Night Angel JumpChain

Welcome to the world of Midcryu! This world is about assassins, prostitutes, thieves and insane kings. It is about rape, murder, betrayal, and dark magic. This world is also full of love, friendship, trust and loyalty, and those things can be found in the darkest underbelly of a society. It is loaded with impossible choices where the line between right and wrong is blurred and no choice is without painful consequences. It is about people, and what they do to each other, with a lot of magic thrown in. The Sa'Kage of Cenaria control the country from the shadows of the criminal underworld, the God-King Garoth Ursull controls Khalidor with an iron fist, and the rest of the world is left picking up the pieces.

There are whispers that all the legendary heroes of the last 700 years have been the same person, but those that speak of it sound insane to any reasonably knowledgeable person. The real threats lie in Khalidor, where the God-King plans invasion of the world. And in Cenaria, if you are unfortunate enough to live in the depreciated hellhole of a country, with its southern lands controlled by madmen who claim that magic simply does not exist. It is in the capital city of this country that a legendary assassin, Durzo Blint, takes on a small child as an apprentice and changes the world forever, as that boy is trained, a tournament is held, revealing the Sa'Kage flexing their might once more, you arrive one month before this swordsman's tournament, and you might need this to survive:

+1000 CP

Origins

Roll 1d8+16 for your age, your gender remains the same as your previous Jump
Alternatively, pay 50 CP to change both.

Drop-In (Free)

You are an oddity, someone from the outside, with no memory of this world. No one knows who you are, maybe that's how you like it, though it may make getting a position in a Court or School a little more difficult.

Mage (100 CP)

You were trained at Sho'Fasti, Sho'Cendi, or maybe the Chantry if you're a woman, with the paperwork to prove it and the friends in high places that come with your status. Naturally Talented, your powers have only grown with training, and there may even be potential for further magic ahead.

Meister (100 CP)

One of the Talented who had the fortune -or misfortune, depending on who you talk to- to be born in Khalidor. You were trained from a young age to worship, or at least respect, your God-King, who controls your powerful Vir, tattooed directly into your skin, an amplifying parasite for your inner power. Maybe one day you'll master it and it will stop trying to drain what you had at the start.

Wetboy Trainee (100 CP)

An assassin with the Talent, typically either self-taught or brought up from an incredibly young age by a mentor, you've learned, or at least are learning, the arts of poison, magic, weapon-play, and a host of other useful skills that aid you in navigating the criminal underworld. Granted, your talents are mostly geared towards killing, but that's just the price you pay for power, isn't it?

Locations

Roll 1d8, or pay 50 CP to choose where you start out in this world.

1. Cenaria City

Capital of Cenaria, the place where most of the action takes place and the criminals run pretty much everything.

2. Khaliras

Capital of Khalidor, the magical North Korea of the setting, where the Ursull line rules undisputedly.

3. Borami

The Western capital of Alitaera, a complicated country where the queen has absolute power and uses it for frivolous things.

4. Skone

The Eastern capital of Alitaera

5. Hokkai

Capital of the island empire of Seth, where the ships are well built, the wine is delicious if short-lived, and everyone has a strange sense of modesty.

6. Vestacchi

Capital of Ossein and home to the Chantry, the school for Talented females.

7. The Pit

The prison for the worst people in the world, this hellhole is rather small, though no one has any exact dimensions because anyone who doesn't immediately begin fighting for their life is destined to be eaten by the criminals inside who lack almost any other sustenance.

8. Free Choice

Congratulations, you lucky bastard, you can pick any of the above locations to start in!

Perks

All discounts are 50% off.

General Perks

Talented (300 CP, Free Mage, Meister and Wetboy)

Congratulations, you have the Talent! No, that does not mean you're talented in some skill, it means you can use magic, and can control it. Talent takes energy to use, and that energy comes from your body and its processes, a bit like everything else in your body, unlike running, however, you can recharge Talent energy through the sun, or artificially through external heat and light sources such as bonfires. Yes, it is more effective if you have more skin exposed to the light, with being butt naked providing the best benefit. Talent normally bases itself off of your personality, but you, sir or madam, get to shape your style of magic using the provided Talent Supplement!

Ka'Karifer (600 CP)

You have the Talent, but your body is missing a piece of it. You need something special to complete it, and once you have it, you'll be one of the most Talented people in the world, gaining an additional 500 TP (Talent Points) to use in the Talent Supplement. Of course, to access this, you'll need to either buy a Ka'Kari here or find one in the world. These magical artifacts are the key to your power, though you will only be able to choose one to bond with your soul.

Drop-In

Ignore me, I'm crazy! (100 CP, Free Drop-In)

People tend to just… ignore the shit you do, or at least not say anything about it, from the benign to the absolutely insane. Walk on your hands juggling snakes? No one gives a shit. Summon a dragon made of lightning in the middle of the street? No one seems to care unless you use it to directly attack people. You can turn this power off at will for when you need to shock and awe people.

What? This place is restricted? I had no idea! (300 CP, Discount Drop-In)

If you ever feel the need to get in somewhere, you know how to do it. It doesn't matter what it is, as long as it's a physical place. Rob the bank vault? Not a problem, you have a plan to get in and out undetected, and that plan will usually go off without any serious hitches. Attend a formal party? You somehow know just the guy to talk to to get tickets, real or forged. This extends to silly things like castles in the sky or underground complexes that go on for miles. As long as you know it exists, it's a physical place on your plane of existence, and you know how you want to get in, you can find a way to do it.

They say Prophecy is a gift… (600 CP, Discount Drop-In)

You can see the future, clearly and plainly, all of the branching paths in the river of Time have been made clear to you, viewable with only a moment's focus. Unfortunately, the human mind isn't really supposed to see the world like this, and you risk going insane by watching for too long, and viewing your own future vastly increases the rate of madness, eventually ending in you becoming a babbling fool. No, you cannot see into other worlds using this. These restrictions are lifted post-spark.

Mage

Shrewd Politician (100 CP, Free Mage)

You've become a master of reading body language and documents in the courtroom, able to detect lies and make others believe in your own. You also gain an innate knowledge of laws and how to bend them in ways that benefit you.

Tactician (300 CP, Discount Mage)

You are capable of directing men on the battlefield with almost perfect efficiency, identifying an army's makeup (what types of troops, how well they're trained, etc.) and how to counter it with whatever troops you have. Your mere presence in a fight raises the morale of your teammates, making them fight harder than they might normally. As an added bonus, "surprise" attacks no longer truly surprise you, and you will always find yourself prepared for such an event, even if there was no indication that there would be an attack.

Thin Skin (600 CP, Discount Mage)

Talent recharges through heat, light, and bodily processes, and the more of your skin is exposed to heat and light, the faster you can recharge your pool of power… except you don't need to do that. Your skin absorbs energy at such a fast rate that no matter what you wear, you recharge as if you were wearing nothing but a loincloth. Additionally, post jump you are able to recharge all mana pools through absorbing heat and light into your skin, though the effectiveness of this method is less than that of the Talent, as other magic powers are too foreign for such efficiency.

Meister

Not Really a Parasite (100 CP, Free/Mandatory Meister)

People keep telling you the Vir is a magical parasite, but if that's true, why does it give you additional power? Honestly you think it's more of a symbiotic relationship, it takes your energy and gives it to Kali, and then you get it back multiplied! You have an extra 100 TP (Talent Points) for use in the Talent Supplement. You also have awesome, moving tattoos on your arms, the physical representation of the Vir. Hiding these tattoos is a pain, but why would you want that? People should fear you on sight for your awesome power!

With Friends like These (300 CP, Discount Meister)

Manipulating minds has become something of a skill for you, given enough time and careful words, you can convince anyone to do just about anything, even if their silly "morales" would normally get in the way. Even the most devout priest could be convinced to murder someone for you, given just a week's worth of conversations.

Who Needs Minions? (600 CP, Discount Meister)

You do, you do! And now you have them, or at least, you know how to make them. Unlike most other forms of magic, summoning Krull doesn't take any innate Talent, only a strong will and some dirty work. You've got the will now -no Krull summoning will ever backfire on you- all that's left is the work. Krull are basically demons that require an already dead body to possess and reshape. They will destroy whatever you want, but they cannot be ordered to create anything, this includes art, structures, and weapons. Creation exception notwithstanding, they'll do anything you order to the letter. In case that wasn't enough, you've also learned to create Ferali, eldritch abominations that absorb anything they touch, and if it's living, well… it won't be alive for much longer, it'll become more mass for the monster. Unfortunately, like the Krull, they require a body to start from. Unlike the Krull, this beast requires a still-living human, and you must control it with a crystal ball. Loss of focus on this ball might result in the Feralli going completely rabid and eating you alive.

Wetboy

Lord of Shadow (100 CP, Free Wetboy)

Everyone starts somewhere, you just happened to start off a little higher up than the rest. While the rest of those pansy mages worked on lighting a candle, you were being trained in all sorts of things. Killing the average, unguarded person is simple, you know more about swordplay than the average guard, and are a good shot with bows, throwing daggers, and the like.
In addition, you are knowledgeable of the network of people that make up the criminal underworld, who the key players are, how to contact them, the types of work they're involved in, how much they'd be willing to pay for your services, the works. This information will update itself in future jumps, and applies to any criminal dealings you could think of: drugs, sex, murder, slavery, you name it. If it's illegal, you know who to talk to to get paid for it.

Always on the Job (300 CP, Discount Wetboy)

Once per week, a stranger in a nice suit will approach you privately with a large sum of money, payment for a job. This job will be murder, the stranger will identify the target, the method of execution desired, and exactly how much money he is paying (this payment will be no less than the equivalent of 100,000 USD), and then vanish until the job is complete or the week has passed. Should you complete the mission, he will return, delivering the money into your hands. You can decline these jobs as often as you like, and the stranger will never get upset should you do so, and failing the mission on one or both fronts (the method of death or simply failing to kill the target at all) will simply mean no money for that week.

Master of Assassination (600 CP, Discount Wetboy)

There's a reason you call those you take contracts on "Deaders", and this is it. You are a master of the killing arts, from simple hand to hand combat to the intricacies of poisoning food in a way that will fool even the best chefs. You know every organ in a normal human's body by memory, and how to stab it in a method that will avoid getting blood on you, this knowledge will expand over time, encompassing just about any enemy you fight, provided they have a biology to speak of, if not, it will simply give you general "weak points". This also comes with training in the arts of stealth, such as blending into shadows and maintaining balance on strange surfaces, like banisters and rooftops. You now know how to use up to ten different weapons of your choice in combat, these could be guns, swords, axes, crossbows, if it's a standard weapon, you can pick it for this perk. The icing on the cake? You can charge

your Talent through the excess heat produced through bodily motion, the more you move, the more your Talent recharges, in addition, you get an extra 200 TP (Talent Points) to spend specifically in the Stealth portion of the Talent Supplement.. This training is the equivalent of Twelve hours a day, 7 days a week, 20 years of training, baring learning perks.

Equipment

All Discounts are 50% off, as with Perks

Starting Money (50 CP, one purchase free for all origins except Drop-In)

Local currency equivalent to $10,000, enough to set you up easily and get papers forged as needed to gain an identity in this world.

Mage Robes (50 CP, free Mage)

Classy, silky smooth robes, in whatever color you desire, better yet, they won't get dirty, and if destroyed, you get a new set in your warehouse after 24 hours. You may import a set of clothing you already own into this, allowing it to change from flowing robes into it's previous state at will.

Meister's Ornaments (50 CP, free Meister)

Much like the Mages robes, this silken robe has several bands on the sleeves, marking your rank as a Meister. It also includes a written form of Kali's prayer, which maintains your power if spoken daily.

Mistarille Lockpicks (50 CP, free Wetboy)

A set of nearly unbreakable lockpicks, and if you somehow manage to break the things, they'll appear in your Warehouse a week later.

Sethi Wine (100 CP, discount Drop-In)

A casket of fine Sethi Wine, a fruity drink that sells everywhere except the empire of Seth. This particular casket keeps the wine from going bad -it's not meant to age- and refills itself once every 24 hours, drink up!

Mage's Library (100 CP, discount Mage)

A collection of books on spellweaving, detailing the processes of using magic from the simplest spark of flame to healing otherwise mortal wounds. This is everything an aspiring mage needs to know, and some stuff he doesn't.

Sending Sticks (100 CP, discount Meister)

A set of four cane-sized sticks, each with a crystal ball embedded at one end. By channeling magic through certain parts of the stick, you can make it -and the other three linked to it- glow a certain color. Use it to create coded messages, directing forces on the battlefield, and you'll find that you have become superior to all others. Forget trumpet calls and messengers, you have magic now!

Forgery Kit (100 CP, discount Wetboy)

A set of quills, ink, and parchment, along with the signature of every important person in the city you are in. In future jumps, this kit will change its signatures to those of the important politicians of the world you are in.

Mistarille Weapon (200 CP, discount Drop-In)

A melee weapon of any style, forged from Mistarille, a metal that is incredibly hard to forge with, but provides a nearly unbreakable object if worked correctly. The metal is flexible enough not to break under any normal stress, and is very easily enchantable through any means, including out of jump powers.

The Secrets of Reforged Mistarille (200 CP, discount Mage)

Supposedly, Mistarille is impossible to reforge, but with the right applications of magic and a hot enough forge, that can be fixed. This handy-dandy book describes the exact processes used, and also details how to enchant items made from the reforged material, which is even better at holding magic than once-forged Mistarille.

Essense of Kali (200 CP, discount Meister)

Kali is a goddess, and as such, does not exist on this mortal plane, instead, she has the ability to possess certain subjects, when said subjects are prepared properly. This manual comes with the materials needed to prepare one human female for communing with Kali, perhaps you might even be able to unleash her upon your foes, with enough careful convincing and grovelling.

Poisoner's Toolbox (200 CP, discount Wetboy)

No more will you have to scour the earth looking for just the right ingredient, this large box contains every method of ingested death you could think of! Of course, it's limited to materials you would be able to find or create on this world, but it will add to it's library and grow alongside you as you travel from place to place!

Ka'Kari (600 CP)

Your choice of one of six Ka'Kari, each appears a sa small, slightly metallic ball that is absorbed into the skin of the bearer. In addition to the powers listed, each Ka'Kari extends your youth indefinitely, you must be a Ka'Karifer to use any of these, and you can only pick one for yourself, though if your companions are Ka'Karifers you can also give these to them, your choices are as follows:

Blue: Allows you to control water on a large enough scale to create Tsunamis with focus, and a precise enough scale to pull all the water out of a man's blood. Also makes its user completely immune to drowning.

Red: An immunity to fire and heat, along with control of such things, can create a volcano or light a match a mile away.

Green: Control of the plants of the world, whether to grow them, kill them, or manipulate them.

Silver: You are impervious to any form of metal attempting to harm you, bullets, swords, bows, anything made with metal is denied. You can also shape metal to your will with concentration.

Brown: Power over the earth, the bearer can become a heavy monstrosity of stone and soil, in addition to creating earthquakes.

Curoch (600 CP)

The legendary sword, anything killed by it will stay dead, no form of revival or reanimation will work on it. Of course, the sword's real benefit is it's ability to amplify magic to such a degree that the power to move a drop of water becomes capable of moving a lake. The drawback is that if you don't have enough power to handle it, it will burn you up from the inside out, and it necessitates a very, very large pool of power, Talent or otherwise.

Library of the Dead (600 CP)

Finding bodies for your Krull can be so irritating, but this solves the problem, giving you a large starting army, ten thousand human corpses, ranging from stillborns to men murdered in their prime, all neatly categorized in a huge hall attached to your Warehouse. Even better, it replenishes itself once per jump!

Retribution (600 CP)

At first, this appears to be a simple sword with the words Mercy and Justice etched into the blade on opposite sides, but it is actually the staff of law, Iures, which enhances the finesse of magic users, allowing the creation of complicated spells, this is the tool used to create the Ka'Kari, and though the man who did it carried the secrets to his grave, Iures also remembers every spell ever cast near it or with it, allowing the recreation of the powerful artifacts, though Iures will not identify spells on its own, so trial and error will be required, and the memory may not be as infinite as it appears.

Companions

Orphan (50 CP)

A street rat, abandoned at birth and forced to grow up among the gangs that roam the streets of Cenaria City. She's a bit of a kleptomaniac, having had to steal everything she could get her hands on to stay alive, and she has a severe aversion to magic, due to superstitious bullcrap being shoved into her head for years. She's good with a knife, and maybe you can put those wandering hands to good purpose.

Master Wetboy (200 CP)

This Wetboy has been trained to kill by Durzo Blint himself, though he isn't a Ka'Karifer by any means. His Talent is more suited to stealth, making him quiet, quick, and deadly with just about any weapon you can give him (though he'll have to learn how to properly use them first, he's a quick study). He also knows his poisons, to the point of being able to identify dangerous foods with just his Talent-boosted sense of smell. He'll be watching your back from the shadows, even if you don't ask him to, and he'll take the fight to open daylight if you want.

Buddies from another world (50 CP per, up to 300 for 8)

You can give up to 8 companions powers in this world. They each get an origin of your choice free of charge, and 600 CP to spend as you choose.

Come along, and bring your sword (400 CP)

One canon character of your choice gets to join you on your adventures, provided they're still alive at the end of your tenure here. Depending on who you pick, it might be a bit difficult, good luck.

Drawbacks

You may only gain 600 CP from drawbacks, the rest is for flavor.

Poor Luck (+100 CP)

What it says on the tin, you have TERRIBLE luck, guards showing up at the exact wrong time, your girlfriend finding out your real identity, your boss catching you with your pants down, things like that.

Vice (+100 CP, may be taken more than once)

You have a vice/addiction, roll 1d4 on this list:

1. Sex

2. Alcohol/drugs

3. Blood

4. Power

You will actively seek out a way to fulfil your vice at least once a week on a random day. Failure to fulfil your vices leaves you physically and mentally weak, and seeking the “cure”.

Ring Raped (+200 CP)

You’re married! Unfortunately your wife/husband is a fucking bitch/bastard, and you can’t get a divorce, you also have an earring on your ear that forces you to be attracted to them, among other things (see the wedding earrings in the Notes) you cannot kill them, the only way to get the rings off is to make your partner stop loving you, even if only for a second, no, not even tearing the ring out will help, as it’s magic prevents that specific form of self mutilation. Worse still, this person’s ring makes them immune to all forms of mind/emotional control. If you decide to keep your new partner, they can become a companion.

Shinga's Greed (+200 CP)

The Shinga, leader of the local Sa'Kage -basically the mafia- has discovered your nature as a Jumper, and they want to… "Recruit" you. What this really means is locking you up and torturing you with everything they have until you give and become their slave, or just give them your powers and equipment. They'll even contact other Sa'Kage if you leave the city. Prepare to face down endless hordes of Wetboys coming to kidnap you in your sleep, and small armies of thugs following on their heels to club you over the head and steal everything you have. They never stop, even when it seems their resources should be depleted.

Khalidor's Envy (+300 CP)

Apparently the God-King has found out just what you are, and what you can do. As the God-King, anyone being stronger than him is unacceptable, and that means a nation is hunting you down to kill you and steal your powers with their evil magic. They are willing to wage war upon countries and siege cities you stay in, just to get a clue as to your whereabouts, let alone actually having a chance to catch you! And just in case you try to wipe the country off the map, the God-King will summon an army of Krull and Feralli in a last-ditch attempt to wipe you out.

Darkly Hunted (+300 CP)

The Dark Hunter, a strange beast of immense magical might, is searching for you, and unlike others who might discover your nature, he knows EVERYTHING about you. Like just about everyone else who might find out, he wishes to steal your magic items, and if you kill him, he reforms back in his forest and begins the hunt anew, and if you leave anything behind, he's gonna take it, using it to make himself stronger. He might even take your Companions if you're not careful...

Kali's Wrath (+600 CP)

The goddess of Khalidor, Kali, has a personal vendetta against you, she will attempt to possess your most loved companion and kill you as that companion. She has godlike power and complete control over the Vir, to the point where she can infect nearby people with it and give them its full power. Can you kill a god when it's your best friend?

Ending

Go Home

You've decided you've had enough of magical assassins, politicking, and small gods, it's time to head home with all your abilities, friends, and equipment.

Stay Here

You think you're up to living in this dark place, you're going to stay here for the rest of your life.

Move On

This place wasn't enough for you, it's time to find the next world.

Notes

For the Thin Skin Capstone, it recharges the average pool of Talent in an hour (in the series, it usually took a day of rest to obtain this), two hours for a HUEG pool. Double again for most other forms of magic power, and prepared spellcasting like Wizards in D&D don't really work with it. Spontaneous casters that rely on slots rather than mana will find their spell slots recharging passively though, with smaller spell slots being recharged in 30 minutes to 2 hours, and the really high tier shit might take up to six hours.

In the “Vice” drawback, Power can be taken several different ways, but the two most common are “Power over others” and “Magical Power”, this might mean that you have a habit of brutally beating/torturing people, or set things on fire with magic, it’s the most open-ended of the vices, so take it how you will.

The Ring used to “Rape” you in the Ring Raped Drawback are magical items, nearly artifacts in and of themselves. They are made of Mistrille, and the magic only strengthens them, making them nearly indestructible on top of their numerous effects. Their primary effect, which they are most known for, is their pairing. The smaller ring, typically meant for the woman in the relationship, is the “controler” and suffers none of the negative drawbacks, this is not what you are wearing in the drawback. You are wearing the larger, “Controlled” ring, typically meant for the male. The Controlled Ring forces it’s wearer to feel physically ill if they think sexually of any woman who is not wearing the Controlled Ring’s partner. Secondly, both parties will experience lewd dreams that also act as a psychic link, allowing communication over long distance (and making messes of the bed if the dream gets bad enough). Thirdly, when not dreaming, the psychic link doesn’t go away, only shifts it’s methods over to something more subtle, specifically, both parties can feel the other’s emotional state. Lastly, the Controller Ring’s wearer can suspend some effects by focusing the ring’s energy into other parts of it’s power, in canon, this was used to to suppress the physical illness the Controlled felt, in exchange for making the Controller feel not just the emotions of her partner, but the physical sensations. At the end of the Jump, the ring will fall off on it’s own, and you may keep it.

Night Angel Talent Supplement

Congratulations, Jumper, if you're seeing this, you've got the Talent, which means you're not a completely worthless mook! It also, of course, means you have magic, and just what that magic does is up to you! I'll give you some Talent Points to start customizing it, and you can transfer CP over from the main jump at a 1:1 ratio, plus any of the extra points you picked up from perks, so feel free to look around, grab what interests you, and most importantly: have fun, magic was practically made for doing what you want, after all!

+300 TP

Now then, let's see, how about, first, we figure out just how strong you are?

"Talented" (100 TP)	**Middling Magus (200 TP)**	**Curoch's Chosen (400 TP)**
Are… are you sure you actually have the Talent? This stuff is so weak you'd have trouble lighting a candle with it!	You couldn't handle Curoch any day of the week, but you can handle doing complicated spell weaves, such as those needed for healing, easily enough.	Oh wow, uh, wow, just wow. You have so much magical power inside you that you can actually use Curoch for more than a hot second without dying, nice!

Right, so that's how strong you are, now, let's see what your specialty is!

Elemental (100 TP)	**Stealth (200 TP)**	**Summons (200 TP)**	**Weaves (300 TP)**
Water, Fire, Earth, Air, the elements are yours to command! Just how well you command them is based on how strong you are, but for the average mage, a fireball is simple enough, though with practice, you might find that sometimes, less is more with this specialty.	The body is your temple, and you like your temple quiet. Stealth magic does a lot of things, it makes you stronger, faster, harder to see, quieter, and with more experience, phantom limbs, teleportation, and Glamours, or illusion magic. Good luck stealing things!	Pssh, why do all the work yourself when you can just summon a space worm to destroy your enemies? At first all you can do is summon a measly imp, a small flying demon, but eventually, that imp becomes bait for much stronger things...	Looking for something more complicated? Weaves are your best bet, they do all the really complicated things in magic, from healing wounds to silencing rooms to setting traps… It takes a lot of time and effort to master this stuff, but it's well worth it!

Got your specialty? Good, now let's see how easy it is for you to master it!

Dullard (Free)	**Average (100 TP)**	**Prodigy (200 TP)**
You're really, really slow at figuring out new things with your specialty, and FORGET trying to branch out into other fields of magic.	Learning to use your specialty is easy enough, but trying to learn things outside of it is really, really hard. Not impossible, but very hard.	Jumper, you are special, mastering your specialty is child's play, and the other fields of magic are almost easy to learn!

That's it, enjoy your magic, Jumper!