

Ver. 1.4 by CoreAnon

Welcome, to the Universe of Spawn. A dark, violent world where Heaven and Hell battle endlessly for human souls and Armageddon is only a moment away. Though a long-standing truce has forbid the full might of Heaven and Hell warring on the face of the Earth, elite agents of both powers roam the surface of the planet, furthering the agendas of their respective masters. You will begin your 10 years here about a week after Al Simmons has awakened in a trash-filled alley, or the latter half of 1992 according to the comic's timeline. You, too, will awaken in New York City – also in a trash-filled alley, though not the same one.
Everyone's gotta start somewhere…

However, you're special, Jumper. You've got a certain air about you. You're a protagonist, aren't you? A main character. The type that gets drawn into things, a single person that's at the center of shifts of power, the catalyst of cataclysms if you wanted to get poetic about it. Don't be surprised: I can spot your kind a mile away. But that leaves me in a bit of a bind, you know? If you're going to be a major player, but without a team to play on… you see where I'm going with this? While it's great you're so independent, it would really throw things out of whack if you just did whatever you wanted without picking a side.
So… which will it be? Heaven… or Hell?

Align with Hell



(-100CP) Hellspawn – Ah, finally you've arrived, worm. I've watched you closely; you should feel flattered! In life, you were a man or woman so wicked, so lethal, so wrathful, that even I, the Lord of Hell Malebolgia, took note. In death, I can make you one of the 8th Sphere's greatest generals, empowered with a fraction of my own infernal power. To lead! To kill! *To burn the Gates of Heaven down and raze Paradise to the ground!* All I ask is that you do the same as which you did in life: kill. For that, I will grant you any wish, whatever was robbed from you by your death, I can return. Now tell me, mortal… what do you desire?!



(-100CP) Infernal – You are… so very pure. Chaos. Violence. Hatred. Truly a fine specimen of what it means to be a true demon of Hell. You're not even mine and I feel such pride! Your master must be very pleased to have created such a sterling footsoldier. But we both know that you're not suited for such a pathetic and lowly position, don't we? I can help you realize your greatness… for a price.

Align with Heaven



(-100CP) Redeemer – Greetings, mortal. You have been selected from the entirety of humanity for Heaven's Blessing: you are our chosen soldier. Of all the humans on Earth, you have shown the best compatibility with our Elemental Fire, our light against the darkness. Your soul is pure, your body fortified, you flesh… willing. Heaven will steep you in the Elemental Fire, and you will be reborn, you will be… our Redeemer. Our weapon against the Burning Hells, our Holy Soldier.



(-100CP) Halo – Huh. So you're the new grunt, huh? Oh, I'm sorry, *Hunter*, riiiight. Look here rookie: it's a dangerous world out there, and I don't need you mucking about and getting me or someone else who's actually useful killed with your dimwittedness. I guess I've got some time to kill, so I'll show you a trick or two. And no, I'm not just doing this out of the goodness of my heart.

Unaligned

Drop-In – You're really stubborn. Fine, I suppose if you *really* don't want to choose one or the other you can go it alone. But don't expect anyone to help or even know who you are. Usually, you *have* to pick a side. It's not really an option for anyone else here to be completely free, like you are. But due to this freedom, I can't tie you to anything in this world: no family, no friends, no past, nothing.

Discounts are 50% for perks under your Origin's heading, and 100CP perks are free.

Hellspawn

Hell's Officer-in-Training.



(Free, Mandatory, Hellspawn Only) **Rotting Shell –** You won't age, because you're dead. You can't die, because you're dead. You will neither hunger nor breathe nor thirst nor tire, nor require anything at all to animate or empower you… because you're DEAD, you fool. Blood, brains, souls, whatever you might have thought the undead subsist on is not the case: you are animated only by the extension of my will, the Necroplasm which is the very fiber of your being. Fret not, worm, for it is not your mortal body: this is merely a shell I have created from Necroplasm, 300 pounds of it to be precise, for you so you may carry out my will. You may look like a half-rotted corpse with more skull showing than face, but at least I took the opportunity to make you imposing – with height and physique most fitting of a warrior of Hell! You have the strength to toss men like toys, speed enough to keep up with the best mortal combatants, and toughness to shrug off a lead pipe to the face. I think the steel-hard, razor-sharp talons on your fingertips are also a nice *touch!* Don't get cocky, though, for you will die your second and final death if you take massive damage or suffer a catastrophic trauma. Having your insides spread all over the ground remains fatal, even now, so you'd best not grow careless, worm!

(-100CP) **Veteran Soul –** Malcontent, are you? You think yourself worthy? Very well, worm. You've piqued my interest. I can arrange for your tutelage in the arts of war, rendered by the most vicious, skilled, and accomplished killers in the history of humanity. Coincidentally, they're all right here in Hell! Ten thousand years of training accomplished in an instant: Murderers to assassins, soldiers to warriors, generals to squad leaders; you can have the skills and strength of each, honed to a razor's edge. A soldier of a million battles, a commander of a thousand campaigns! A master of every Earthly weapon and martial discipline, with the finesse and strength to wield your weapon of choice in whatever fashion you chose! Able to command a partner or an army with equal ease and skill! Able to fire an arrow or a bullet, swing a sword or a fist, every method of killing as horrifyingly effective as the last. I will even allow my officers, Hellspawn much like yourself though with centuries of experience, to train you in the ways of your abilities; this will give you a grasp of what you are capable of with your powers. A rare treat, worm. Do not squander it.

(-200CP) **Hell Symbiont –** I will grant you an esteemed daughter of the 7th House of K, at once your weapon and your armor. In return for feeding off your Necroplasm, she will protect and fight for you. She can blossom into razor-sharp steel-hard spikes, she can become armor that will turn aside furious attacks, and she can become a cape that can grab and glide and shield and cut and hide. Her chains are strong enough to suspend a dozen tons, and fast enough and hard enough to deflect bullets with ease. She has only limited sentience, the overwhelming majority of it concerned with protecting her host - that is, you. At times, she will move without your direction (or consent) to protect you, even if you are unconscious. However, your desires and hers may not always align… if you do not maintain your dominance, if your symbiont grows too powerful too quickly… she may make the decisions! You may will her to take the appearance you wish for, adding to or subtracting from your costumed form, assuming a disguise, or perhaps have her integrate herself with some other form of personal armor you possess – it doesn't matter to me how you use your tools, worm. Keep in mind, though, that she is a newborn, much like yourself; try not to expect too much too fast. I know I won't! *AHA HA HA HA HA!!*

(-400CP) **Engine of Evil –** You have but a sliver of my power, but that does not mean that is all that you may have. *I* won't give you more, but you may recharge your power reserves from ambient evil. Any kind of committed sin will invigorate you ever so slightly, either perpetrated by yourself or those around you within a city-wide radius. Even minor things such as aggressive or lustful thoughts or minor maliciousness – a school bully's pranks, a secretary sexually harassed by her boss – these are still evil, even if a very minor kind, and will provide a proportionally tiny boost to your power. Better still, I'll allow it so you can cut out the middleman: you won't need to be covered in worms, perched upon by bats, or pawed at by wolves for this effect. Evil and sin are naturally drained into you as though from the very air.

(-600CP) **Masterpiece -** You are displeased with your new form, worm? Then, a new shell; 500 pounds of Necroplasm, denser than concrete, with toughness and strength to match even the demons of Hell! It will take a trash truck barreling into you to move or injure you, and you can pick up that very same truck and throw it like a toy! Losing limbs or being eviscerated or the like won't harm you as usual, but now you won't even feel the pain and it won't slow or hinder you. This body is efficient and will require less of your precious power to repair, and it will be more resistant to the Holy or magic weapons of the enemy than usual – though not by much, so don't get cocky, worm.

NOTES:

Rotting Shell will become an alt-form post-Jump. You no longer need to eat, drink, sleep, or breathe. Any other requirements you had to maintain your life or power are also removed: however, you are now reliant on Necroplasm which is spent when you use your Hellspawn powers. You begin with 9999 units of power, and you will die if you spend all of it - you require at minimum 1 point to exist. Post-Jump, your Hellspawn abilities and related aspects of your Hellspawn form will be powered either by your Necroplasm reserves, which regenerate naturally though somewhat slowly or your other resources pools, such as mana, from another magic system if you would like to simplify power management. Alternatively, you may have all your magic systems run off your Necroplasm. If you take this as a another origin, simply ignore everything about Necroplasm. Your body has half-functioning organs, but you can survive without these for the most part: they don't provide any practical use, but you're used to them and you'll miss them dearly if they're gone. Lose enough of your body through massive trauma or catastrophic damage - such as a Holy weapon or magic making an utter mess of you - and you'll die, for the last time. More minor things like simply getting shot in the head won't kill you, but it'll still hurt like a bitch and knock you out until you regenerate. Healing naturally is agonizingly slow, but if you allow it your power will automatically kick in and heal you at an efficient rate, regenerating moderate damage in just a day or so. Speed and limb/missing chunk regeneration will come at a premium cost, and unless you spend a good amount of power, will take roughly a week to return.

Hell Symbiont is inspired by Spawn's K7-Leetha; at first, not capable of much, later becoming the primary source of Spawn's offensive and defensive ability. The one here is much the same, sentient though not intelligent, with less experience and power from the outset but the ability to rapidly grow stronger depending on the demands you place upon it. For all intents and purposes, it becomes a part of you; it will not be disabled by 'no item' or such Drawbacks, and cannot be detected as a separate entity from yourself. You may freely tailor the costume it produces, and it can hide 'inside' you making you appear as you would usually depending on your current alt-form. Even if invisible, it will allow you to push your current body to its physical and biological limits without damaging yourself, and can manifest near-instantly to allow you to use its powers: Chains, Cape, and Spikes. Though seemingly made of cloth, the Symbiont will mimic your own toughness, so that if an attack or accident would not normally hurt you, the Symbiont will also not take damage. The Symbiont gains strength as you feed it more of your power/stamina, and it can drastically change itself, such as becoming armored or swallow enemies into its cape or such by channeling resource into it. Taking this perk with the Redeemer Origin gives the Elemental Fire's Redeemer suit the same powers, allowing it to use its own accruements in much the same way: chains for offense/defense, cape for hiding/ensnaring, etc. Taking it as a Halo turns it into a suit of angelic armor, complete with angelic ribbons with all their usual abilities, but does not have to be bikini style if you would prefer it not to be. For Heaven Aligned takers, it no longer feeds on Necroplasm, but rather your zeal and resolve. You have to maintain a near-fanatic mindset to keep it fed/stoked, and/or your faith in whatever your cause/objective/etc is must be unshakable. Taking it as a Drop-In means it will feed off you as a normal parasite: it will syphon nutrients and calories from you, increasing your daily intake requirement by ~50%. If you have a "no food/water" perk, it too does not require sustenance at all. Regardless of how you take it, the Symbiont will never count as a Companion: you may instead think of it as a (dumb) AI-assisted armor.

Engine of Evil allows you to 'feed off evil', much like Spawn starts doing in (roughly) Issue #41. This seems to either make the energy counter obsolete (it's never seen again after this until the very end and then after that, and then only as a plot device in both instances), or allow Spawn a secondary source of power so that he doesn't have to use the power Malebolgia gave him. I went with the former option, as it's less complicated to simply "recharge". If taken by a Redeemer or Halo, they will instead subsist off virtuous deeds and thoughts; this may prove difficult, as the Spawn universe is quite dark. However, zeal is a kind of virtue all its own, and you can feed off of those around that are fanatical *towards a cause shared with you*. If you are a Drop-In taking this, you may gain minute quantities of sustenance from surrounding evil if you don't have superpowers/magic/resource spenders to put it towards. It won't count as a full meal, but it'll take the edge off even the worst gnawing hunger and keep you from starving/dehydrating to death.

Masterpiece Gives you a relatively huge buff to your toughness and strength, and you won't be crippled by what should be failings in your body, like broken bones, and you can survive the removal of all of your pseudo-organs (or real organs outside the Rotting Shell) without blinking. The only way to kill you is to decapitate you cleanly, with a melee weapon or a large caliber/explosive weapon - however it happens, your head must be completely removed by the attack. Your automatic healing rate is about twice as fast, and half as costly, allowing you to make use of your regeneration even in the middle of a fight to some extent. Regenerating limbs and missing bits is easy though not trivial, and you won't be overly taxed by doing so; a couple days at most for regenerating even the largest missing chunks, without using your powers. Getting shot in the head, or even having your cranium split in half won't phase you, either. Versus Holy weapons you'll suffer less aggravation in the inflicted wounds so you will be less hindered by it, though raw damage won't be reduced at all.

Infernal

Embodied Evil.



(Free, Mandatory, Infernal Only) **Mockery** – You… you're really going to wear that? You *want* to look like those foolish mortals? Very well. I suppose it's passable, though you're not very… clean cut. They certainly won't let you into any parties in the nice part of town, but at least you have that certain… what do the humans call it? Ah yes, "hardcore" air about you. Well, they would all shit their pants if they saw your true, horrible form anyway. When you're out and about, make sure you take the couple seconds to hide your demonic visage. Oh, don't worry about damaging it; you'll still be just as tough, strong and fast as you are in your real body. The same rules, apply, of course: you'll be able to shrug off most minor damage, and heal from the rest. No, no, you'll still die for real if someone takes your head off, or an angel or their flaming cronies inflict enough Holy or magical damage.

(-100CP) **Opportunity –** I see you have a keen eye, friend. It's like chances just fall into your lap, and lady luck is always on your side, isn't it? Being able to spot the opportunities that others miss, the openings that everyone has left undefended, is an important skill for the likes of us: the rulers, the lords. You see, by taking a hard look at ourselves, we can see our own weaknesses and carelessness just as well as we can see any enemies'.

(-200CP) **Might Makes Right –** The age old lesson, it's the basis of much of Hell – and, indeed, pretty much anywhere else. You see how they kneel to you, but you can see in each one of your brethren the desire to rise up and crush you, to take your favored place and even usurp the throne of your master's Sphere. It's an age old lesson, but you have to apply it effectively. You have to crush them so completely that they fear you more than they hunger for power. Yes, just like that… that one will never again question or threaten you, his life yours to command. You can see it in his eyes… See? Now, he is a mere tool for your ascent. And if your tool breaks? Just consume them; you can absorb their strength for your own. Though, that's not just for your own underlings, you know? Lay claim to what you please, for it is yours by right of conquest. Demons have tough stomachs for a reason: if you can eat it, it becomes yours forever, no matter what it is.

(-400CP) **Opener –** You really are a special one. I haven't seen an Opener in centuries, at least. Nothing is closed to you, your movement unrestricted and unbound. Be it a magically sealed vault, or a locked front door, you know how to open it – only the most powerful of sealing magic, or the most intricate and strongest locks will bar you. They also say Openers are incredible escape artists, able to find a way out of just about any kind of physical or magical prison or binding. And, you didn't hear this from me, Openers can possess those who are most sinful and evil, or those who are willing and offer themselves. You won't leave your original body behind, either, but you'll die with your host if that's what it comes to. At least they'll benefit from all your powers, so that won't be too easy to happen, I should hope.

(-600CP) **Power of Hell –** Yes, yes! Just like that! Feel the fire flow from your core, and project it into the world. Unleash your hatred, your violence, the very foundation of your being. Now, take that fire and shape it. Concentrate… see how your flesh follows? What was a hand is now a mace, a tool becoming a weapon. Now, swell your flesh… feel your power flowing… Stronger, tougher, a true juggernaut. You've impressed me, child, truly. Why, at this rate, you might make a powerful piece. I await the day you will serve at my side…

NOTES:

Mockery is the Infernal's disguise on Earth. This perk also grants you a fearsome and powerful demonic body as your original form. The details of its appearance are left to you, but you are a fair bit stronger than a Hellspawn or Redeemer, are notably tougher than either, and are quite tougher and stronger than a Halo. You lose out on speed and agility versus a Halo, though, but can keep pace with Redeemers or Hellspawn. You have a human alt-form that you may switch into and out of with a few seconds of shapeshifting. Your human form is either average or outright unattractive, and will have some kind of conspicuous facial tattoo. You are weak to Holy damage as well as magic. You are resistant to bodily damage and won't be phased by losing a limb or being eviscerated. You can heal all damage at a rate similar to Rotting Shell - I.e. moderate damage like gunshot wounds will take a day or so, while lost limbs or missing chunks will take about a week. Decapitation will kill you, and aggravated damage will take longer to heal and hinder you somewhat. You do not require sleep, food, drink, or air to survive. These traits only apply to your Mockery form or your demon form, however. Post-Jump, you will lose the "death only by decapitation, unaffected by evisceration/dismemberment" traits unless you take the Hellspawn's Masterpeice.

Opportunity allows you to make the best of any given situation, revealing otherwise hidden or concealed aspects you can use to your advantage. You will know the perfect moment to strike for maximum effect, the words to say to convince another of your side… or the perfect lie to tell to get your way. This won't hand you everything on a platter, but you'll be able to instinctively know the best way to take advantage of what opportunities you have. You can also apply this power to yourself to identify any weaknesses you might not have otherwise known of or been informed about. This includes things like noticing you were just poisoned.

Might Makes Right lets you put mortal fear into anyone or anything you could feasibly exert your will over. A bit of effort on your part makes them your loyal, unquestioning bitc- I mean, minion. You can consume or cannibalize those you've used this power on to absorb their strength and powers for yourself, permanently. Eating a bunch of fodder-level weaklings won't increase your strength hardly at all, but breaking and eating a stronger demon would bring you up to their power level. Don't eat Holy things, including angels or Redeemers, you'll get indigestion. Bad. Like, REAL bad. Crippling pain for days bad. Taking this perk as a Drop-In still allows you to do all of the above, but your digestive system is not reinforced or otherwise strengthened, so demon might make you sick but angel should be fine if you cook it. Angels/Redeemers taking this shouldn't eat other angels, as it's bad form, but eating Hellspawn shouldn't kill you… probably. Eating angels/demons as a Drop-In will give you some of their attributes/powers after you've consumed a couple. You can't gain the powers/abilities of a Redeemer like this unless you're a literal fire-eater, and demon will probably prove fatal to all save the most robust digestive tract.

Opener allows you infiltrate through most closures, with only the most powerful magic or strongest locks barring your way. You can open portals to any plane you know of with ritualistic rune/cuneiform painting/drawing, and can choose your exit. You're a master escape artist, and can work your way free from nearly any mundane or magical binding, given enough time. The more powerful/strong it is, the longer it will take you. Your possession ability lets you take over a particularly evil, unaware, and weak-minded host, or a willing sacrifice who has initiated a summoning ritual. The possessed will benefit from your powers, but you'll die with them if it comes to that. You have a range of roughly a spherical mile, and can detect candidates within that range. A summoning ritual can call to you from any distance, but you may choose to ignore it. You can exit your host at your choosing, but it will take about a minute to manifest your body in close proximity to the possessed. Upon exit, the host may be left a gibbering, maddened wreck or blissfully unaware; the choice is yours.

Power of Hell is moderate shapeshifting and hellfire projection powers. You can change your form on the scale of "shape modification". You can't completely become someone or something else, but you can change your current form around quite a bit so long as it's still more or less recognizable as whatever you were originally. Hellfire is basically Evil + Fire damage, and will cause aggravated damage to Halos and Redeemers. Out of the gate you will lose in terms of raw power to a Redeemer, but you can increase your power as time goes on with no upper limit. Similar to the Redeemer's Elem. Fire in that's specialized for offense and loses out to Hellspawn in terms of sheer versatility, but you can use it for a temporary across-board stat boost as a kind of self-buff. The buff will only last a couple minutes, and has a cool-down of roughly a half-hour so you don't *burn* yourself out. The stronger your healing ability and toughness, the shorter the cooldown.

Redeemer

Heaven's soldier.



(Free, Mandatory, Redeemer Only) **Elemental Fire –** Your body is consumed with the Elemental Fire, transforming your body into an alternate aspect: that of the Redeemer. Your height and physique will be imposing, and your toughness, strength, and speed a match for that of the Hellspawn. However, the Elemental Fire cannot be tamed, merely contained. Your body will suffer horrible pain while you are clad in the vestments of the Redeemer, and your mind will be consumed with Heaven's zeal to exterminate the minions and agents of Hell.

(-100CP) **Two Sides of a Coin –** Your body while possessed by the Elemental Fire is considered a separate manifestation. That is to say, damage which you incur during your services to the Heavens will be rendered null and void upon your return to your mortal body. However, you are only allowed to resume your mortal form away from enemies and in secret: none are to know you are our soldier. Revealing your dual nature will result in the revocation of Heaven's Blessing. Your Redeemer aspect will heal rapidly but not instantly while you are in your mortal form. Healing from serious injury would take at least three or four days, while recovering from near-death would take at minimum one full week.

(-200CP) **Physical Tolerance –** Your pain tolerance is surprisingly high. Remarkable for a human, even. This should allow you to retain your rational mind even as the Elemental Fire courses through your being, perhaps tempering your zeal while allowing you to make wiser tactical and strategic decisions. You will not be slowed by minor or moderate damage, and it will take injury on the level of losing a limb to give you pause or disrupt your concentration. In fact, mortal, your tolerance is so high… perhaps you can even channel the powers of the Elemental Fire outside fully manifesting as The Redeemer. The Elemental Fire's powers would be weakened, but you would never be defenseless and would prove quite the surprise to the careless agents of Hell.

(-400CP) **Burning Blood –** While you are draped in the Heaven's Blessings, your body will be animated by the Elemental Fire. This removes your need for other sustenance, and you will be able to fight for days at a time as we require. This also results in your blood being, for lack of a better term, pure, literal, supernatural fire. Should you lose a limb or otherwise be injured enough to cause severe arterial bleeding, the Elemental Fire will be released as pure destructive energy – at a level much beyond your typical capabilities to produce. While you are not sanctioned for self-harm for the sake of unleashing this power, it can serve as an appropriate last-ditch attack against an overwhelming enemy. Keep in mind this destruction does not discriminate between friend and foe.

(-600CP) **Rebirth –** If you should ever fall in the line of duty, you will be returned to your home - or at least, a familiar sanctuary where you can safely rest for a time – while the Elemental Fire rekindles your life in exchange for much of its power. Over the course of several days, your life will be restored and your soul returned to your body while in exchange the Elemental Fire ebbs. You will be restored to peak health, though your powers while clad in the mantle of the Redeemer will be reduced by half for approximately a year. However, this can only happen once in your lifetime. Heaven watches and rewards, child.

NOTES:

Elemental Fire allows you to take the mantle of the Redeemer. For the duration of this Jump while you're in costume, however, if you haven't taken the **Physical Tolerance** perk, you'll be in something of a berserk state: you'll feel the need (which is not overwhelming) to hunt down and destroy the denizens of Hell as you think doing so will relieve you from the burning of the Elemental Fire. It's like going through drug withdrawal after you've been using for years. This will become an alt-form upon the Jump concluding. If you are already a being of fire/energy/etc, you are still bound by the conditions of receiving the Elemental Fire: pain and zeal. You may fanwank this as you please. The Elemental Fire gives you a good amount of offensive fire power, but doesn't have a lot of utility like the Hellspawn's powers do. It counts as Holy + Fire for damage type purposes and will cause aggravated damage to Infernal and Hellspawn.

Two Sides of a Coin allows you to fearlessly surrender to zealotry while in your Redeemer form, since you will accumulate no permanent damage. However, you are forbidden to abuse it to escape death or otherwise leverage it in a way that grants you excessive toughness. It ***does not*** work both ways, and if your normal body is damaged before you transform to the Redeemer, it will remain damaged when you turn back. Regeneration or healing powers/perks will only work at 50% effectiveness on your Redeemer form (active or standby) for the duration of the Jump to keep this power balanced for the price. Post-Jump, the restriction of keeping your alter ego secret is lifted. A Hellspawn taking this power will find that their **Rotting Shell** heals for free, though slowly, when they are in another alt-form but that **Rotting Shell** will not confer healing to other alt-forms when you are in it. If you don't have other alt-forms, this won't confer any usefulness until you obtain one. This allows you an accelerated natural (non-superpowered) for alt-forms you are not currently assuming. If you already have accelerated healing, it will simply add its own (lesser) speed to it. Taking this as a Drop-In merely allows you to shift alt-forms and have the previous one heal damage. Only works on one at a time, and for the perk to work in the Spawn Jump you cannot be seen transforming from one alt-form to another; out of Jump, being seen doesn't matter.

Physical Tolerance does not reduce damage to your body - it only allows you to ignore pain and distraction. Post-Jump, it will allow you to also strongly resist mind control and makes you immune to compulsion/control from items (e.g. bloodthirsty blade, etc.) You can use any and all powers that the Redeemer has at ~33% power while in your mortal form: that is, without costuming up. Combined with **Burning Blood** will also apply its effects to your normal and every alt form when combined this perk, including dramatically reducing your need for food/water and massively increasing your stamina.

Burning Blood will turn whatever blood or likewise material you may have in your body (oil, ectoplasm, etc) into a burning or corrosive substance that while harmless to you will damage anything else with impressive force. The 'animated by the Elemental Fire' bit only applies to you while costumed up as the Redeemer - your mortal form will not gain increased stamina/reduced sustenance needs unless combined with **Physical Tolerance**. Any other Origin taking this merely has caustic, burning, or otherwise destructive blood; it isn't projected like an attack as it is for the Redeemer. If you're in a form that doesn't have blood, you will unleash some kind of damaging fluid or gas when you're damaged.

Rebirth can activate once ***per Jump***. During the Spawn Jump it will only activate if you are felled by an agent of Hell; if you die to a mortal agency or Heavenly warriors, you don't get a second life. Heaven isn't going to interfere in mortal affairs over a replaceable soldier, and they most certainly won't revive a traitor. A Halo taking this will probably be revived in Elysium unless you've gone rogue in which case you will wake up in a random church. Taking this as a Drop-In confers the same conditions, only you wake up in an alley covered in trash with a wicked headache. For the Hell Aligned you're reborn in Hell. If you've gone rogue or have taken the **Public Enemy** Drawback, you'll wake up somewhere safe and probably on fire or at least hot. Post-Jump this will revive you in a safe place of your choice, which can be a pocket dimension, Warehouse, or housing.

Halo

Righteousness Incarnate.



(Free, Mandatory, Halo Only) **Hunter –** Well, at least you *look* ready to hunt Hellspawn. A lithe, toned body like that will enable you to dodge the attacks you can't parry or defend against. You may think you're strong, fast, and tough enough to go up against a Hellspawn – and you'd be dead wrong. Hellspawn and demons are both much tougher and a fair bit stronger than we are, but we've got them beat in speed and agility. And, we blend in with humanity better than anyone or anything from Hell. Well, maybe it's not exactly perfect. Apparently, we're all beautiful with… what was the phrase… "supermodel bodies", so we get our share of attention. But hey, at least we're not short, fat and ugly.

(-100CP) **Tracker –** Look, pay attention and I'll teach you how to hunt down Hellspawn and demons. It's not hard, really; they're pretty obvious unless they're trying *really* hard to hide. See, feel that? That's a Hellspawn, or maybe a demon in human guise. They feel pretty similar from this far. It's not like there's exactly a range for this, but you won't pick them up if they're in a different plane other than Heaven, Hell, or Earth. You'll have to follow them to that other plane to get a lock, but once you do, you'll know when they leave and where they go to unless they're really good at sneaking around. The closer you get, the more accurate you are, too. See how you can just tell what plane he's in from here in Elysium? Once you're on Earth, you'll be able to tell which direction he's in, and as you get closer, you'll be able to pinpoint him. Oh, and learning this will qualify you for your Hunting License, so you can go after Hellspawn and the like with impunity – you won't need permission from the Throne to cross into the mortal realm.

(-200CP) **Bestiary –** Here, take a look at this. Do you know what this is? It's a certain class of demon from the 7th Sphere. They're… well, look, we'll go over that in a minute. Anyway, what I'm trying to get at is the importance of knowing what you're going up against at any given minute. What is it, what it can do, what it's resistant to and what it's weak against. What kind of fighting style it has, if it's intelligent, that kind of thing. You know, the information that will either keep you alive or get you gutted like a trout? I can teach you everything you'll need, so you'll be able to tell a demon's type at a glance, or size up a Hellspawn as a newbie or a veteran.

(-400CP) **Vigilance –** You see, rookie, you have to keep an eye out. The scum of Hell are always looking to play tricks, to make you look twice, or fool you into thinking something is there when it's not. They're crafty, but if you keep an eye out for their tricks, you won't be caught off guard. And a solid guard is the most important thing when fighting Hellspawn. They'll sneak up on you like a coward, or use their costume to misdirect and confuse you. You have to see through all that, to keep your eye on the prize so speak. If you keep your wits about you, you can even spot Hell's minions hiding in the masses of humanity, or sense the knife about to slip between your ribs. They're treacherous, all of them, so you'd better keep a sharp eye out.



(-600CP) **Disciple –** You okay there, newbie? You look a little… MY GOD! You're… you're burning! No, you're… you're a Disciple? Impossible, they're accounted for… a XIII Disciple? You have the armor and the wings of fire, but… Impossible. To stand among the greatest of Angels, you?! What a joke! The Disciples are Heaven's greatest guardians, imbued by God Himself with strength and fervor beyond even His Hunters! This can't be… you're just a noob! How could you have been chosen when I'm…?!

NOTES:

Hunter may become an alt-form post Jump. Though you're not required to take the canonical bikini armor, you'll still be lithe and fit and will cut a charming figure in anything you wear. You can still toss grown men around, but it won't be as easy as it would were you another supernatural Origin, and you're not a whole lot more durable than a standard human. You've got speed and agility in spades, though, and your fragility won't matter much if they can't even hit you. You don't require food, drink, sleep, or air to survive.

Tracker lets you track down any enemy of your choosing, but only one at a time. It will take about a day of searching normally to pick up on their ethereal trail, but once you're locked on they can only evade you by traveling to another plane/dimension, or going to lengths to hide their presence. Your quarry can still give you the slip, but you'll be alerted to their location once more as soon as they get comfortable and stop covering their tracks and being sneaky. Post-Jump, the Hunting License included with this perk is a bounty-hunting permit, if such things exist in your current Jump. It can be presented as a physical item if required, but is not one by default - think of it more as permission and recognition of your ability to get the job done.

Bestiary gives you encyclopedia-type knowledge of any enemy you encounter, unless it is extremely obscure, is an out-of-context encounter, you could not have that kind of information due to various circumstances, or is unique. You will know much of the standard information such as name, diet, habitat, general behavior, weaknesses/strengths, and so on. Though you don't know *everything* there is to know about a creature off the bat, experience will fill in the holes. Post-Jump this applies to everything you encounter, and can expand to include non-living creatures such as golems or robots. It will not fully cover things that can't be scientifically categorized and studied, like a plot-device-level God or NGE's Angels.

Vigilance is what Tiffany should have used more of in her fight against Spawn. With this, you'll never suffer the same critical lack of situational awareness. You'll be able to automatically spot even the most masterful sleight of hand, note even minor or trivial changes in your opponent (such if he was not wearing his mask only a moment ago, and now he is as you go to deliver the "death" blow), and you'll not be caught unawares when your enemy seemingly vanishes. Only the ultimate infiltrator has a chance to defeat your powers of perception, and it would take true invisibility to cause you to miss picking a face out of a crowd. You're never caught flat-footed, and have an eagle's eye for incoming or hidden dangerous… even if they're behind, or under, you.

Disciple allows you to take the power and reputation of one of the Twelve Disciples… well, now Thirteen. You're the weakest by far, but the former "weakest" ripped Spawn apart, literally, with his bare hands so you're at least a good deal stronger than a normal Angel. Your armor isn't just for show, either, and you can shrug off damage that would kill a dozen of your lesser fellows - though you're only a bit tougher than an Infernal. You're less bound to a body and more a being of pure holy fire, though you're not made of Elem. Fire like a Redeemer. You may choose if this fiery form is dangerous or damaging on a second-by-second basis. You have flaming wings which you can use to fly, and you can be just about anywhere in the world in an hour or less. A Redeemer taking this is the armored, knightly variety as in the third appearance, but with more fire. Taking this as Hell Aligned is much the same, though you are a powerful flaming armored Hellspawn or demon - in the case of the demon, your armor may be of a natural variety, like scales or such. Your reputation will be fearsome, and all your stats get a powerful boost: Redeemers and Hellspawn will be able to roll heavy vehicles like an Oshkosh Wrecker (40,050lbs), and an Infernal will be able to crush and toss a bulldozer. A Drop-In taking this creates an alt-form - or merges it with their other purchased alt-form(s) - that is much the image of the canonical Disciples, minus the symbology. You won't be confused for one of the real Disciples at any point, however.

Drop-In

A murky past.



(-100CP) **Camouflage –** You are naturally and instinctively adept at concealing your presence. You can blend in with nearly anyone, just another face in the crowd and completely inconspicuous. Granted, you have to look like you belong there, but so long as you're appropriately dressed and otherwise could be mistaken to fit in, no one will give you a second glance. You can stand so still and breath so quietly you could be mistaken for a statue. Additionally, you are very forgettable if such a thing would prove advantageous, and if pressed to identify you people often can't come up with anything other than "s/he was average".

(-200CP) **Survival –** You know what it takes to survive, and you don't balk at it. Eating maggoty meat from a dumpster. Sipping water from a pothole. Sleeping under a fire escape with a newspaper for a blanket. What others would consider unthinkable, and only acceptable in the most desperate of circumstances, you take to as a fish to water. You can eat anything even remotely edible without ill effect or even a wrinkled nose, and will even gain increased nourishment from what might otherwise be garbage – and even more from proper food and clean water – which notably reduces your food and water requirements. You can drink anything that isn't explicitly toxic or poisonous, and are extremely resistant to waterborne and foodborne parasites and diseases. You can sleep comfortably anywhere with enough room to curl up, sit, or even stand in a pinch. Finally, you are much more resistant to hot and cold environments, and could survive a bad winter or scorching summer outside with nothing but the tattered clothes on your back.

(-400CP) **Hardware –** You've got access to some serious military hardware. The method of acquisition may vary: knowing just the right army depot to raid, having someone in the government owe you a hefty favor, or "happening" upon a sizeable cache buried in garbage. While it's not enough to arm an army of any size, there's plenty to go around among your Companions, and plenty of variety to boot. Conventional firearms, high-tech energy weapons, missile launches, hand-held tank-busters, the list is quite extensive. It's enough firepower to set an armored platoon alight… or take out a squad of Angels, or a pack of Demons. You've got plenty to ammo to use with it, too, and oddly you don't seem to run out: there's always just one more magazine in your hand to slap in even when you're sure that was your last one just before. But it doesn't just stop at guns: you've got body armor, communications gear, and explosives by the handful. It doesn't come with any insignia to fool anyone, but when you've got this much firepower… who needs to be subtle?

(-600CP) **Boots and Cogs –** You're sharp, and you're privy to a lot of information. A bit too sharp and privy to a bit too much, maybe. It's as though you've got inside information on all the goings on, or have seen this very scenario play out time and time again. You can identify the basic overarching genre and themes of a world just by stepping into it, and can guess character archetypes at a glance. That guy over there with the trench coat and moustache? Hardboiled detective. That one with a suit and shades? Power-hungry Mob boss. Fat midget clown? Decapitation candidate. On introduction, you can tell if someone is good/bad relative to your own disposition, and if they are hostile or helpful towards you… and you'll also know if that has changed upon your next meeting, if they aren't trying to make a secret of it. Characters steadily reveal their motivations and characterizations unwittingly as you interact with them, and you will develop a finer grasp of the genres and tropes in play the more exposed you are to the world. You're even able to spot a deconstruction before the hammer drops, if you're on your toes. You can feel how far along the plot is, the ebb and flow of events, and you can feel when things are going right… or horribly wrong. You can guess the major powers in play, and how they relate to each other and to you. You won't get caught up in others' machinations easily, unless you allow it, and even then you'll be able to guess their endgame with good accuracy if you can spot their plots and plans. You're not precognitive, and you don't have *all* the answers - especially when things start going off the rails from the original source, you'll be just as surprised as anyone - but you've definitely played this game before.

NOTES:

Hardware does not allow you to acquire unique, inordinately powerful, or otherwise particularly impressive weapons. The uppermost limit of what you can acquire with that perk would be the weapons that Spawn uses in the first 20 or so issues versus Overtkill, which seem to be energy weapons of a sort that are not yet mass produced and reserved for elite or special forces. For body armor, the gear the task force used to protect Jason Wynn in Issue 64 is the default - it doesn't seem to provide much protection from Spawn, but fanwank something; they're supposed to be elite units with top shelf gear, after all. As for comms equipment, the infrared/nightvision headsets with global, lag-free(?) communications range would be the equipment on offer. This weaponry may instead be comparable equipment native to the current Jump you're in, or you may inexplicably come across the military hardware of the Spawn universe. This perk is not disabled by Drawbacks that remove access to your Warehouse (since you're not accessing your Warehouse to acquire anything) but the equipment you have access to will not have any previously applied modifications.

Boots and Cogs is a genre/medium awareness perk, which is less than a real "power" but rather allows the player to apply their "meta" knowledge to their Jumper avatar. Another example of this power at work would be the ability to put together clues that you would otherwise miss due to thinking "in-context". For example, you'd be able to figure out that the kind family that took you in yet have a picture of themselves from 1840 are the very same (were)wolves you just came across mauling some illegal hunters.

Items and Upgrades



(-200CP, Heaven or Hell Alignments Only) **Infernal or Holy Weapon** – Your aligned power, be it Heaven or Hell, will forge your choice of melee weapon for use in your crusade. It will cause increased, aggravated damage to those opposed to your alignment, and may be imbued with your powers at cost to you (Necroplasm or Elemental Fire) to grant it temporary magical abilities such as shape-shifting, elemental damage/effects, or life-drain. It is functionally indestructible, will return to your hand if you concentrate for a moment if you are disarmed, and will return to you by the next dusk if you are Hellspawn, or dawn if you are Redeemer should you lose it. You may opt to apply the above to a melee weapon you already possess.

(-200CP) **Safespace –** You have a dingy apartment, abandoned building, or even quiet little alley corner to call your own… and only your own. It's isolated from all except those you allow to enter, and you cannot be detected while there. It inexplicably has basic utilities, decent beds, heating/cooling and is large enough for you to comfortably live with 2 or 3 others. There are food and water sources nearby, though they probably aren't very pleasant… This will follow you from Jump to Jump and integrate itself as appropriate into an apartment block, abandoned area, or alleyway.



(-200CP, Drop-In Only, Discounted Once) **Cybernetics or Mutation –** You have been cybernetically enhanced or have instead undergone an experimental procedure which has mutated your body. Cybernetics will grant you a metal shelled body that is armored against light gunfire and is much stronger than a merely human frame. Mutation will grant you a huge horned-and-fanged aspect that can smash brick walls with ease and can regenerate moderate wounds before your eyes. Either will give you the strength, speed, and toughness to go toe-to-toe with a bog standard Hellspawn or Redeemer – skill on the other hand is up to you. It will also make you quite conspicuous – and fearsome - though… You may purchase this twice to become an abomination of muscle and metal with all above attributes.



(-100CP, Drop-In Only) **Subtlety –** Your Cybernetic or Mutated form is either an alt-form that you may assume after a short shapeshifting sequence, or is modified to be undetectable to casual observation. The method of camouflage is yours to determine as you please. Post-Jump, you may discard this form and have only the improved attributes merged into your default body at your option. Requires **Cybernetics or Mutation.**

(-200CP, Discounted Once Redeemer/Hellspawn) **Essence –** A single decorated and elegant vial of either demon blood or angel blood. Just by touching it you can feel the power emanating from it, a subtle crackle of electricity, the hairs on the back of your neck standing on end. It is the concentrated quintessence of what it means to be a denizen of Hell or Heaven. A single drop ingested could give a mere mortal all the abilities and forms of their chosen heritage for a time. But the whole vial… what could that do? This vial is indestructible, and contains a refilling supply of concentrated Angel or Demon blood, respectively, which will refill from completely empty to full over the course of two years, refilling only during the times the cap is secured. The contents will not spill, and if you lose the vial(s) it will return to you when it is filled, or after one week, whichever comes first. This is the disparate essence of each concentrated to liquid form, their greatest secrets and powers manifest in a dark red liquid. But what could you do with such a thing? Surely you have some ideas… You may purchase this item twice for one vial each of Demon and Angel blood.

(-200CP, Discounted Drop-In) **Writ of Cease Fire –** An archaic scroll that details a temporary (no more than 72 hours) pass to the bearer, signed by the powers of Heaven, Hell, the highest national/international power, and all the interdimensional planes' rulers. Upon being presented to any leader of any rank (e.g. squad leader, pack alpha, diplomat, commander, etc.) it will grant you safe passage, immediately cease hostiles by the faction of whomever you are presenting it to against you (including mortal agencies), and allow you free access to unrestricted areas that are under the control of a given faction, or their territory. You also may use it to seek an audience with any member of any faction, including the top leader or another person which might otherwise be restricted such as a prisoner. Any hostile or subverting actions on your part will render the document void and you will lose your protection immediately. You cannot force anyone or any faction to cooperate with you with this: they will merely tolerate you, and depending on your relationship, perhaps poorly at that. You have two separate scrolls and may not make forgeries or copies. Post-Jump, they will replenish each Jump and will apply the same effects to all factions and powers, but will never affect minor, rogue factions such as a bandit gang or other small criminal group or unintelligent hostile creatures such as wild or feral animals/beings.

(-300CP) **Dead Zone –** You have ownership of an area in the deepest back alleys of the so-called "Rat City" that is an outpost of your aligned power – Heaven or Hell. Those aligned with the opposite power (or both, if you're a Drop-In) lose their supernatural powers when they step across the border of this roughly half city block-sized area (with the ceiling limit of its effects a few dozen feet above the tallest building present), even if only by a single toe. This will render Hellspawn or Redeemers mortal, greatly weaken Infernals or Halos, and will block projected opposing powers completely, such as fireballs or stop opposing Symbionts in their tracks. Post-Jump, this zone will follow you and you may apply its affect wherever you please, though it may not be moved from where you initially use it per Jump. It will outright remove or greatly limit the supernatural, magical, or otherwise incredible abilities of your enemies depending on their power level – the most powerful enemies will merely be crippled. You may extent immunity at your whim, and may revoke your favor at any time with but a thought.

(-300CP) **Invader –** An icon, much like that left by the Hellspawn when they die though with the inverted symbol of Heaven on the back. Once pressed against a door for about ten seconds, it will allow you to access Heaven, a Sphere of Hell, a mundane location on Earth or another planet, or any other metaphysical plane that exists in the current universe by simply opening and walking through that door. The plane, area, or building accessed is of your selection, but the location of your exit within that selection is not. It is of note that your intrusion itself will not be hidden to those that can detect your entrance or are otherwise aware of intruders, though none will know of your location without searching for you. You can be recalled to your previous location or your home/Warehouse without need for a doorway by holding the icon and concentrating on that place for about 30 seconds. Allies and adversaries alike may hold on to you to be recalled with you, or may use the doorways you've opened. These doorways expire as you please, or are closed after 24 hours. The icon itself is invulnerable, and will return to you within 72 hours should it be lost or taken.

(-300CP) **Reliquary –** An abandoned church's storeroom filled with an ancient collection of tomes, relics, and other artifacts from Heaven and Hell alike. Though there are weapons and tools such as an Angelic Hunters' headband, a Spawn's shield, and a Dimensional Spear. They will turn to dust if you attempt to use them for purposes other than learning or study, but beyond that weakness they are in perfect, preserved condition. This collection will allow you access to long-lost, esoteric, and otherwise obscure or even secret knowledge regarding Heaven, Hell, the other dimensional planes, and most subjects relating to them. You can learn curses and rituals (which may be of dubious effectiveness), and may learn about various rules and systems, such as portals, summoning, how demons or angels work, and if you dig long and deep enough even hints at the true history of God and Satan. Post-Jump, this collection will contain similar materials (with similar restrictions) about the supernatural, occult, or otherwise generally unknown or hidden parts of your current Jump. It will never reveal things like governmental or trade/industrial secrets, and you cannot use it to obtain mundane intelligence. It can be located in your Warehouse, any housing you possess, or the storeroom can follow you Jump to Jump and attach to somewhere appropriate (such as a nearby abandoned church) but cannot be used as shelter and does not count as housing. The items within are vulnerable, but will be replaced in one week should they be destroyed in any manner.

NOTES:

Cybernetics or Mutation lets you become one of the several tie-in/supervillain type characters that appear on occasion. Overtkill and Tremor are the poster boys, but The Curse, The Freak, and Cy-Gor are all suitable examples. Cybernetics won't make you into the walking tank that Overtkill was, but you'll have good defense (especially versus mundane weaponry) and strength to spare. Mutation will give you, again, strength but instead of outright toughness you'll gain a powerful regeneration - not quite enough to laugh at a headshot, but enough to put all your pieces back within a couple days after you've dragged what's left of yourself away. Combining the two for 300CP will give you all the above perks, but you **will not** stack attributes - you'll still be, more or less, in line with a Redeemer's or Hellspawn's strength and speed overall, though with much greater toughness (more than an Infernal, even) and a powerful regeneration trait.

Reliquary will update to the new Jump you've moved on to, but explicating removing items for storage will preserve their current contents, etc. E.g. if you've moved the Reliquary to your Warehouse, moving the items you wish to preserve to a separate section will keep them in their current form/content moving forward. The collection will replenish items you've removed once per Jump, and will convert what you've not "stored". If you "store" the whole thing, it will have all the aforementioned bits in the next Jump, and will not overwrite anything.

Essence will turn you into a demon or angel, and you will receive their free mandatory perk in exchange for your original free mandatory perk if you consume the entire vial. If you're a Drop-In, congrats - you now have a free mandatory perk. Using both of them at the same time will make you some kind of hybrid abomination that will be attacked by both sides of the conflict on sight and without question, though the exact form you will take it up to you. But at least you'll have both freebies? How those perks reconcile is up to you. You can't go back from becoming a hybrid, and it will become an Alt-Form Post-Jump. Drinking only a drop or any other amount that is less than the full amount will simply give you an Infernal's or Halo's form for anywhere from a few minutes with a single drop, or one month if you drink all *but* a single drop. E.g. A Redeemer might drink most of the vial of demon essence to become a demon for a short time, to increase his toughness and sow some confusion in the ranks of Hell. The forms may look however you wish, but other demons or angels will notice there is something not quite right about you in the respective form. It can function as a disguise, but only for a short time and won't hold up under close scrutiny. Post-Jump it functions identically, and can turn you into whatever the local flavor is of angels or demons if that would apply.

Companion Import

(Free) **Family, Friends, Neighbors -** You may import up to 4 Companions as background/non-superpowered characters. They will lose any supernatural, magical, technological, or other powers/perks/items. They will serve strictly as characters in your backstory or otherwise mundane characters going forward.

(-100CP) **Companion Import –** You may import a single Companion with 800CP. They may purchase any Origin of your choice, and may take discounts as normal. This option may be taken up to 8 times, and you may give your own unused CP to your Companions (individually) at a 1:1 rate.

(-200CP) **Canon Export –** You may take a single canonical character from the Spawn Universe with you on your adventure. However, you must convince them to go with you: this option only gives you the opportunity to take them. They gain no perks from this Jump, but will retain their natural abilities, skills, knowledge, and powers. You may take this option multiple times.

(-300CP) **Group Import –** You may import up to 8 Companions, each with 600CP. They may purchase any Origin of your choice, and may take discounts as normal. You may give your own unused CP to your Companions (individually) at a 1:1 rate.



Drawbacks

No Drawback Limit.

Hellspawn Only –

(+100CP) **A Past Life –** I don't need my minions to have too many connections to their past lives, worm. To that end, I shall take from you all of your memories and keep you in hell anywhere from one to eight (1d8) years to ensure that you are well removed from that failure that you once called your life. Don't fret, now; I promise I'll return your memories in good time! (2d4 years)

(+200CP) **Not My Face –** Looking like a half-rotted corpse isn't going to make you easy to talk to – much less allow you to rekindle a relationship with anyone you've left behind. You may change your appearance, but only to a single false form that I allow – and it will look nothing like your original body. Your skin tone, hair color, eye color, height and weight will all be different (perhaps dramatically so) from your original appearance. No one will recognize you, and if you profess to be your original identity, they will become angry at you for profaning their loved one's or friend's memory. What kind of monster would do that?! *AHA HA HA HA HA!* And if you approach them, with your corpse-like appearance? They will fear you! No matter what you say, no matter what you do, all they will feel is abject terror and disgust! They will plead for you to leave them, to spare them, to show them mercy! There's no going back, worm.

(+300CP) **Hell's Pawn –** You are at my whim, worm. More than any of my other servants, you are my slave. You WILL obey me, your body compelled even as your mind, your soul, rebels. It's not enough to simply have you slowly come into your own as my champion. No, I will force you, and you will spread evil and chaos upon Earth until I am satisfied. You will kill without conscience nor discrimination. You will encourage lust and wrath and sloth and envy and greed – I care not for the means, but you will turn as much of the world as you can into an altar of sin, for such is Malebolgia's will!

Hell Aligned Only -

(+200CP, Scenario) **Rule in Hell –** You must overthrow Malebolgia and assume the crown of the Eighth Sphere of Hell. Malebolgia will use every iota of his power against you, and he has innumerable damned souls and demons to set against you. You will also find yourself facing other, veteran, Hellspawn as well as his army of the damned that has been collected to take part in Armageddon. Should you claim Malebolgia's head, you will be the ruler of the Eighth Sphere and may shape that domain to whatever you desire. Made of 'psychoplasm', it will recognize you as it's ruler and master, and will feed and comfort you. It will provide all that you need or desire, and will fuel you with power beyond your wildest dreams while you are inside it. It will follow you from Jump to Jump as per usual, and will exist as its own pocket dimension. You will also assert your authority over the remnants of Malebolgia's army and demons, and remaining Hellspawn, which will almost all bend their knee to you. If you already have a pocket dimension, you may combine it with this Sphere of Hell, or may combine this with your Warehouse if you choose. If you don't accomplish this by the end of your 10 years, the Jump will end in failure and you will be sent home.

(+400CP) **Power Plays –** In addition to trying to accomplish whatever objectives you've chosen, you will have to deal with constant backstabbing and political maneuvering by your Hellish "allies". They will attempt to make you look bad to your Hellish Lord, sabotage your efforts for the sake of advancing their own agenda, and constantly "test" you under the guise of training or proving you worthy. If you let your guard down they will either arrange to have you killed in a battle with an independent or opposite faction enemy, kill you themselves, or make you look useless and the Lord of Hell you serve will deem you a waste of resources and revoke either your powers and second life as a Hellspawn, or your existence as an Infernal. Either way, you'll die. Their efforts will start minor and ramp up during your ten years, with the final year a fight to the death versus your most prominent and powerful rival (of your choice).

Redeemer Only –

(+200CP) **Penance –** You are a warrior of God, and you shall conduct yourself as such… or, at least, attempt to. You will find that straying from the "righteous" path – indulging in your passions, slaking your greed or lust, harming innocents, or slacking in your Heavenly duties, for example – will cause you overwhelming guilt that will drive you to distraction. You will be plagued by this remorse until you appropriately repent for your misdeeds… with self-flagellation. However, this must be done in your human form, and you will find that your wounds heal slowly and cause you unusual pain. Further, this pain and damage will not activate any abilities or other advantages you might have and will also make the pain unpleasant for you, should you have that… proclivity.

(+300CP) **Bureaucracy –** You are our soldier, Redeemer, do not forget this. In fact, we shall make sure you do not: you are now officially under the direct supervision of the Terran Affairs Headquarters, and you will be assigned an Angelic supervisor. However, Terran Affairs is a very busy workcenter, so you will have to go through the proper channels to have authorization for any and all activities that involve either your actions as the Redeemer, or any interactions with the agents and denizens of Hell. You will make sure you have authorization before acting, mortal, and excuses that involve times spent on hold to contact your supervisor will not be tolerated. Yes, even if you've waited for *hours*. You are also required to fill out the fifteen page TAF-203 Post-Action Report for each time you transform into you Redeemer aspect, or any time you encounter Infernal agents.

Heaven Aligned Only –

(+200CP) **City of Sin –** The world is a dark place, and grows darker by the second. Sin rampages unchecked, while righteousness is a long forgotten word. With such sin, the armies of Hell swell, and its agents and denizens are empowered: you will find that all enemies you face are much stronger than you would have initially thought, and their abilities will steadily increase in power during your 10 years here. If Armageddon occurs due to events or the **Burn It Down** Scenario you will find yourself on the losing side, and will have to either become a one-angel/Redeemer army in and of yourself, or otherwise pull off some kind of miracle if you hope to survive the End Times.

(+300CP) **Hunter Hunted –** You would hunt Hellspawn and demons, but now you are the one hunted. Each time you enter the mortal world to conduct your business – and you *will* be in the mortal world quite a bit – you can feel it. The nervousness, the fear, the shifting shadows. The feeling of being the *prey*. Demons and Hellspawn hunt you, either in revenge or to prove themselves, the reason doesn't matter. As each one falls another, stronger, adversary will rise to take their place. You can run, for a time. You can hide, for a time more. But eventually, each will find you in their own way, at their own time. And then, you will have to fight for your life. You will have at minimum 10 enemies hunting you. You may chose the timing of their attacks outside of the following requirements: one attack in Year 1, two attacks in Year 5, and 4 simultaneous attacks in Year 10. The remaining three enemies may attack as you please.

No Origin Restriction –

(+200CP) **Homeless –** Whether by repossession, foreclosure, or eviction, you are unable to access any properties, mobile housing (ships, campers, RVs, etc) or any other form of shelter you possess. You are also locked out from your Warehouse, but may still access some of its contents by rummaging through dumpsters and landfills – however, you can only find man-portable items in this manner. If it can't be carried in human-scale arms, it's off limits. Items that can teleport to you or are accessed via other methods (e.g. bag of holding) are also subject to the same restrictions of only giving man-portable items.

(+200CP) **Public Enemy –** Well, you've really done it. You've gone rogue as a Hellspawn or Redeemer, gone your own path of destruction or zeal as an Infernal of a Halo, or have otherwise attracted undue attention to yourself as a Drop-In. Regardless of the how or why, any and everyone associated with Heaven or Hell is now aligned against you, depriving you have any Heavenly or Infernal allies. If you're a Redeemer, you've somehow managed to hold on to the Elemental Fire for yourself – you will not be deprived of it by taking this.

(+200CP) **Collateral –** It seems that your enemies aren't simply content to attack you physically. No, they're also going after anyone you even remotely care about. Family, friends, neighbors, Companions, co-workers, even your pets. They could be kidnapped, tortured, disgraced, framed, blackmailed, or even just outright murdered; it all depends on who's feeling frisky at a given moment. If you don't have anyone you happen to care about in this world, then they'll just do all that to those around you - perhaps your favorite bar will be burned down, or your underground market contact will be cut up and mailed to you in fifty different boxes. Maybe that stray cat you petted will be nailed to the wall next you walk by. When the word gets around that everyone who even interacts with you ends up beaten and left in an alley, or has their whole career destroyed, or is left skinned and crucified to a tree in the park, you'll realize what it's like to have no friends, no allies, not even human contact. You will be truly alone.

> For each Companion you import with the **Family, Friends, Neighbors** option, you may add +50CP to this Drawback's value.

(+300CP) **Alone –** You may have no Companions or followers accompany you during this Jump, and even if you remain true to your chosen Alignment, you will not have any helpful allies – most will dismiss you out of hand, and those that don't will only laugh at you for the temerity of asking for their assistance. The only exception is taking Companions under the **Family, Friends, Neighbors** option in relation to the **Collateral** Drawback – if you haven't taken that Drawback, you can't Import *anybody*.

(+300CP) **Locked In –** You will be unable to assume any form that is not the Hellspawn's **Rotting Shell** or the Redeemer's **Elemental Fire** for the duration of the Jump. An Infernal will not be able to assume a human form. Angels will gain decorative feathered wings that cannot be hidden. You will find this severely limits your social circles, and will be called a 'costumed freak' on countless occasions. You will have zero chance of living a normal life, will be extremely conspicuous, and will not be able to fit in with any kind of crowd – yes, you'll even look out of place in a cosplay convention. If you're a Drop-In, you will be forced into the most inhuman alt-form you possess. Finally, you will be unable to use charisma-altering or appearance-altering perks, powers, skills, items, or abilities. Incompatible with **Not My Face**, and if you lack an inhuman alt-form as a Drop-In you are forbidden to take this Drawback.

(+300CP) **Clown –** The Violator, or a demon similar to him, has taken a personal interest in making your life a living Hell. Ironic, perhaps, but horrific all the same. From fucking with you in minor ways, such as leaving a flaming sack of poo on your doorstep, more serious things like breaking into and vandalizing your home when you're away, all the way up to causing a huge swath of the city to go mad with anarchy and set them on you, this antagonist lives up to his role. He is immune to permanent death, but not immune to damage. Killing him will just delay his return, and he will become harder and harder to find the more you move to solve the problem with violence. He cannot be satiated and has all of the Violator's powers. Finally, his human and demon forms are both grotesque and his voice is like fingernails on a chalkboard.

(+300CP) **Using Magic's Cheating –** Any magic or other similar superpowers you have are forbidden during the Jump – including any that are purchased or implied with other aspects available in the Spawn Jump. **Hell Symbiont** will still work, but Necroplasm magic, Hellfire, Elemental Fire, and other magicks are rendered nonfunctional.

(+400CP) **Leave It At The Door –** For the duration of your stay here, you will be forbidden to access powers, items, and perks that you have not acquired here. Your Warehouse and its contents are inaccessible, period. You may retain your Out-of-Jump skills and knowledge, however.

> (+200CP) **And The Memory, Too –** Opting to leave your knowledge and skills also will give you +200CP to the **Leave It At The Door** Drawback. You can't recover any of your skills or previous knowledge at all, even if taking the **A Past Life** drawback.

(+500CP) **Burn It Down –** As a Heaven or Hell Aligned Jumper, you must bring about Armageddon and bring the full might of your side to the gates of your enemy. You must either burn Heaven down, or utterly destroy the Burning Hells. If you are a Drop-In or have taken the **Public Enemy** Drawback, you must either cripple both factions as a rogue agent, or establish your third, personal, faction as the dominate power in the battle between God and Satan. You have 10 years to complete this, and will be confronted at every step by the greatest champions your enemies can muster. Even freelancers like Angela or Spawn will attempt to stop you, though you will not face God, Satan, or Mother directly. Failing your respective objective will fail the Jump and send you home.



Ten years have passed here, in this dark and unforgiving world. Perhaps you've left your mark, or have left the mortal realm a smoldering ruin? Either way, your time is up, and your adventure draws to a close.

MAKE YOUR FINAL CHOICE.

Respite for the Weary - Return to your original, mundane Earth, taking with you everything and everyone you have acquired in your journeys as a Jumper. This ends your Jumpchain.

Sleep When You're Dead – Remain in the world of Image Comic's Spawn, ending your Jump. Any drawbacks you've taken are hereby resolved in the manner of your choosing – which includes 'not resolved'.

No Rest for the Wicked – Continue to the next Jump, leaving the Spawn Universe in stasis until you return or end your Jump.

Note: Sometime in Winter 2018 I plan to release an expansion to this Jump which covers Armageddon and the subsequent latter half of the series. It will feature new perks and scenarios, and incorporate more of the changed tone, style, and themes of Spawn's 'reborn' world which is difficult to reconcile with the 90's Action Comic style of the preceding issues.

Special Thanks to Tovam as per usual, for without whom I wouldn't have gotten into Jumpchain in the first place.

You may submit feedback or whatever via the iwannabethearmoredcore@gmail.com address.

Change Log:

17 Feb 18: Began project. Initial 4 origins selected, Hellspawn powers prototyped.

18 Feb 18: Finished-ish Hellspawn Perks, Drop in Perks mostly done – could use refinement. ~~Developed mandatory drawbacks for Hellspawn and Redeemer to bring them closer to their canonical inspirations~~.

25 Feb 18: Functionally complete, minus drawbacks. Removed "Abomination" origin, as there was not enough content to justify it.

01 Mar 18: Jump is functionally complete, version 1.0 reached. Received feedback from a weirdly reasonable, constructive, and polite /tg/. The majority of suggestions have been incorporated, such as: normal pricing, Companion options that I completely forgot about, additional explanation about perks and how they interact with other origins and how they function post-Jump. Items section is being considered, with probably a Cybernetics option. Angel and Demon Origins are also being considered, but I'm hesitant to include them.

02 Mar 18: Added items section, added Companions Import/Export, modified **Physical Tolerance** to allow some use of Redeemer powers outside being, well, the Redeemer. Added a couple more drawbacks and two scenarios. Additional feedback from /tg/, moving to a Gdoc to solicit feedback and suggestions directly.

03 Mar 18: Added pictures to illustrate the narrators for each origin. Expanded introduction paragraph. Finalized names for 'angel' and 'demon' origins. Prototyped Infernal perks. ~~Addressed a concern that **Rotting Shell** was be-all-end-all, made **Immortality** more relevant.~~ Rewrote Rotting Shell and Immortality became Masterpiece. Moved a lot of the specifics to the notes section. Infernal perk line is functionally complete, though I'm not sure if I'm happy with it. Halo perk line half finished. Note section was partially reworked to address cross-Alignment purchasing.

Gave up on Change Log because no one reads this shit anyway.