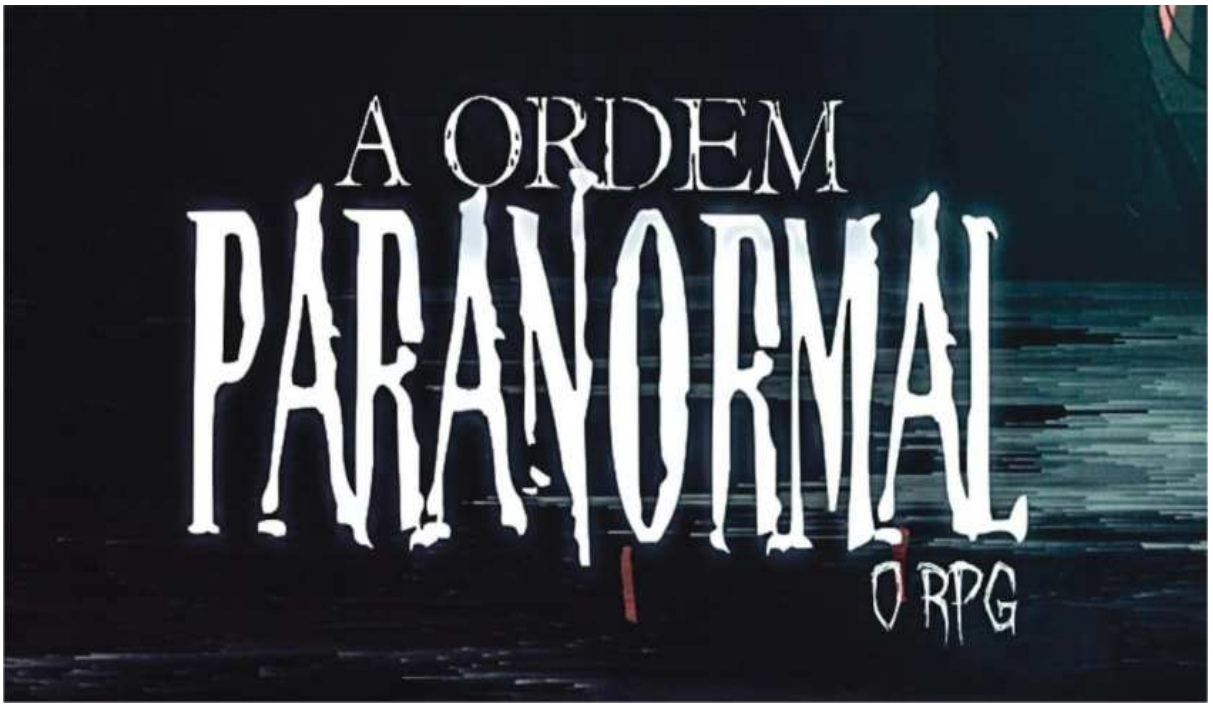


PARANORMAL ORDER (JUMPCHAIN)

!!! SPOILERS OF THE RPG PARANORMAL ORDER IN GENERAL!!!

• INTRODUCTION •

Magic does not come to our reality easily. The world has a base of sanity that is hard to shake, that's why ghosts and paranormal manifestations are only found in specific places by very sensitive people, but… what if a group of people, around the world, started to conspire, generating panic and fear of the paranormal? Forging fake haunts and making up absurd conspiracies, spreading ghost stories, making it so that the fear of the supernatural, become more and more common. And feeding on this fear, the creatures that once were only stories, start to come true. Bizarre monsters that NEED TO BE DESTROYED, before they become fact in our reality, as if they were supermarkets or lions. Because of this, a world secret organization was created, the "ORDO VERITATIS", living double lives, the agents of the Ordo Veritatis, spread around the whole world, secretly investigate and prevent the paranormal from being formed, fighting against those that only wish to plunge the world in chaos.

Paranormal Order is a RPG created and runned by the streamer Rafael Lange (Cellbit). The world of Paranormal Order greatly resembles ours, however, it possesses an invisible veil called "Membrane", which separates it from the "Other Side", a dimension where the laws of logic don't apply, making it extremely powerful. This dimension is inhabited by mind-shattering and powerful Entities, there are those who seek to use the power of those entities for various purposes. It's the function of the agents of the Order, to stop those who use the paranormal to cause suffering, misery and destruction.

The world of Paranormal Order, is brutal. You will receive 2000 CP to help you survive.

• CAMPAIGN AND LOCATION •

Paranormal Order takes place in Brazil, more specifically in São Paulo, however, the paranormal and the Order can both be found in the whole world. The RPG is divided into campaigns, for the time being, 3 are finished, a 4° campaign is being developed along with a game called Enigma of Fear, due to the lack of information (on my part), Enigma of Fear will be included as a campaign. The campaigns in this jump, define when you'll start your adventure, you can choose whatever location you want as long as it exists in the moment of your arrival and makes sense according to your Background, roll a d6 to define your campaign, or, pay 50 CP to choose.

1- Paranormal Order
2- Secret in the Forest
3- Desconjuration
4- Calamity
5- Enigma of Fear
6- Free Choice (Choose any of the options above)

• Background •

Your Background defines your story and your relationships in this universe, you can mold the identity you desire, being a new/veteran member of the Order, a member of an Occultist group, etc. You can choose to be a Drop-in and have no memories or relationships in this world, or, you can be a Drop-in and have a story in this world but have no memories messing with your decisions, the choice is yours.

• AGE AND GENDER •

You can have whatever age and gender you wish, however, you can have difficulties if you are too young or too old.

• ARCHETYPE •

Your archetype defines your discounts in Perks, it also gives you other advantages depending on which one you choose, the archetype that you choose will be for free in the Ritual of Transcendence , this means that upon transcending, this archetype is already yours, as well as all the abilities and benefits, allowing you to choose one other archetype during the Ritual of Transcendence (Of course, you don't gain Life Points two times, for example. You will gain the increase in Life Points with the biggest number; so, if one archetype gives ½ of your Constitution in Life Points and the other archetype ¼, you would gain the first option), there is an explanation at the end of this document in case this looks confusing. Anyway, the archetypes are:

- Combatant: Rewarded with Life Points and Resistance

- Investigador: Rewarded with Skills and Attributes

- Occultist: Rewarded with Magic Points and Rituals

• PERKS •

Perks related to the chosen archetype receive a discount of 50%, the ones that cost 100 CP, are for free for their respective archetype.

- GENERAL:

0 CP - NOT RELATED = The Entities do not attach to your mind to exist in realities outside the Other Side, you are able to use rituals and keep the powers from the Other Side, even if it is completely separated from the reality you are in.

0 CP - MARK = You are now a Marked, which means that you can use the full power of the Other Side when you reach 100% of Paranormal Exposition, of course, this must be done with a Relic or with an ability in this jump, otherwise you turn into an Existed; this option also allows you to choose what will be the physical alteration when you reach 50% of Paranormal Exposition and with what Entity (Element) you will connect to.

0 CP - UNTRACEABLE = Your presence is hidden, meaning that if someone like Gal felt your presence, they'd only feel the presence of a Marked/Chained below 50% of Paranormal Exposition. You can toggle this on and off, and also choose specific beings that can feel your presence.

0 CP/100 CP - RPG = This option allows you, with a mental switch, to make a "System" appear or disappear in front of you; this System shows your attributes, skills, Life Points, Sanity Points, Paranormal Exposition, etc. It also has a "Inventory" with space equal to your maximum weight capacity, basically a "second backpack", you can hide the system as a whole or only have your Life Points, Sanity Points and Magic Points appearing in a corner of your vision. If you pay 100 CP undiscounted, your system follows you post-jump, and now you can see other beings' stats, being limited to Life Points, Sanity Points and Magic Points; but increasing the available information as you increase your understanding of said being, your inventory now has infinite space.

100 CP each - IMPROVED ATTRIBUTES = You start with 90 Points to distribute in your attributes as you see fit (the attributes are listed at the end of this document) and gain, per purchase, +16 POINTS to distribute as you wish. Occultists and Combatants receive 2 purchases for free; Investigators receive 3 purchases for free. For now, the maximum you can increase an attribute is 20.

200 CP each - EXP = The Paranormal Exposition defines how used someone is with the Other Side and it's creatures, it is something essential to transcend and is basically the Experience in the RPG; the higher your Paranormal Exposition is, the lower your Maximum Sanity will be. You start with 10% of Paranormal Exposition and increase 5% per purchase, with a maximum limit of 40% of Paranormal Exposition. Occultists receive 3 purchases for free.

200 CP each - EXTRA ARCHETYPE = Each purchase allows you to have an extra archetype, gaining the discounts of all archetypes you have, but not all free purchases in "EXP", "IMPROVED ATTRIBUTES", "Money", "RITUALS" and "Skills"; you will only get the higher one (so if you got Occultist and Combatant, you won't get 1500 CP in the section "RITUALS", you will instead get 1000 CP for the Occultist Archetype; the only "exception" is "Skills", because you can't have the Points you gain in that section for being both a Investigador and a Combatant, but you can have 18 in all Skills Combatants and Occultists naturally have.), So If I had 10 in Intelligence and 10 in Education, and had Combatant and Investigador as an Archetype in this document, I'd gain the higher option (Combatant: 10

(INT) + 10 (EDU) = 20, Combatants have 10x this result in Points to spend in the "Skills" section [20 x 10 = 200], but, Investigators have more: 10 (INT) + 10 (EDU) = 20, Investigators have 20x this result in Points to spend in the "Skills" section [20 x 20 = 400]. So I'd have 400 Points, since it is the higher result.) as well as 18 in all Skills Combatants have 18 in.

200 CP each - EXTRA ELEMENT = This option allows you to choose one additional Element to connect with per purchase, you can choose what Extra Element you'll connect to, but not the main Element you will connect to, unless you acquire the option "Mark".



400 CP - JUMPER KNOWS = You, as well as a certain occultist, understand completely the Other Side, and if you are a marked this means that you will be able to use all the power from the Other Side, but not now, at the moment your power has been sealed, the Paranormal Exposition, in your case, is just a measure for how long it takes until you can use your full power. Meaning that your Paranormal Exposition is not related with your Maximum Sanity, so your Maximum Sanity will always be 100; even at the beginning you

have some advantages, for example, because you know everything about the Other Side, you know all the rituals even though you can't use any of them for now (except those you buy on the section "Rituals" and those you learn transcending), but you can teach the rituals you know to other people, and they will be able to use the rituals you teach as long as they are in your presence, regardless of those people's Paranormal Exposition. Not only that, but you and those you consider your allies, gain 2 Magic Points per round, and their rituals as well as yours, only cost 1 Sanity Points to cast (they need to be at least 20 meters close to you), when you reach 50% of Paranormal Exposition and transcend (or transcend and reach/surpass 50% of Paranormal Exposition) your power is released, you automatically reach 100% of Paranormal Exposition, you don't even need to focus in the rituals symbols to cast them, you are able to use all existing rituals, also, when you teach someone a ritual they don't need to be 20 meters close to you to use it anymore, and you gain the increases in attributes, skills, Magic Points and Life Points you would gain if you transcended every 2% without ritual; this option is also a Capstone Booster.

- COMBATANT:

100 CP - PERFECT COMBAT = Rolling a Disaster during a combat has the same effect of a Normal Failure. This means that you'll never let your sword fall when trying to hit a target, your gun won't malfunction when you try to shoot, when you try to throw a grenade you won't let it fall on your foot, you'll simply not throw where you wanted.

100 CP - FAST WITHDRAW = You can withdraw 2 items or weapons (or 1 item and 1 weapon) as a free action. With this, you can withdraw weapons or items with an almost superhuman speed, enabling you to act quicker than you would before.

100 CP - PERFECT INITIATIVE = You will always be the first in INITIATIVE. Meaning that you'll always be the first one to act in a combat, for example: Let's say that you currently have 5 Life Points and you see a blood zombie, you engage in a fight, if he attacks you first you die, but you have a ritual that would hit kill him, with this Perk you'd always be the first to have the Initiative during combat, so you'd kill the blood zombie before he attacked you.

100 CP - EXTRA DAMAGE = Whenever you wish, you can give an extra physical damage of a maximum of 10. Plus, your attacks and gunshots ignore any armor. A normal human being who hasn't transcended, would have at maximum something like 18 Life Points, with a punch you could put someone like that in the state of serious injury, meaning you could potentially make them unconscious. You could probably kill them in the second or third punch, but if you attacked with Ereshkigal for example, you could kill them in the first attack.

200 CP each - NATURAL ARMOR = Each purchase gives you 2 of natural armor, meaning that all physical damage you receive will be reduced in a quantity equal to your natural armor. Maximum limit of 5 purchases.



200 CP - GUARANTEED BLOCK = Blocks are always "Good" or above, and tying or winning in a Block Test nullifies all damage, in case you lose the damage is halved. This means that you have a great defence, someone could hit you with a big sledgehammer while you had a small sword in your hands, and you would (most likely) block it, and even if you didn't you'd only receive half of the damage.

400 CP - RESISTANT = Each hour slept equals 2 hours, sleeping 4 hours recovers all your Magic Points and 4d6 of Life Points. You also always roll the best result possible in Constitution Tests. Meaning that you're more resistant, you could drink a lot of beer and you'd take much longer to pass out, you could take a very damaging hit and you would be unlikely to pass out or go into a state of almost dying (even if you did, you'd wake up really

fast), you can still be killed, you're just more difficult to wear down or knock out. You also have a small regenerative healing factor which activates when you have a proper rest of 4 hours.

600 CP - VITALITY = You start with +5 Life Points, maximum and actual, upon transcending you add your Constitution number in Life Points. With the Capstone Boosted you instead start with +10 Life Points, maximum and actual, upon transcending you add double of your Constitution number in Life Points.

- INVESTIGATOR:

100 CP - CAREFUL = Rolling a Disaster outside of a combat has the same effect of a Normal Failure. If you try to fix a broken electrical device, you won't make it worse and it won't explode in your face, you'll only, at worst, not be able to fix it, if you try to play snooker, you won't make the ball fly outside of the table, you'll simply not be able to make the points. You are careful enough to not let things like that happen.



100 CP each - SKILL = Each purchase lets you choose one skill in which you'll only roll "Normal" or above. Whichever Skill you choose, your performance will always be at least average.

100 CP - QUICK REFLEXES = You can react to surprise attacks, and the rolls while you react to those will always be "Normal" or above. Your reactions to surprise attacks are always at least average reactions.

100 CP - SUPERNATURAL AIM = Your shots, arrow shots and the like; always deal double the damage.

200 CP - MASTER DETECTIVE = "Spot Hidden" and "Listen" Tests, are always "Good" or above, and "Luck" Tests while you do things like loot a body, are always "Good" or above. When finding things through sight, sound and/or sheer luck; you always have a Good performance, not Extremely Good, but Good nonetheless. You are not the Number One Detective, but you are at least on TOP 10.

200 CP - DETECT WEAKNESS = Upon looking at an enemy, is possible to analyse their behaviour and find a breach to attack them, upon saying out loud what the breach is, all the physical attacks on the target in the next round will have 4 advantages (It can only be used once per target). Meaning that the attacks are more likely to be effective, because the weakness is being exploited.

400 CP - PERFECT DODGE = Dodge Tests are always "Good" or above, nullifying 100% of the damage in case you end up tying or winning, and 50% in case you lose. You're almost impossible to hit, of course, if someone like Flash attacked you, you'd be hit (unless you had a speed similar to him), you'd only take ½ damage, but still. However, in this universe it's still very unlikely.

600 CP - SKILLED = You start with +10 points to use in Skills, whenever you transcend you gain +10 points to use in Skills and +2 to distribute in Attributes as you wish. With the Capstone Boosted you receive +16 points to use in Skills, whenever you transcend you gain +16 to use in Skills and +4 to use in Attributes.

- OCCULTIST:

100 CP - POWERFUL = Rolling a Disaster in a Power Test has the same effect as rolling a "Normal Failure". Let's say a being used a Ritual on you and it had an effect that would be enhanced if your attempt of resisting was a Disaster, this won't happen to you, if you needed to power through a rage moment or something and failing miserably would make you less likely to recover, you are immune to it, you'll just not be able to power through.

100 CP each - NO INGREDIENTS = Each purchase removes the need for ingredients in a ritual you know and are able to cast.



100 CP - MULTI FOCUS = Your mind is now capable of processing an infinite number of parallel trains of thought, enabling you to use 6 rituals per round and to keep focus on one or more rituals (as many as you like).

200 CP - PARANORMAL PROTECTION = Upon spending 1 Magic Point, you add 4 dice of Disadvantage in a physical attack you are about to suffer. This reduces the chance of enemies hitting you.

200 CP - NORMALIZE APPEARANCE = You can, whenever you want, create a thin illusory layer on your skin, which hides your tattoos and any physical alterations you may get when you reach 50% of Paranormal Exposition.

400 CP - MENTAL FORTRESS = Rolls for Sanity Tests are always the best result possible. This means that you won't be paralysed by seeing a monster from the Other Side, even for the first time, you might feel a shiver down your spine, but you'd still be able to act. You'll always lose the least amount of Sanity Points possible to traumatic events, paranormal or not, you might not lose any.

600 CP - OCCULTISM = You start with +5 Magic Points, maximum and actual, upon transcending you add your Power number in Magic Points, you also recover 5 Magic Points per second. With the Capstone Boosted you instead start with +10 Magic Points, maximum and actual, upon transcending you add double of your Power number in Magic Points, you also recover 10 Magic Points per second.

• ITEMS •

Items related to the chosen archetype receive a discount of 50%, the ones that cost 100 CP, are for free for their respective archetype.

- General:

100 CP - Money = Each purchase grants you 200 Reais (or an equivalent value in the currency of the place you start at), Combatants and Occultists receive the first 5 purchases for free, Investigators get the first 10 purchases for free. You will receive this quantity monthly.

100 CP - Soundtrack = You receive a physical and a digital copy of all the soundtracks used in the RPG as a whole, including Enigma of Fear and the songs from Matheus Vps

dedicated to the RPG. Also, whenever you want, you can play the songs in your mind with a mental switch.

100 CP - Paranormal Order Merchandise = A pocket dimension that works the same way as the Inventory in the "RPG" option, with the difference that despite having infinite space, it can only be used to store what it already had at the start, which would be the complete merchandise of the Paranormal Order universe, all t-shirts, sweatshirts, plus exact replicas of all characters' outfits of the RPG, all the fanarts, all the episodes, the game Enigma of Fear, as well as access to the RPG wiki, and of course, the equipment needed to enjoy that content. The items, if stolen or destroyed, are transported to their pocket dimension and are available 24 hours later.

200 CP - Crystals = Three glass cylinders containing 6 crystals each, with different effects, green crystals heal wounds (these, unlike the originals, are able to heal deafness), red crystals provide heat and blue crystals provide cold. If used, lost or broken; the crystals (as well as the cylinders) reappear somewhere secure that you have access to after 24 hours.

200 CP - Vehicle = It can be any vehicle you want, as long as it is no larger than a van. It has infinite gasoline and requires no repairs, if it breaks or is destroyed, it will reappear somewhere safe that you have easy access to after 24 hours.



400 CP - Santo Berço = An exact replica of Santo Berço, this one however does not need Mananciais to operate, and touching the black crystal only ensures that those who do, do not attack you or the inhabitants of that place, while in your Santo Berço, it is impossible for those linked to the Saint to commit crimes or attack without being legitimate defense. Your Santo Berço is still empty, however, if you put in the slightest effort, you should be able to get new residents.



1000 CP - Calamity Relic = An object, it can be a mask, a ring or even a book; by holding/wearing this item with the intention of absorbing its power, it is possible to achieve 100% Paranormal Exposition without becoming an Existed, if you are a Marked, you can use all the power from the Other Side; the Element connected to this Relic is the main/extra pre determined Element that you'll connect upon reaching 50% of Paranormal Exposition, the preference is of the main Element, but if you don't have one, you can choose one of the "Extra Element" option, but if you don't have this either, the Element of this Relic will be a random one, in this case, Roll a d10, possible results are:

1 - 2 = Knowledge
3 - 4 = Blood
5 - 6 = Death
7 - 8 = Energy
9 - 10 = Fear

Upon absorbing its power, the user will achieve 100% of Paranormal Exposition, gaining all increases in Life Points, Magic Points, Skills, Attributes, etc. they would have gained if they transcended every 2% without any Cursed Object. The Relic won't dominate the user and they will be able to control its power, as well as maintain control over themselves. By using this Relic, the user will be able to learn and (if they are a Marked) use all rituals, but, using it being connected to only one Element means that the user will only get the special powers this Element offers, for example: The Relic of Blood has the power to control blood telekinetically and summon any paranormal being that have already existed regardless of their element, so if the user was connected with only the Element of Blood, they would learn all Rituals but would only get these special abilities from the Blood Element, but if the user was also connected to, let's say, the Death Element, they'd gain the special abilities from both the Blood Element and the Death Element, even if the Relic was tied to the Element of Blood and not the Death Element. Of course, it is possible to give this as a gift for someone, say, someone who has lost the memory of great part of their life and are at great risk if they remember; well, with this object, this someone totally hypothetical would remember everything without any risk, but the power of the object would disappear and you can only buy this option once. The other Relics still exist, including the one from the Element this one is connected to, so let's say you got Blood, then there would be two Relics of Blood, one in the shape of a throne and one in…. whatever shape you chose.

- Combatant:

100 CP - CS Knife = A replica of the CS knife used by the Angel of The Night, by holding it or trying to reach it stealthily, the user gains 5 advantages on Stealth Tests. Holding this makes you more difficult to detect or to notice if you try to reach it stealthily.

100 CP - Molotov Cocktail = A Molotov cocktail ready to be lit, you get a new one 1 minute after it is used.

100 CP - Firearms = From silenced pistols to assault rifles, each purchase gives you a firearm of your choice, with infinite ammunition, and shots you take with that weapon will always be "Normal" or above. While using these guns your shots will always be at least average.

200 CP - Kenan's Backpack = A replica of agent Kenan Thomas' backpack (before getting muddy obviously), containing ingredients for 3 molotovs, 2 hand grenades and some C4 and a detonate with a maximum limit of 10 meters away. The items in this backpack won't explode if you don't intend to explode them, even if the backpack gets caught in an explosion, and no, that doesn't mean you can cancel the explosive effect of a grenade you

threw and landed on your foot. The backpack, as well as its contents, reappear 24 hours after use in a safe place that you have easy access.

200 CP - Sword of the Masked = A Katana cursed with the element of Death, when you cut someone/something with it, extra damage from the death element will be applied.

400 CP - Sniper Rifle = A replica of the weapon used by agent Aaron, giving a maximum damage of 80, you get as a bonus, a replica of the grappling hook used by the same. A human who transcended until 50% of Paranormal Exposition tends to have something like 50 to 72 Life Points, or something like that, if you shoot someone like that with this weapon, you could kill them in a single shot.



600 CP - Ereshkigal = A pair of cursed double blades with Sumerian writing in both blades, it has chains that can be wrapped around your arms enabling throws and pulls, its cuts cause bleeding and have healing properties, it can be used like a torture device, or a common weapon, depending on the user's will.

- Investigator:

100 CP - Flashlight = A flashlight that can be used either as a normal flashlight or as a black light flashlight.

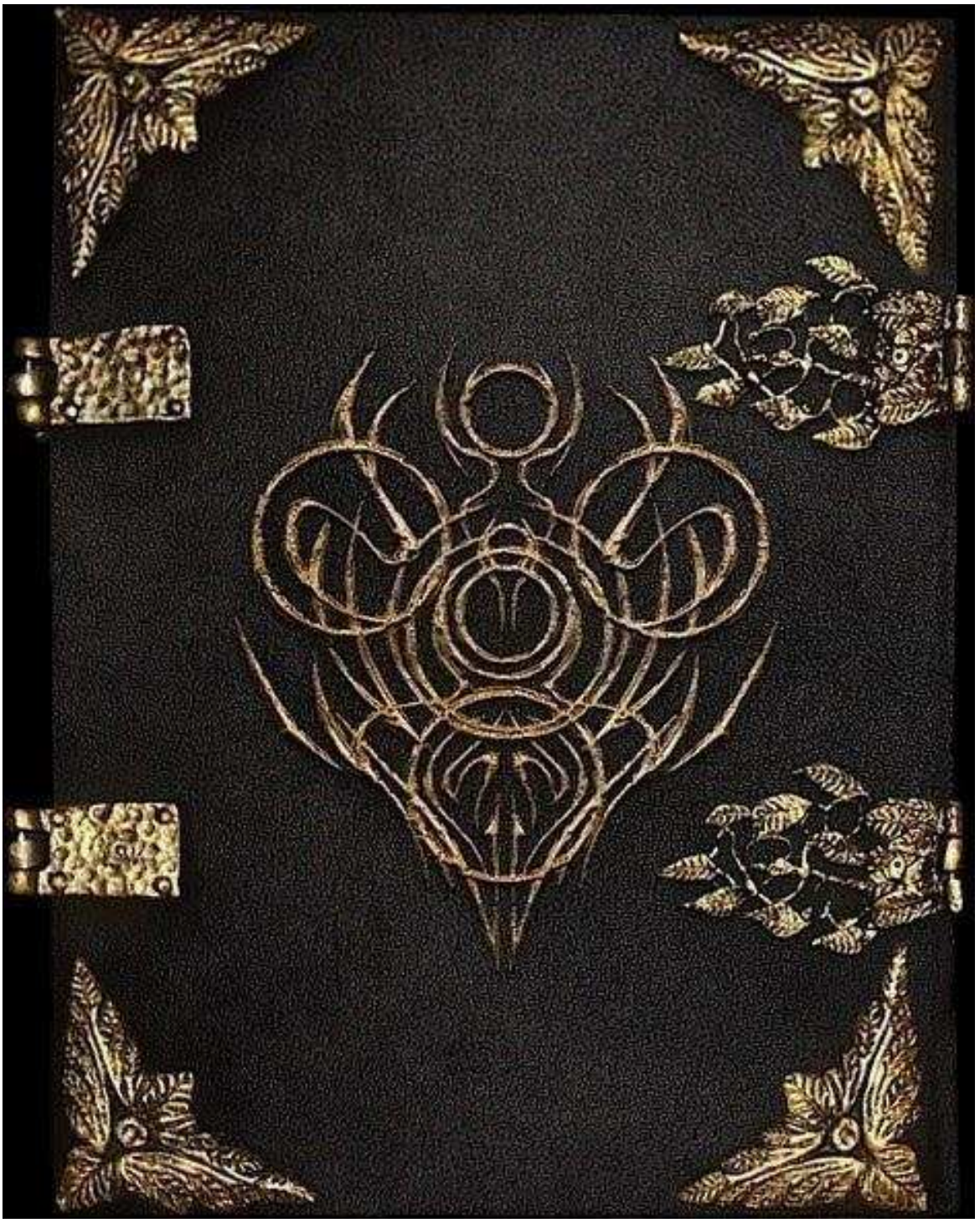
100 CP - Taser = A taser cursed with the Energy element, causing it to give an extra 1d5 Energy damage.

100 CP - Breaking In Kit = A Breaking In Kit that when used, gives 3 Advantages in Locksmith Tests. Using this kit makes it more likely for the user to unlock locked doors, chests and the like.

200 CP - Arnaldo's Sword = A replica of the sword used by Arnaldo Fritz and by Mr Verissimo afterwards.

200 CP - Medical Kit = A medical kit that fits the situation, meaning that if a medical burn kit is needed, the user just needs to open this kit and it will be a medical burn kit. Kit recharges 1 hour after use.

400 CP - Supercomputer = A notebook with infinite memory, processing power and battery; in addition to Wi-Fi connection regardless of where you are, barring exceptions like places where time passes faster or slower, it can't be invaded or infected, neither by the Host nor by the great Angel of The Night. When using, the user always gets "Good" or above on Computer Use tests. While using it, the user becomes a 8/10 Computer User, games played in it, and attempts of hacking, research and stuff like that, always have at least a Good performance on the user's part.



600 CP - Arnaldo's Grimoire = A copy of Arnaldo Fritz's book hidden behind a portrait in the living room of Mr Verissimo, but this one has all the pages, you also get a map that updates in real time showing the location of all the Calamity Relics.

- Occultist:

100 CP - Chalk Box = A box of white chalk that refills as soon as it is emptied, but not only that, if you draw the Ritual of Transcendence with one of these chalks, it can be used indefinitely, maybe a certain someone doesn't need to use animal blood if you give a little help.

100 CP - Tattoo Kit = A bag with equipment needed to tattoo someone, the ink is infinite.

100 CP - Ingredients = You get a bag equal to the one Nergal had, this bag has necessary ingredients for all rituals you buy here (even if you don't need them). Recharges 1 time per day.

200 CP - Occultist Scythe = A replica of the scythe used by José, it has a blade composed of a cursed knife.

200 CP - Cursed Object = A cursed object that can be used to transcend, the potency of the ritual in it is your choice, but not only that, this cursed object does not become unusable after being used, it recharges after 24 hours. Meaning it can be used to transcend once per day.

400 CP - Scroll = A scroll with occult knowledge, when you open it and read it, all Magic Points are restored, this scroll can be used once every 5 minutes.



600 CP - Book of Rituals = A book describing all rituals, with their symbols, effects, cost in Magic Points, etc. And by using this book it's possible to cast any ritual, obviously you need the Magic Points and ingredients required (unless you have 50% Paranormal Exposition, or more, then you just need the Magic Points and focus on the symbol).

• RITUALS •



This section deals with rituals, knowledge of the Other Side used to manipulate reality and perform diverse effects, they usually require ingredients, but some of them just require focusing on their symbol, to learn a ritual you need to perform the Ritual of Transcendence with a Cursed Object in hand, and by default, everyone knows the Ritual of Transcendence without having to pay CP for this, rituals can be linked to 5 elements of the Other Side and the complementary ones related to these, it is possible to have rituals related to more than one element and even rituals related to the Other Side as a whole, so far not much is known about the Fear element, and its two complementary are unknown, so I will use what I have, the elements presented so far are:



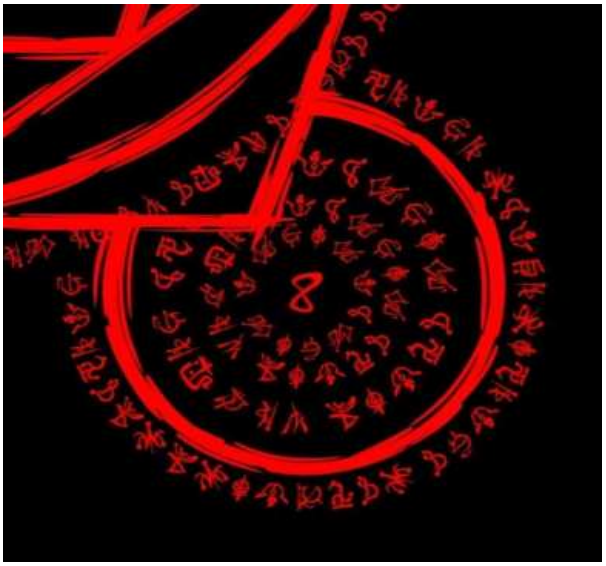
Death (Time/Destruction)



Blood(Pain/Feeling)



Energy (Light/Heat)



Knowledge (Mind/Communication)



Fear (???/???)

In this section you can buy canonical rituals, or create your own rituals, as long as it makes sense with the Other Side's elements and as long as you have enough CP, and by the way, Combatants and Investigators receive 500 CP to use exclusively in this section and Occultists receive 1000 CP; Rituals purchased in this section do not affect your Paranormal Exposition, a ritual can have 3 levels, the third's name is currently unknown, but the levels are:

1 - Indouta
2 - Discente
3 - ???

Indouta Level Rituals are the weakest, Discente Level Rituals a little stronger and the ??? Level Rituals are the strongest ones, they cost 100 CP/200 CP/300 CP respectively.

• SKILLS •

Skills represent how good you are at something, if you don't put points on a skill its value is 1. Combatants and Occultists have 10x INT+EDU points to distribute however they want (If I had 10 in both Intelligence and Education I'd have 200 Points); Combatants have 18 in Firearms, Throw, Fighting and all skills related to those. Occultists have 18 in the skill Occult. Investigators have 20x INT+EDU points to spend on this section (If I had 10 in both Intelligence and Education, I'd have 400 Points); for every 100 CP you earn +20 points to distribute however you wish, the maximum you can have in one skill, for now, is 20. The skills are:

- Accounting
- Acting (Art/Craft)
- Animal Handling
- Anthropology
- Appraise
- Archeology
- Art and Craft
- Artillery
- Astronomy (Science)
- Axe (Fighting)
- Biology (Science)
- Botany (Science)
- Bow (Firearms)
- Brawl (Fighting)
- Chainsaw (Fighting)
- Charm
- Chemistry
- Climb
- Computer Use
- Cryptography (Science)
- Demolitions
- Disguise
- Diving
- Dodge
- Drive Auto
- Electrical Repair
- Electronics
- Fast Talk
- Fighting
- Fine Art (Art/Craft)
- Firearms
- First Aid
- Flail (Fighting)
- Flamethrower (Firearms)
- Forensics (Science)
- Forgery (Art/Craft)
- Garrote (Fighting)
- Geology (Science)
- Handgun (Firearms)
- Heavy Weapons (Firearms)
- History
- Hypnosis
- Intimidate
- Jump
- Language (Other)

- Language (Own)
- Law
- Library Use
- Listen
- Locksmith
- Machine Gun (Firearms)
- Mathematics (Science)
- Mechanical Repair
- Medicine
- Meteorology (Science)
- Natural World
- Navigate
- Occult
- Operate Heavy Machinery
- Persuade
- Pharmacy (Science)
- Photography (Art/Craft)
- Physics (Science)
- Pilot
- Psychoanalysis
- Psychology
- Read Lips
- Ride
- Rifle (Firearms)
- Science
- Shotgun (Firearms)
- Sleight of Hand
- Spear (Firearms and Throw)
- Spot Hidden
- Stealth
- Submachine Gun (Firearms)
- Survival
- Sword (Fighting)
- Swim
- Throw
- Track
- Whip (Fighting)
- Zoology (Science)

• COMPANIONS •

100 CP - Create/Insert Companion = You can create or insert a Companion, they receive 2000 CP and an Archetype of your choice, discounts apply.



100 CP/300 CP - Creature = Choose a paranormal creature, canonical or not, it is now your companion and follows your orders, this only covers creatures like normal blood zombies. Stronger creatures such as Carniçal, Sukkal or Enpap-X cost 300 CP.



200 CP/400 CP - Canonical Companions = You can choose any canonical character from Paranormal Order as a companion, barring beings with a power level like Kian, these would cost 400 CP.

• DRAWBACKS •

The effects of the drawbacks end after 10 years (with the exception of "More Time" and "Monstrous Form"), Drawbacks ALWAYS overlap Perks, you can choose as many Drawbacks as you think you can handle.

100 CP - More Time = With every purchase, you get +10 years to stay in this world, you can buy this option as many times as you want.

100 CP - Arrival = You can choose when you arrive in this world, you are not limited to Campaigns, you can arrive at the time when the orphans of Santa Menefreda were still children, you can even show up around the time Kushim was captured by Gal-Sal, the choice is yours.

300 CP/1000 CP - Monstrous Form = You can choose one Paranormal Creature, you now have the power to become this being, while transformed, you have this being's Physical Attributes and Powers. You are still able to speak and stuff, this option only covers beings like normal blood zombies, beings like Carniçal, Enpap-X or Sukkal cost 1000 CP.

+ 100 CP - Trauma = Phobias, Manias and the like, they are technically temporary, but Instead of hours, it will take 10 years to pass, you can choose as many traumas as you think you can handle.

+ 200 CP - Insanity = Your sanity is reduced to 0, choose an effect for your madness.

+ 400 CP - Reality = You don't go to the world of Paranormal Order, your entire jump will take place in our world, with all the creatures and entities appearing almost out of nowhere, and without the agents of the Order or the Occultists, except the ones you buy as companions, at the end of your jump the entities will continue to inhabit our reality, unless what is necessary to expel the Other Side of a reality is done.

+ 400 CP - "This is MetaGaming." = You lose all memories about the universe of Paranormal Order, barring knowledge of your powers, items and everything you acquired in this document.

+ 500 CP - "You are weak." = You lose all powers outside of this Jump.



+ 600 CP - The Masks Sect = The Masks Sect is a group of occultists that act as a hive mind connected through their masks, they fight for balance, and now they want you to join their hive mind and be a member of their group. At first they will ask you politely and give you time to think about it, but if you deny or take too long they will get more violent, they won't attack you directly, but they will threaten the ones you care about and put you in situations where you will feel cornered until you accept. If you accept, you will become part of their hive mind and automatically lose the jump, once your jump is over you will go back home with your mind intact but losing all your powers and items.



+ 600 CP - Escriptas = The group of occultists called Escriptas want you dead, they have existed for more than 4000 years ago, they are led by Gal-sal and they worship Kian, the first occultist.



+ 600 CP - The Order = Regardless of whether you have done something or not, the agents of the Order will consider you as a target, they cannot be persuaded otherwise, if they see you they will try to kill you.



+ 700 CP - The Stalker = Every time you go near a crack, there will be a chance you feel a weird presence, and when you look at the crack, there will be one or more eyes, with two yellow pupils, maybe creepy fingers too, this is The Stalker, he will appear in cracks on doors and stuff sometimes, at those times he will try to drain your energy and make you feel tired (you won't lose Sanity Points, you'll just become tired), even if he doesn't succeed, he will once per week (in a random day every week) summon a clone of you, your "Devoured" version, this "clone" has all your powers, attributes and items, it will try to kill you, you could try and get stronger, but since the Stalker regularly…stalks you, he will keep track of your power level and your items; not only that, but once every month (in one of these weeks), he will make a enhanced version of you, so instead of fighting just a replica with your current power, you'll fight a enhanced version of yourself. No, you can't trick The Stalker into coming out of a closet and killing him, you'll just have to endure this for the next 10 years. Your "Devoured" version looks like you, but with yellow crying eyes and gray skin, oh and before this "clone" appears, you'll feel your eyes sting and start to tear up, it'll end before the battle but you'll still feel it.



+ 1000 CP - The God of Death = The God of Death, the embodiment of the Element of Death is after you, maybe you messed up with it's Santo Berço or something, I don't know, regardless of the reason, he won't stop until you're dead.



+ 1000 CP - The Devil = The Devil, the embodiment of the Element of Blood wants you dead, he can summon any Paranormal Creature that has already existed, regardless of the creature's element.



+ 1000 CP - Would You Like To F#*@ My Wife!? = The Host, the embodiment of the Element of Energy wants to play some games with you, every week in a random day, time will stop and you'll be transported to another place, alone, or with one/more than one person, to play the games of The Host, his games generally involve death, torture, enigmas and stuff. If you live, you'll be transported back to where you were with all Life and Magic Points restored, if you survive but lose, you'll receive a penalty decided by The Host, and be aware, he is CRAZY...but also funny.

+ 2000 CP - The Master = The RPG creator and DM, Rafael Lange (Cellbit) manifests in your jump for the sole purpose of destroying you, he has all Attributes and Skills in the maximum, 1000 Life and Magic Points, 100% Paranormal Exposition, is a Marked and have domain over all 5 Elements from the Other Side; in addition to having all of his notes, for being the creator of this entire universe that gives him an extreme advantage, good luck you'll need it.

• FINAL •

Your jump has been completed, if you have died or become an Existed (and not returned to normal until the end of the jump), you lose the jump, and are transported back home losing all your powers, items, etc. However, if you survived, you have a choice to make:

- Return home, 5 minutes after being gone, keeping all the power and knowledge that you acquired in this and other jumps.

- Stay, even though this world is brutal, it has its beauty.

- Move on, your journey is not over, choose another jump.

• EXAMPLES OF RITUALS •

RITUAL OF TRANSCENDANCE



The first ritual ever created, invented by Kian himself approximately 4000 years ago. To perform this ritual, just stand on the symbol and concentrate on it, whether or not carrying a cursed object. This ritual is used by all Occultists to strengthen themselves and learn other rituals by connecting with the Other Side, understanding everything and forgetting most of it right after the ritual ends. If you carry a cursed object during the ritual, the Other Side will ask you a question in exchange for a fraction of its knowledge in the form of a ritual. The ritual obtained varies according to the cursed object carried.

Element: Knowledge

Conjuration: Focus on the symbol

Effect: Upon communing with the Other Side and its entities, its user is strengthened depending on their exposition to the paranormal, being able to learn a ritual in the process.

RITUAL OF CURSED BLESSING



When the ritual is performed, the caster will roll a D20 five times. These will be the results of the next five tests that will appear, no matter what, as if it were a prediction of the future.

Element: Knowledge and Energy

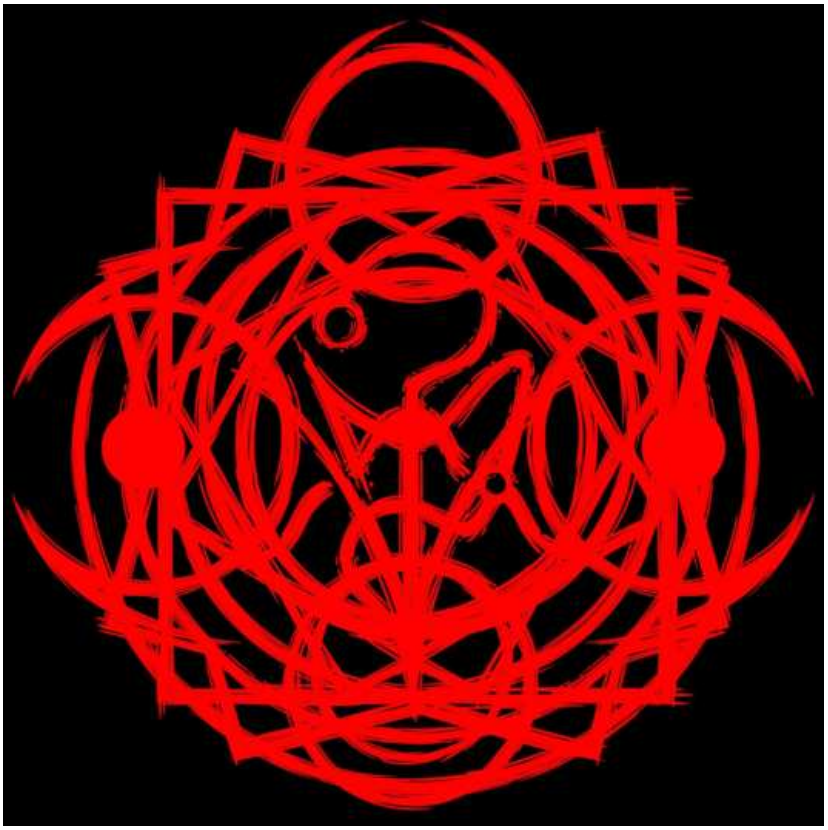
Conjuration: Having a technological object in hand, being close to an energy source, and focusing on the symbol.

Effect:

Indouta: When rolling a d20 of a skill five times, these will be the user's next 5 results.

Discente: When rolling a d20 of a skill five times, these will be the user's next 5 results, being able to rearrange them any way they want.

RITUAL OF MIST SUMMONING



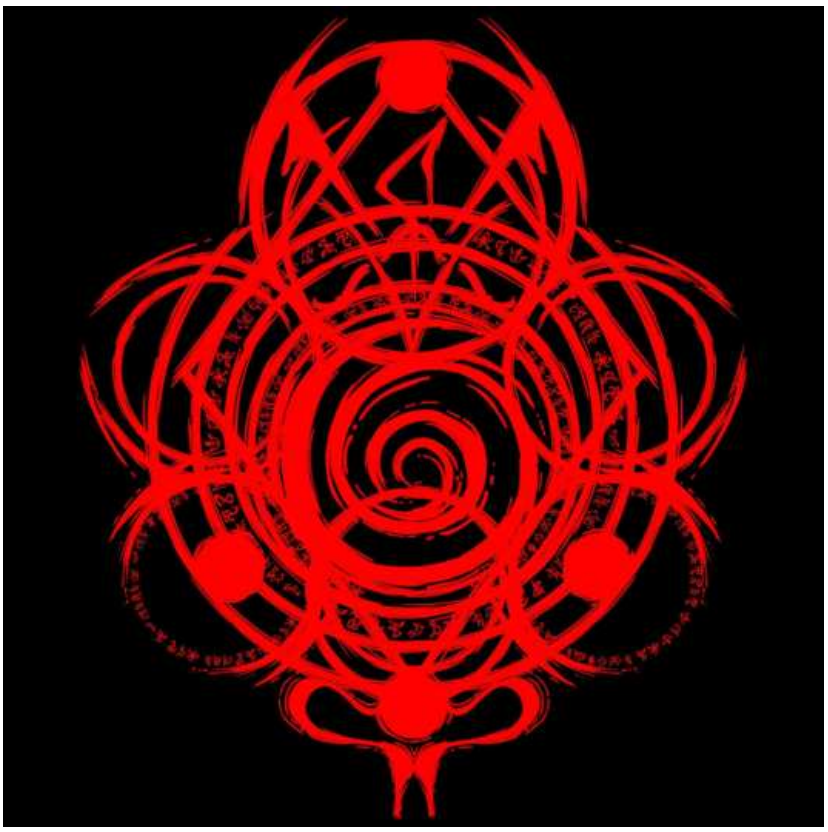
To perform this ritual, just focus on its symbol and the mist from the Other Side will appear around the user in a radius of 5 meters, strengthening other rituals performed within that radius. The more predominant the mist reveals itself, the more damaged the membrane will be there.

Element: Fear and Energy

Conjuration: Focus on the symbol

Effect: The user summons the mist from the Other Side within 5 yards, giving advantage in dodge, stealth, and ritual enhancements.

RITUAL OF COMMUNICATION WITH SPIRITS



By using this ritual, the user gains the ability to communicate with those who have already died.

Element: Knowledge, Energy and Death

Conjuration: Focus on the symbol while holding a particular object connected to the spirit or being in a specific location at a specific time.

Effect: The user can communicate with the dead or ghosts trapped in a certain place.

RITUAL OF PSYCHIC READING



This ritual allows the user to read their target's mind and intent, it can be used in combat to predict their target's actions.

Element: Knowledge

Conjuration: Focus on the symbol and have a target within 5 yards.

Effect: The user can read their target's mind in order to predict their next moves or thoughts and intentions.

RITUAL OF FEELING THROUGH



To perform this ritual, two symbols must be marked, one on yourself, Absorption, and one on your target, Emission, or vice versa

Element: Knowledge and Blood

Conjuration: Mark the Emission symbol on the target and the Absorption symbol on yourself (or the opposite) and focus on the symbol.

Effect: The user/target can observe and listen to everything the target/user marked by the Emission Symbol see and hear for up to 5 minutes.

(In the image, the first is Emission and the second is Absorption)

RITUAL OF LOCATED AGING



This ritual consists of holding human ashes in your hands and blowing them over a wound, making healing happen extremely quickly. This ritual does not appear to be able to cure illnesses.

Element: Death

Conjuration: Focus on the symbol while you hold human ashes in your hand and blow it.

Effect:

Indouta: Speeds up a target's wound, healing 1d6 Life Points or further infecting the wound. (Does not cure serious injury)

Discente: Speeds up 2 wounds of the target, healing a total of 2d6+2 Life Points or further infecting the wound. (Heals serious injury)

• NOTES •

• The Attributes are:

Strength
Dexterity
Constitution
Appearance
Education
Intelligence
Power
Luck
Size

• The Archetypes in this document give you access to the benefits and all the powers of the Archetypes in the Ritual of Transcendence, so if you have the Combatant Archetype in this document, the powers and benefits of this Archetype in the Ritual of Transcendence are "for free", which means that you can choose (when transcending) another Archetype besides Combatant; if you buy all Archetypes in this document then all Archetypes in the Ritual of Transcendence, as well as their advantages and abilities, are yours (except for the increases in Life Points, Magic Points and Attributes; in relation to these, you get whichever is greater).

• The Success or Failure of your actions in the RPG is determined by dice, possible results are:

Disaster
Failure
Normal
Good
Extreme

Going from the worst result possible to the best result possible respectively, the closer your result is to "20" the greater your success, there is also the Test of Paranormal Exposition, this is done with a d100, the objective is to get the smaller number possible in the dice; when this document mentions "Disaster", "Normal", "Good", that's what it's referring to.

• The higher your number in an Attribute or Skill, the higher is your chance of success in tests related to them. For example, someone with 20 in Spot Hidden could roll a 7 and pass, but someone with 1 in Spot Hidden would fail if they rolled a 7.

• You calculate your Life Points by adding Constitution to Size and dividing the result by 2, rounding down. So if I had 17 in Constitution and 12 in Size (17+12 = 29 | 29/2 = 14,5 , rounding down it will be 14) I would have 14 Life Points.

• You calculate your Sanity Points by multiplying your Power by 6, so if I had 10 in Power (6x10 = 60) I would have 60 Sanity Points.

• Your Magic Points is equal to your Power so if I had 20 in Power, I'd have 20 Magic Points.

• Your Paranormal Exposition reduces your Maximum Sanity the higher it gets, if I had 40% of Paranormal Exposition, my Maximum Sanity would be 60, if I had 80% of Paranormal Exposition, my Maximum Sanity would be 20. Even if you had 0% of Paranormal Exposition and 20 in Power your Maximum Sanity would still be 100, not 120.

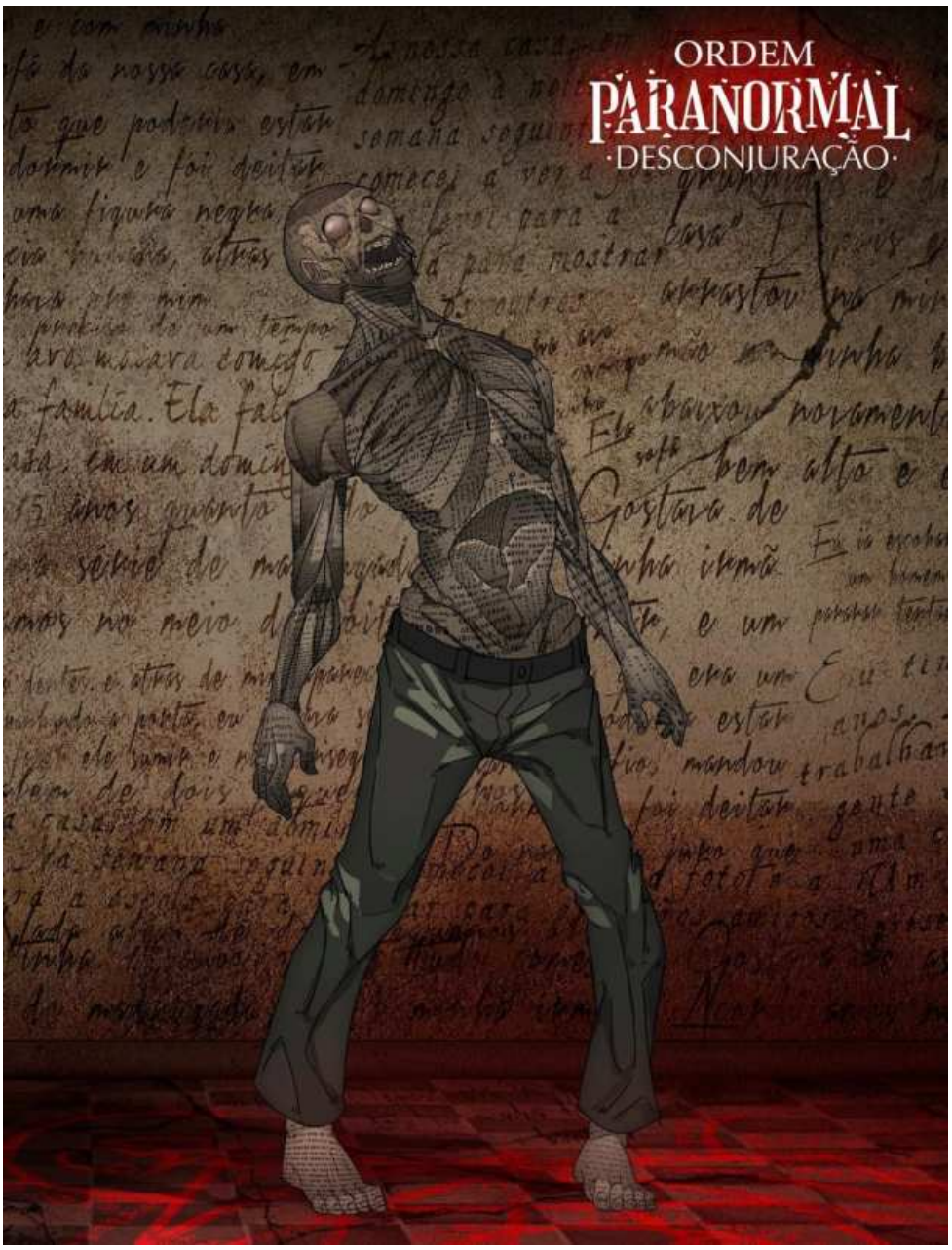
• Your Dodge Skill is half of your Dexterity. And your Language [Own] Skill is equal to your Education Attribute.

• Original Rituals, that is, those you create in the "Ritual" section, are not available to others by reaching 100% of Paranormal Exposition, so just because someone in this universe knows all rituals and therefore should know the ones you develop, for some reason this

won't happen. You can teach them or give them a Cursed Object with the ritual, but besides that, it's not possible to learn the rituals you make, it's possible to make other rituals with the same effect and even name, but that's about it.

• "Chained" and "Marked" are, in this universe, terms that define beings that are chained by the chains of Reality, and those who aren't, respectively. The Marked Ones can use the full power of the Other Side, they are able to use the Relics and its power.

• I mentioned "Existed", an Existed is a zombielike creature, a human that achieved 100% of Paranormal Exposition, and Knowing Everything is Losing Everything. They live in constant pain and agony, it is possible to reverse this….but I won't tell you how. This is an Existed:



• Rituals as well as some abilities cost Magic Points.

• If you want, you can add your current Attributes to the Attributes Section, so, let's say you put 20 points in Intelligence but you had 1.000 Intelligence to represent a power you got from a previous jump or something, you could add this value and have 1.020 Intelligence, let's say you had 1.000 in Intelligence, 1.000 in Strength and 16 in Size and you did put 20 points in Strength and Intelligence and 16 in Size, if you don't want to have 32 in Size, you can apply only your previous Strength and Intelligence, so you'd have 1.020 in STR and INT; and 16 in Size, you can do this in more than one Attribute, however you see fit.

• At the moment this is being made, there are still things to be revealed, both from the history and system of the RPG, therefore, it is possible that there are errors and/or information missing.

• The RPG wiki was a great help when designing this jump, you can check their content on this link:

https://ordemparanormal.fandom.com/wiki/Ordem_Paranormal_Wiki