Touched by an Angel Jumpchain

v1, by dhasenan

"I'm an *angel*. Sent by *God*."

This television series ran from 1994 to 2003 and is one of the most wildly successful pieces of Christian media in the United States. The episodes revolve around the angel Monica, a relatively new case worker, being sent to help a specific person with life struggles, generally bringing them back into the Christian faith as a bonus.

Backgrounds

You may take any background as a drop-in, but that might be difficult to justify if you are an Old Hat. You are an angel in any case with angelic physiology.

Newbie: You are a newly promoted (or newly existing) case worker angel. Your job is to save souls, help people who have gone astray.

Old Hat: You work cases, but a lot of your job is helping other angels, especially new caseworkers, to find their feet.

Angel of Death: People tend to have questions when they die. You ease them through the process and help their grieving loved ones.

Perks

General

Beatific Smiles and God Rays (free): Whenever you're helping others and honestly mean well, you can cause a pure white light to shine down on you, form a radiant smile, and assure them that you are an *angel*, sent by *God*. They might not believe you precisely, but they'll at least trust in your good intentions. This may impair your normal relations with them a little, but you'll be able to overcome that if you want.

Voice (free): You have a lovely voice for both singing and speaking, a match for Della Reese and Roma Downey. You may also choose an accent; people will find it charming, and no one will have trouble understanding it.

I Had a Cappuccino Once! (100cp): You can always view the world with fresh eyes, like an angel taking human form for the first time. This will not make you more naïve or less able to get things done, but your appreciation for the beauty of the world is sharpened.

Per Diem (100cp): Like Monica and Tess, you can always find a job that gets you where you need to be. It won't always pay much, but you won't have a long training period, your bosses will be lenient when it comes to you taking time off, and you'll get it fast.

Teleportation (200cp): Like angels in this series, you can teleport moderate distances. You can even teleport large objects like cars.

Doing Good by Doing Good (300cp): This is a show about helping people out on a small scale. You may often wish to help out on a large scale instead and resent the opportunity cost. With this, all the time you spend helping others as a fellow person, not as the ruler of a nation or a superhero saving the planet, acts as a setting brightener, working twice as well as you trying to improve the setting on your own.

Conjuration (600cp): Another angel ability is to conjure up things when you need them. Monica, for instance, produced a whole manor and grounds in a moment. You can do the same.

Angel of Death

At Peace (100cp): You have a way with words that lets you comfort those going into death. This works for other unpleasant circumstances a person is expecting. You can also talk to the recently dead and any other sort of ghost and escort them to their afterlife.

Window to the Dead (200cp): You can bring the living and dead in communication with each other. This can provide closure and comfort — or let Gramps tell you where he left his brandy when he died.

Balm to the Soul (400cp): Some people just need a comforting word. That's nowhere near enough for a lot of people. You can speedrun people through the stages of grief in a healthy way, healing the wounds and illnesses in heart and mind both.

Lock the Door (600cp): In this world, no one can come back from death, but that's not the case for other worlds. With this, you can ensure those you escort to death can never return. (Except the Son of Man, of course, since it is from the Father that this authority comes.)

Newbie

Just the Basics (100cp): You can cross-train for other roles in the same organization extremely fast, especially if you have a mentor.

Connector (200cp): As a caseworker, you have a few days with a person, maybe a week. You can support them during that time, but when you move on to the next task, who will they turn to? God is always there, of course, but His presence is not the same as a person you can touch or invite for dinner. You have a way of connecting people to each other, quickly forging social bonds that can last a lifetime, deep enough for them to support each other in desperate times.

Fortuitous Fumbling (400cp): Like Monica, you may not always have the full low-down on the situation, but your ignorance can be an asset. While you're trying to figure out the situation and what to do, a lot of your impulsive decisions will advance your goals in ways you couldn't anticipate.

Absurdly Trustworthy (600cp): Meet an eight year old kid on a long haul bus? You can strike up a conversation and not be seen as a creep. Diner staff sees you apparently talking to yourself? A couple minutes of chatting will get them to ignore that.

Old Hat

It's All in the Briefing (100cp): Tess was the woman with the plan. She spoke to the Almighty and gave marching orders. That meant having a certain degree of information on what she needed to do. With this, you will likewise have a much greater amount of information about your missions and objectives than you otherwise would. Your intelligence gathering is twice as effective, briefings you give or receive are significantly more detailed without taking longer, and you always know how much information you need to give to those who report to you to make them maximally effective.

Timing Is Everything (200cp): And you have that timing down pat. When you find someone to help, you are vastly more likely to find them when they're receptive to being helped. Once you've decided you want to do something, you have an innate sense of when would be the best time to do it, getting sharper as the time draws nearer and also when you are trying to help others.

An Angel's Angel (400cp): You are an excellent mentor, understanding when to help a student and when to let them struggle and learn on their own. Anyone you take under your wing - so to speak - will learn rapidly and well. More than that, they'll internalize and remember your lessons. Your students may complain, but are likely to remember you fondly, always.. Those you mentor will always have a precise estimation of their own skills and never suffer from impostor syndrome — an effect you also benefit from. You are better at teaching one-on-one, especially through hands-on experience.

Redemption (600cp): Monica's mission and one that Tess had already mastered. You excel at bringing people back from their falls from grace. You can connect to all but the most thoroughly and willfully lost, show them the harm that their path has done to themselves and to others, and rekindle their compassion and empathy toward others. Even for those who have never experienced compassion and empathy. You know how to nudge them into a more moral and pro-social life.

Items

General

The Lord Shall Provide (free this jump, 100cp to keep): Whenever you are acting to help others on a personal scale, your basic needs are provided for, by Providence. It may only cover basic needs, and don't expect much choice. This will typically be tied in with people you can help or have helped. Occasionally, though, this will give you a nice bonus, like when Tess got her car.

Dove Brigade (free or 100cp): You can conjure doves. A neat party trick. But if you pay 100cp, you can convert objects into doves to get rid of them and use doves as your spies.

The Ride (100cp): It's an older vehicle, but it runs perfectly. Well, *almost* perfectly; it will occasionally break down, but only when that would be advantageous for you. It's also gorgeous. The default is a sparkling burgundy convertible with 1960s styling, but it updates according to your aesthetics. It has the strange property of always being fast and convenient enough to be a reasonable option in the face of your other transportation methods.

Companions

Import / Create (-50cp / -200cp): You may import or create companions for 50cp each, eight for 200cp. Companions get 600cp as usual and may take drawbacks.

I Will Walk With You (free): You may recruit companions organically, for free and without limit. Recruiting angels will be difficult without the approval of the Almighty, of course.

The Presence of the Almighty (free): You are not in charge of the Lord, but you can explicitly invite Him to come with you. Perhaps this just strengthens your relationship and brings your attention to His presence, or perhaps He wouldn't be in those worlds without this invitation.

Drawbacks

The Fall (+0cp, mandatory): You are here to help others, Jumper. If you try and fail, the Lord has infinite mercy and patience. If you lose your way, the Lord will reach out to bring you back. But if you flinch from His presence and delight in doing evil, your powers from this jump will be suppressed until the end of the jump or until you repent. Merely ignoring His call will drop your abilities to half strength. You'll still have plenty of time for vacation, though, for His yoke is light and He offers rest to the weary.

Not the Shoes (+100cp): There is some aspect of typical human behavior that is uncommon for angels. You are dealing with humans a lot, so you will have to conform, but you find it terribly uncomfortable.

Til the Sun Don't Even Shine (+100cp): You may adjust the start and end dates of your stay so long as you spend at least ten years here. You may not start before 4004 BC. This is worth 100cp for each extra decade you spend up to a maximum of 300cp; you may stay longer, but it doesn't give you more points.

Search and Rescue (+100cp): You're always on the cusp of demotion. Don't mess this up, or you're back to Search and Rescue. Mess up at Search and Rescue enough, you're down to Special Appearances, then the Choir, Filing, and finally cleaning the Celestial Bilges.

Takes a Hundred Years to Work It Off (+100cp): You're dealing with some heavy stuff, Jumper. Your body. You're somewhere in the 180kg to 250kg range. Tess says it takes a solid century to work that off, and an angel's diet is approximately nothing.

Very Special Specials (+200cp): There's a bit of an understanding gap between angels and humans sometimes. To help address that, sometimes you'll be tasked with missions that involve taking on human problems. You can expect things like homelessness, drug addiction, and institutionalization. You'll only be there for a short while each time: three days, maybe a couple weeks. But you don't know how long it will be going in, and you still have to help people while dealing with these problems. These will happen roughly once year.

Be Not Afraid (+300cp): Are you a set of wheels within wheels? Do you have four heads? Whatever form you have, it probably has a few more eyes than considered entirely polite. It's not enough to send people into gibbering madness, but expect to have to calm and reassure people. A lot.

Embattled Minority (+300cp): Monica's job was much easier because she represented the dominant religion in the United States. But Christianity grew up as a minority religion facing persecution as a convert-seeking branch of Judaism in the Roman Empire, when Jewish people were known as one of the most persistent sources of rebellions. That shaped a lot of Christian scripture and culture, which might not always fit comfortably with being the largest religion in the world.

With this drawback, Christianity is no longer the dominant religion anywhere. Instead there is a mishmash of paganisms, and the total number of Christians worldwide is in the low millions. Christians are again subject to oppression and martyrdom. Your job is not just to help people along, but to enkindle their faith in God and in Christ Jesus.

Your performance will be graded. Lots of converts? You will get more leeway to use your powers for your own comfort, gentler assignments, more freedom to choose your assignments, and less micro-managing. Negative converts? Your usage of powers will be regularly audited, and you might have a manager breathing down your neck.

Companions must take this if the jumper does and may not take this if the jumper does not.

The War on Earth (+200cp): There is another faction at work. You will frequently encounter fallen angels who are around to damn souls and pervert your work. Conversely, if you choose to fall and join them, you'll be beset with very effective caseworkers.

Heavy Burden, Heavy Load (+300cp): His yoke is gentle and His burden light? Yeah, that's for humans. You get Boxing Day off and that's it. If you have a breakdown due to stress, you can take time off to recover, but that time won't count for your minimum stay.

Notes

The drawbacks are not necessarily in keeping with the Lord of Mercy. Perhaps He is testing you much as He tested Job. Perhaps He is allowing you to make oaths and bind your behavior.

This is intended to be usable by both Christians and non-Christians. If I have done anything disrespectful (or at least, more disrespectful than required to make this jump document), please let me know. I can't fix what I don't know about.

Thanks to Aehriman for suggestions.