some forge them into armies, giant beasts like yourself do most of the heavy lifting when it comes to conflict. Even the weakest beast can uproot trees like a mortal plucks a blade of grass, and throw boulders towards the horizon. Only a divine Creature can fight another, and each is the first line of defence against rival divinities.

God

You came into being as all gods do. In response to a prayer, you formed out of the nothingness between realities and were drawn towards the world of Eden within this galaxy. Prayer created you, and prayer empowers you. With enough power and the knowledge to do so you can perform mighty miracles, re-shape the world, create and destroy as you see fit. Prayers also sustain you, and as long as you have at least one follower alive, you cannot die...under ordinary circumstances. Maintaining people's belief in you will not be a terribly difficult thing, but always keep in mind you are not the only god here. As a god you have no body, only a presence, and you're only able to directly affect the world in those areas near where your followers dwell.

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Alignment

You must choose a starting alignment, but are not forced to remain this way for your time here.

Black

What many people label as ‘evil’ is often reviled as something crude, shortsighted, and ultimately pointless. And yet it can be an effective solution to problems, direct and simple in application. It cares not for abstract concerns of ethics and other philosophical complications. Evil sees, wants, takes, haves. There’s a beauty in this simplicity, but short-term solutions often come with long-term problems and evil is rarely suited to addressing more subtle and complex situations.

White

‘Goodness’ is praised by many as the ideal moral viewpoint, wise, fair, and constructive. And yet it often becomes bogged down in philosophical minutiae, wasting time and effort trying to find a perfect solution to impossible questions while demanding unreasonable standards. When everyone is good, everyone benefits. Such might be the ideal state of the world, but this is rarely the case and good is ill-equipped to deal with questions that have no peaceful answers.

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Perks

You receive a 50% discount on perks matching your chosen background and alignment, and receive the 100cp perks for both your alignment and background for free.

Free - Conscience

You've got a pair of new voices in your head that you can call up or dismiss as needed. One is self-serving, crude, prefers the direct or even destructive approach to problem solving, and generally fits the classical archetype of 'Evil.' The other is selfless, diplomatic, seeks solutions based on careful consideration and speaks in support of stereotypical 'Good' behavior. They will advise you, each in their own way, helping you to organize your thoughts and weigh the cost, benefits, and moral implications of your actions. They know everything you do and their unique personalities may let them come up with ideas you otherwise wouldn’t have even considered. While one or even both may disagree with you at times, they will never deceive you or do anything to sabotage or endanger you. In a way, they’re just another part of you and the sole meaning in their existence is to help you make the best and most informed decisions possible. You may customize the appearance of these advisors if the default is not to your liking.

Mortal

100cp – Basic labor

Humanity is still young and heavily dependent upon the land for survival. You are talented in several fields, all of which are in high demand here. You are a capable carpenter and mason, able to build structures large and small with simple materials. You also know enough about farming to manage a small field and flock all by yourself.

100cp – Private faith

It seems a small benefit, but now not even a god can tell if your praise of them is insincere. Evil gods are happy to convert non-believers at swordpoint and slay the stubborn, while even good gods rarely tolerate the followers of another. Against even the greatest divine powers you shall appear completely loyal to the deity of your choice. You also have a very good poker face.

200cp – Loud soul

Your prayers ring louder in the ears of divinities than those of other mortals. If prayer is the food of the gods, yours are extra-nutritious. Any offerings you make are also looked upon with greater favor and any sort of divine energy created in the process is multiplied.

200cp – Spare me oh lord

Not all gods are good, and sometimes examples must be made. Or your god is just in the mood to make the sky rain fire. When a superior picks one or many at random to punish, you'll never be one of those selected or harmed as a direct result. This protection doesn't apply if they have a reason to hurt you specifically, so keep your head down if you want to avoid getting smote.

400cp – Idolatry

Inanimate objects cannot become gods, but they can be filled with divine energy. You know how to prepare an object to absorb and store such energies, with larger and more intricate objects having a greater capacity. Rituals can direct energy into the artifact, or it can absorb ambient and stray energies if you'd like to do things surreptitiously. You have the mystic know-how to draw on the stored power for your own uses, and know how to cast the miracles of Wood, Rain, Food, Fireball, and Heal. Keep in mind that you are still mortal, and will need a fully-charged artifact of decent size to cast just one of these miracles. In time, you may discover how to create massive buildings that allow for the casting of enormously complex miracles fueled only through mortal prayer, but this would be an epic undertaking. This perk might allow you to pass yourself off as a god, but you are very much not one, and they do not tolerate competition.

400cp – I don't believe in gods

Let's be honest here. Mortals are nothing compared to the power of the gods. Most will never grasp even a glimmer of supernatural power, and even then you could be crushed in an instant should you take any part in a divine conflict. So to make your survival a little more likely, you'll share in the power possessed by a very strange man in these lands. You are utterly invincible...when under attack by something you have no chance of even contesting. Doesn't sound like much, does it? Don't worry, it applies to everything thrown at you. Getting launched across the continent or having a mountain dropped on you does nothing. Brainwashing or curses seem to slide right off and things like eternal imprisonment just won't stick. As the gap between you and your opponent shrinks this protection begins to drop off sharply until the merest chance of victory becomes the possibility of death. The perk does not apply to circumstance. You can still be killed in an ambush you don't see coming, make a bad decision or take a wrong turn and meet your end, but death by fiat is something you'll never have to worry about.

600cp – When people pray, a god is born

Perhaps prayers only summon a god from the heavens, but you can directly create them. Though the locals have no control over what comes forth when they pray, the gods you conjure are shaped and defined by your desires. Appearance, nature, moral outlook, opinions on various things, all are as you wish them to be. After a very short grace period with minimal powers at its disposal, the god will dissipate into nothingness unless it acquires worshippers somehow. Over time it will become a more complex, free-willed being that can learn and grow in power. The gods you create will generally remain as you designed them, but this is not absolute. It takes perhaps an hour to create a god, about the time one will last without worship, but keep in mind mortals can only offer so much prayer, which is food and strength both to a god. Making more than one for a civilization will split the available resources between them.

Creature

100cp – Clunky inconvenient hoofhands

How does a hundred-meter divine turtle pull a drowning mortal from a lake? Easily. You can handle smaller things without fear of breaking them, and you can manipulate those same things too even if you don't have fingers. Scooping up a pile of logs or a portion of grain without spilling or dropping anything is easy, and the least of the miracles you can eventually perform.

100cp – Fight like a cow

A cow was never meant to be a hundred-meter biped, casting miracles and punching ogres in the face. But gods don't care for such trivialities, and now neither do you. You are capable of limited shapeshifting, and no matter what body you wear, or whatever shape is forced upon you, you'll always be able to mangle your body's shape into something workable. Though you can't give yourself things you didn't have before, you'll always be able to properly move and fight, and have whatever other bits you need to use any other powers you may have.

200cp – Rock on

Maybe one day a god will forge a weapon sized for their Creature. Until then, you get by quite well with uprooted trees and boulders. Such primitive objects fit easily in your hands, and you wield them as well as a master swordsman handles a blade. You're a dead shot with a thrown rock as well, and even powerful Creatures cannot shrug off a fastball boulder to the head.

200cp – Vessel of power

A Creature is given new life by divine power, serving and acting as a conduit to divine power. You are exceptional at that purpose, and any god or supernatural patron that you have a connection to will find this link very easy to work through and very difficult to disrupt. Should you or your god prove the treacherous sort, you know your limits and have full control over your connection should you ever have the desire to end things between you.

400cp – Adept student

Even without the Leash of Learning you're a quick study. Having a miracle demonstrated to you once is all you need to learn how to cast it, and watching a rival deity throw a miracle at you a few times is enough to pick that one up too. You're just as quick on the uptake when it comes to picking up other skills, but this perk only covers learning, not mastery. You still need to train the skills you learn, but you'll advance in leaps and bounds if you put the effort in.

400cp – Power granted is power kept

Beasts are potent tools of the gods, one that a wise god values. But some gods are foolish or cruel, casting away or driving out what should be an important servant. Don't be afraid, because any power or blessing granted to you from an outside source can't be rescinded. You are unable to force a god to grant you power, but what you have, you'll keep. You need never fear reverting to a mindless animal or rotting away because your patron spurned your service.

600cp – Volcano-forged heart

Strangely enough despite somehow being connected to the source of divinity, it is a Creature that most often bears the power of the Creed. Some do so unwittingly, and it is only with a Creature's help that three fragments can be fused into a potent weapon. While you currently have no fragments within you, what things you do absorb are hidden from sight so you need not fear being smote for being in possession of something so dangerous. But with this perk you are not limited to absorbing and fusing local sources of power safely and discreetly. You can absorb anything magical, spiritual or divine into your being, and then attempt to force it to fuse it with another such object to create something greater. Aware entities will fight against this, and you need some suitable catalyst for the process which you must discover for yourself. Fusing the Creed required a Creature to jump into a volcano, but sheer willpower or raw power may suffice for the least of workings. Fusing is always guaranteed to succeed, but you'll need practice before you gain more than a very basic level of control over the details of the results.

God

100cp – I hear you

You will always know when your name is spoken or a prayer is made in your name. This only applies to your name specifically, so your divine senses won't be pinged by the similar names of others. This does not, however, work on pseudonyms and things like referring to you as 'you-know-who' which some may come up with to avoid attracting your attention.

100cp – Fisher god

You may allow your properties, belongings, minions, and territories to gain an appearance more in line with your nature. This is mostly cosmetic. Buildings may become slightly spiky but won't become more durable, while animals might develop a fiendish appearance that breeds true but they won't become stronger. You aren't limited to the simple themes of Good or Evil seen here.

200cp – Morality license

Gods set the rules for their followers, but they may not always agree with what you dictate as 'proper' behavior, especially for new converts. Especially if it involves lots of cruelty and human sacrifice. But you have the charisma and sense of showmanship to help bring people around to your way of thinking. Miracles and a giant Creature able to eat a person in one gulp will certainly help. Don't expect people to immediately change their ways, but in time you can get all but the most stubborn holdouts to support your way of thinking.

200cp – Divine awareness

As a god you are connected to your land and your worshippers. You have a vague sense of everything that goes on within your domain, though this sense isn't all-encompassing. You'll know immediately if one of your followers dies or something you own is seriously damaged, or if large amounts of hostile creatures like packs of dangerous animals or enemy armies invade. More subtle acts and discrete infiltration won't immediately be picked up, but your divine senses are sharp. With a thought, you can cast any senses you have to any point in your territory to personally search for anything out of the ordinary as fast as your mind and perception allows.

400cp – Blood for power

While even the followers of Good make sacrifices of animals or plants to their gods, the followers of Evil are more likely to offer human sacrifices. From their own number or from captured enemies. Why stop there? The destruction of any sort of thing in your name will fill you with energy. Beyond giving you an influx of energy proportional to the power or value of the sacrifice, the value of the sacrifice is multiplied if you use that power in casting some sort of miracle related to the sacrifice. For example, grinding up a healthy child can supercharge a miracle that cause healing or growth. Using a sick child is better for the plague and locust types.

400cp – The hand of god

All gods have the innate power to move objects within their zone of control at no cost. You've taken this common ability to new heights, able to exert great telekinetic force with equal precision, even spreading it throughout an area to pick up and manipulate dozens of objects at a time with an incredible level of multitasking. Such displays cost you little in terms of energy, but with a greater expenditure you can boost the strength of this power, even to the point of affecting things normally outside your control. Cast invading armies into the sky, pummel another god's Creature with invisible fists, or tear up the landscape itself as you please.

600cp – Miracle weaving

All gods can learn to work miracles and instinctively know some common powers like the ability to manifest a hand to move things or refine raw materials into something more usable. But you've taken to wielding divine power better than most and are a natural at creating new miracles. Gaining inspiration is as easy as observing natural phenomena. Turning your full attention to a heavy storm for a few hours would teach you how to bring forth rain, wind, clouds, and lightning. The more complex a thing is, the more study you need, but any sort of natural process can easily be recreated through a miracle. From healing to inducing sickness, causing earthquakes and volcanoes to speeding plant growth and blessing animals and people with great fertility. This perk is intended to work on entirely natural processes, but gods by their nature bend the rules of the world. It would not be easy by any stretch to learn to cast such miracles, but you could eventually discover how to bring forth entirely unnatural events upon the world. Curses of undeath, vortexes to travel through space, a rain of fire or prisons of lightning. You will however need truly immense power to bend the world's laws in ways that they were never meant to.

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Black

100cp – Ruthlessness

You are able to weigh choices objectively and make decisions with a minimum of hesitation or regret. Unlike some this doesn't make you an idiot and it doesn't skew your perceptions or values. If you ever pause before making a decision it will only be because you're considering whether or not the consequences will really be worth it.

200cp – Ambition

While Good may claim to desire certain things, only Evil really understands *Want*. You always know what you want, why you want it, and you have a powerful drive to reach out and claim it. Fear and hardship won't stop you from reaching for your goals, and this spreads to your followers. They are far more willing to endure and inflict suffering to further your agenda.

400cp – Selfishness

Some might say that the essence of evil is caring for nothing beyond one's self. On one hand, a person should care about themself, but on the other, evil tends to forget that they aren't the center of the universe and there are things outside of their control. You still have this problem, but to a lesser degree. When others pay the price for your benefit, when you destroy, betray, and scheme to get ahead a twisted sort of luck reduces the consequences you face. Those who might seek revenge are a step behind, while your supporters are more willing to tolerate dark acts done 'for the greater good.' Even a plan that can be entirely summed up as 'backstab the other guy first' might go off pretty well. You'll never completely get away with anything with this perk alone, but you can be sure it'll mean a lot less taken from your hide in the final reckoning.

White

100cp – Tolerance and understanding

Evil is only out for itself, but Good understands we're all in this together. You have a strong sense of empathy, able to recognize what someone is truly feeling and knowing what to say to encourage them to open up to you. You're an able counselor and diplomat with these skills.

200cp – Long-term planning

Good tends to think, perhaps sometimes too much, about all the possible consequences of an action. Whereas most people's thought processes in this regard might resemble a wall covered in papers straight out of a conspiracy theorist's rantings, your mind is a more ordered affair. You are quite good at organizing your thoughts and recognizing the most likely results of a choice based on known factors. You can still be wrong but you won't be paralyzed by pointless what-ifs.

400cp – Selflessness

Some might say that the essence of good is placing the needs of others before one's own. On one hand, people can do so much more when they work together, but on the other, good tends to foolishly pursue certain goals at the expense of subtle costs. You still have this problem, but to a lesser degree. When you work for the benefit of others, when you struggle, sacrifice, suffer for the good of others in a purely altruistic way, the universe looks kindly on you. Little things are taken care of, and suffering is never completely without meaning. While this doesn't guarantee good will always triumph, it does give karma a nasty bite that'll make sure evil never escapes completely unscatched and the actions of the good always count for something.

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Items

Villager

100cp – Veneration kit
Gods are picky creatures, and this ornate box holds all you need to placate a particular deity. Pick a god and open the box. You'll find pamphlets covering any ceremonies and the most common materials needed. Things like live virgins aren't covered, but incense, types of plants harvested through precise means, etc are all here. The god will never notice a difference.

200cp – Miracle ball
A miracle cast into this bubble can be stored for later use. It doesn't matter how powerful the miracle it, and you can allow anyone else to hold onto the bubble and direct the casting themselves if you wish. Once expended, you get a new miracle ball a day later.

400cp – Flocks and fields
You have a nice if primitive home, with room enough for a large family. Attached to this dwelling is a large farm, pastures full of a mix of useful animals and all of it surrounded by land well suited for farming. You have plenty of wheat seeds, and stocks of a few other plant crops for variety.

600cp – Storehouse
A building that every village has at least one of, but yours is unique. Simply by dumping foodstuffs, raw wood, or ore into the storehouse it will automatically sort and refine it. Grain will be threshed, wood cut and dried, ore smelted. The storehouse's capacity is unlimited, and what you store inside is protected from any outside force, unable to be destroyed, stolen, contaminated or infested. While the storehouse isn't indestructible, razing it to the ground does nothing to what you've placed inside. When you choose, a later storehouse you build will become this item and everything that was inside the previous storehouse will once again be available to you. Anything stored within this building can always be accessed from a door within the Cosmic Warehouse.

Creature

100cp – Critter ball
You'd call this a giant beach ball and wonder how it got here. A creature would call it fun. Able to size up or down as needed, the ball is soft and completely incapable of causing harm to others. It's also indestructible, able to take the kind of abuse you'd expect from getting chewed on by a giant wolf, set on fire, struck by lightning, and coming out of playtime without a scratch on it.

200cp – Everlasting rock

It's a rock you can make appear in your hand to throw at things, or whatever else you can think to use it for. There's nothing special about the rock itself, and you can only have one rock at a time. Summoning a new one causes the old one to disappear. The rock is automatically scaled to an appropriate size, being big enough to comfortably hold in one hand, without limit.

400cp – Bear (or wolf, cow, etc) arms

Some absolute madman of a smith went and did it. You're not sure how, but now you have armor and weaponry sized for a divine Creature. The exact type is up to you, but don't expect a full suit of articulated plate. This is more barbarian chic, in line with the best the bronze age had to offer. Don't worry about outgrowing it, this gear will re-size and re-shape itself to ensure a perfect fit no matter what your form is.

600cp – Creed fragment

What the Creed is precisely is unknown, beyond that three fused fragments grant immense god-killing power. But just one is enough to give someone an edge in combat, a potent weapon despite looking like a glowing heart-shaped silhouette. Infusing someone or something with this one fragment allows it to seriously injure anything of an opposing nature. The fangs of a creature of good tears into the hide of evil, while a living mortal may find their fists the bane of the undead.

God

100cp – Divine sigil

This symbol represents you, and anyone that sees it will immediately associate it with you. It's very difficult to counterfeit and anyone that misuses it seems a little more suspicious to those they're trying to fool. On the other hand, anyone invoking the symbol who is honestly working on your behalf is more likely to be believed.

200cp – Multi-leash

This divine leash can extend as far as it needs to, is as big or small as you need it to be, and has three different modes. The first is Compassion, causing the wearer to become nicer. The second is Learning, which increases the attentiveness of the wearer and helps their skills develop faster. The third is Aggression, making the wearer more violent. Works on anything or anyone you can get it on, and only you can remove it.

400cp – Wonder

You arrive here with a massive building that looks amazing and acts as an amplifier for one miracle. While the building stands, the designated miracle will be massively enhanced in power. Alternatively you can enhance an aspect of nature. Forests grow faster, fields provide a bigger harvest, or animals become more fertile. Changing what the Wonder benefits requires some redecorating by your followers, and that takes time and effort. You can still have other wonders, but multiples of the same kind don't stack their benefits.

Free for this jump/600cp – Temple

This massive temple is the seat of your worship. It contains various rooms to store your knowledge of miracles, a map of the lands you control, altars and worship spaces, and a cave for your creature to rest in. If a god's temple is destroyed they will die, but it is connected to every building and follower you have. It cannot be damaged until all of those are dead and ruined. Post-jump this vulnerability is removed and you may keep it within your Warehouse.

Black

100cp – Spikes

You have an unlimited supply of crude spikes. Terrible as weapons they stick nicely into the ground. Anything you impale on them somehow ends up in the best possible pose for conveying pain and suffering. Very intimidating, but you have to provide the impale-ees yourself.

200cp – False idol

This graven statue isn't a god, and it won't ever become an artifact. Any prayer directed towards it instead powers a subtle curse that loosens the morals and self-control of those that venerate it, nudging them towards evil acts. Once a person has invested enough of their prayers into this idol it is much easier for you to convince them that you are the god the idol depicts.

400cp – Skeleton platoon

Warfare is evil, right? But letting your people get killed is just terrible. The solution evil provides is a pragmatic one! You receive a fifty-strong group of skeletal warriors, each of them fast, strong, and as skilled as any elite soldier. They don't need food or sleep, feel fear or question orders. They go where you want and kill (or capture) without hesitation. Despite having no brains, they're fully capable of following complex instructions and fighting strategically. Destroyed skeletons reassemble themselves 24 hours later.

White

100cp – Pamphlets

Peaceful conversion is the ideal, and these papers are the means to deliver your message to the masses. Each sheet can display messages, laws, philosophical points, ritual instructions or whatever else you desire. Each one of your followers will receive a pamphlet for their own use.

200cp – Bathhouse

A simple enough building, but cleanliness is next to godliness. The waters here always run clear, destroying dirt and filth and ensuring no sickness or contamination can ever use this communal building to spread. People who use the bathhouse find their fatigue washed away, and a long soak in one of the pools will speed recovery from injury and illness.

400cp – Totem blueprints

Not unlike a wonder, totems are designed to draw on your energy and use it to maintain a permanent miracle in a specific area. They require a constant influx of power, but only a tiny fraction of what the miracle would normally cost. You know how to build them, and you may need to build a great many at a vast size if the miracle in question is vast in size, powerful or complex. A single totem would be enough to keep an oasis full, but you might need dozens to maintain a city-covering shield. Totems are designed to be built from stone, though you might be able to improve that, and are not indestructible. The loss of even a few will cause an array to fail.

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Warehouse attachments

200cp – Island

This 'island' is like many others you will see here. Geologically improbable, with mountains, canyons and beaches in odd places but with plenty of flat arable land as well. Large enough to support a few thousand people, you may decide the climate. The island is hidden from divine senses, no god will find it, and if you wish, no prayers made on its shores will reach the heavens. This excludes you, in case you wish to reign over your own private paradise. But take care, as extending your power beyond these shores may leave a trail for rival gods to follow.

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Companions

100cp/Free – Mass immigration

If you have any companions or followers from other jumps, you may import them all here. They'll receive a human alt-form, and if they somehow couldn't already, the ability to sustain a god with their prayers. Or be bled out on an altar for power. Whichever. For 100cp, eight companions of your choice gain the Mortal background, an alignment, those freebies and 400cp to spend.

200cp/First free for God – Creature

A god needs a Creature. A companion gets the Creature background, an alignment, those freebies and 600cp to spend. You may buy this multiple times.

200cp/First free for Creature – God

If you'd rather serve, a companion of your choice gains the God background, an alignment, those freebies and 600cp to spend. You may buy this multiple times, but keep in mind Gods need worship to survive, and splitting mortal attention splits the power of their prayers as well.

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Drawbacks

You may take a maximum of +1000cp worth of drawbacks.

+100cp – Whiners

Mortals seem to complain about everything. A god waiting on them hand and foot will only make them feel more entitled, and you'll have to put up with some very obnoxious followers during your time here. Smite a few and the resulting wailing will be more grating than gratifying. Mortals will find that their gods watch them closely, nagging them over every little thing.

+100cp – Indestructible atheist

Wherever you go, there is a man. You cannot kill him, be rid of him, or permanently restrain him. He hates the gods and does everything he can to make trouble for them. Even if you aren't one, you'll likely be affected by the fallout of his actions somehow. He is otherwise just a mortal man, and not a very skilled or smart one. He is persistent like nothing else, though.

+100cp – Fickle followers

Mortals these days. It's like they have the attention span of a goldfish. Even devout followers may shift their prayers towards an idol, a new god, or even something unusual but mundane. Gods will find keeping worshippers from finding someone else to follow a constant chore, while mortals and Creatures risk being caught up in the latest craze or contest of miracles.

+200cp – Far from eden

Perhaps because of some ancient divine conflict this land is not what it once was. There is more wasteland than greenery, plants seem stunted and both human and animal life suffers in health. The very air seems fouled during the worst of times. Resources are sparse and survival is difficult. Even miracles used to lighten these burdens do not do as much as they should.

+200cp – Black OR White

You'll find no middle ground here. People, Creatures and Gods must be GOOD, or they must be EVIL. You'll be compelled to stay firmly in one camp or the other, and if something breaks you out of that mindset you'll do a complete one-eighty and dive straight into the deep end on the other side. You aren't required to be stupid or self-destructive, but any action not in line with your newly-installed morality meter isn't one that you can carry out.

+200cp – Rowdy creature

Your creature is a bit of a troublemaker. Throwing poop everywhere, improper use of miracles, seeing humans as a sometimes food, or just having an opposing moral outlook. It seems like instructions and punishments never completely sink into its tiny brain. Creatures find themselves somewhat more feral, inclined at times to simpler instincts and having difficulty holding on to long-term plans and complex thoughts. Mortals have to deal with it all.

+300cp – Empty hunger

You have a serious problem. Prayers do nothing to power your miracles, from worshippers or a patron deity. The only way to gain the energy needed is through sacrifice. The living must die to fuel your powers. Plants will do, though they offer a pittance. Animals are better, but humans work best. You'll only need two or three adults to fuel a single miracle. Or a single child. There may be ways around this, but you will be at a serious disadvantage in a divine conflict or when dealing with anything else that will need multiple miracles to overcome. If you are human, you instead cannot survive on mortal food alone. You must steal divine power by having people pray to you or building an altar and sacrificing things to yourself.

+300cp – Creature feature

This world has seen many gods and many Creatures that have acquired a form worthy of a god's attention. Some Creatures are selected, some are not, and those chosen to serve a god do not always die when their patron does. The lands you visit are now thick with these masterless magical creatures. Most simply follow their instincts, begin giant-sized if bipedal versions of mundane animals. Others were raised by evil gods and cannot act any other way while some are monsters like ogres, packed-together corpses that form undead colossi or stranger things not normally seen. Many have some limited ability to cast miracles and draw power from prayers or sacrifices, and a few have dreams of becoming gods themselves. This is impossible, but those creatures will surely wreak great havok in their quest for apotheosis.

+300cp – One True God

Good or Evil, you have a burning hatred for gods that are not you. No land is big enough for you and another to co-exist. Any agreements will be temporary at best until you backstab them and slaughter or steal their worshippers. Creatures are equally enraged by the presence of another divine servant, and mortals will DEUS VULT the moment you hear of some bastard heathen suggesting that any god but yours exists.

+600cp – Godforsaken world (Mortal only)

When people pray…the heavens are silent. No gods answer the pleas of mortals, no miracles ease their lives. But people still believe. They still worship, preach, and crusade. If anything, the absolute belief that there were once gods who watched over them and may one day return spur them to greater heights of zealotry. Those Creatures who still remain are proof enough of that, continuing to serve by following ancient instructions and persecuting ancient conflicts. There are still a few mortals able to work minor magic as well. Most form insane cults or take control of nations in the name of long-departed gods who will surely return once their followers have fulfilled some vague plan they put forth. This land has no gods, but there's evil enough to go around. Taking this drawback locks out all out-of-jump powers and items.

+600cp – Stray dog (Creature only)

You are a Creature, and your god is dead. However it happened you now fight alone. No god will accept or shelter you, and even the good gods would prefer to see you pass on. A giant miracle-wielding creature you may be, but your enemies are still far above you in power. Forage on the land of a god and you'll be chased out. Take up residence with a group of mortals and someone will make great effort to convert them. Your time here will be a lonely and dangerous one. Taking this drawback locks out all out-of-jump powers and items.

+600cp – Final Nemesis (God only)

By taking this option, you will be born into this world through the prayers of two parents watching their child drowning. You will take the place of the protagonist deity in the Black and White game, learning the ropes, cultivating your following, and eventually coming into conflict with Nemesis. He is an egotistical being who seeks to be the only god in this world, and has enormous power by possessing three fused fragments of something called the Creed, a force connected to the source of divinity. You will progress through the storyline, protected by Nemesis' arrogance and surety that you are no threat. As you grow in power, this arrogance will ensure that he does not immediately destroy you as victory will be all the sweeter if you are cast down in a dramatic final battle. Taking this drawback locks out all out-of-jump powers and items.

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THE END

*Do you wish to **stay here**, **move on**, or **go home**?*

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NOTES

Post-jump, anything referencing 'Miracles' are interchangeable with magic.

Anyone that picked Creature or God for their background gains that state as an alt-form post-jump. However, you cannot assume a divine form unless you have at least one person actively worshipping you, and barring out-of-jump perks or abilities are still limited to working within the vicinity of a temple, town, or other concentration of prayers directed towards you.