Demon The Descent: Jumpchain

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Beta 1



Welcome to a world not unlike modern Earth, at least on the face of it. The truth behind that comforting veil is a bit less familiar though, (unless you've been here before in a different Jump that is, Jumper) because you've just stepped into the Chronicles of Darkness. The modern

world through a mirror darkly, filled with occult mysteries and madness of numerous different stripes. And in this Jump? You'll be joining the ranks of one of the strangest major supernatural beings among it, *Demons*, no not fire and brimstone types with pitchforks who torment sinners.

These Demons are Fallen Angels on the run from their creator, *The God-Machine* (henceforth called the GM for quickness) and the GM wants what it owns back. So it hunts these Demons or *Unchained* with cults, normal Angels, and perhaps stranger beings from afar brough to its cause with trickery or reward alike, but fear not, your enemy can only work through nexuses of occult power and laws it calls *Infrastructure*, without that the GM can't do much or summon it's angels to hound you. But beware, these creations can do nearly anything from travelling in time to warping a society towards a goal, think of it as reality warping aimed toward whatever the GM has in mind when creating its works.

And the Machine cannot be known, it does not think like men or Demons or even its own Angels if it thinks by itself at all. The only thing you can say for sure is this being exists and holds great power, is it from the future extending back to ensure it gets made? A sum total of all the works and Angels which it commands that thus make it up? A creation of some other grander god gone wild off on its own? Nobody knows, but it extends throughout the entire world and all the strange places within it. An Underworld full of ghosts, space and the bottom of the ocean, the world of Spirits where animistic predators devour each other to gain power and much more. Anywhere that it exists, this grand system will extend its tendrils to all places that a system can exist in any form.

Plus your kind have many reasons to want to control Infrastructure too, keep an eye on it as best you can and claim what's feasible Jumper, those occult resources are useful to Demons like you.

Besides that, you'll be spending ten years in this dark mirror hunted by all these things as technomagical superspy with a literal God on your back and all the tricks to stay one step ahead of it if you play your cards right and think smart. Stay sharp Jumper, the GM lurks in every corner (though not all at once, thankfully), so you can have these **+1000 Choice Points** to help you stay ahead of your would-be captors and killers.

Age, Gender, and Drop-In:

Age no matter for people who can buy and sell it, and the Unchained change gender as easily as they wish, as for being a Drop-In or not? Do as thou wilt, stranger people have come to be amidst the ranks of Demons than someone who *literally fell from a hole in reality one day*, or you could take some memories to maybe help give you a leg up in understanding the madness you'll be dealing with, your call Jumper.

Incarnation

What you're made for

Destroyer: You're a Fallen Angel who's job was hunting and eventurally *killing* things before the Fall, maybe it was people of note the GM needed dead for some reason, maybe you hunted Unchained like you yourself now are! Whatever the case is, you know how to ruin someone's day and life from past experience and violence is second nature, will you build upon that dreadful gift, or reject it to be someone new? You probably Fell either refusing to kill someone, or because you killed someone the mission didn't want dead for some reason.

Guardian: You protected things as an Angel, keeping key figures of the GM alive to do their jobs, this sometimes meant fighting of course, but wasn't the sole focus. Maybe you protected them from their own idiocy (maybe only till the GM wanted that idiocy to end them for it's own designs even), or even natural disasters and other such things. Whatever the case, defending and keeping people alive is your best talent by nature, and your Fall likely occurred from either choosing to keep defending a charge after the mission no longer needed it or ending someone you were meant to protect for one motive or another.

Messenger: You're good at talking to and manipulating people Jumper! Your job was to make sure that pawns fell into place at the right times for GM projects and ensure that people did the things your master wanted or needed them to. Besides having a natural talent for the gift of gab and moving folks around as you wish them to, your Fall usually happened because of moving those pieces in ways that suited your own personal goals more than the GM's or because you just got tired of manipulating people and came clean to someone you shouldn't have.

Psychopomp: Resource management, and when the resource pool is as odd and varied as what the Machine uses that's a *very* wide skillset indeed to have. Moving souls around to fuel Infrastructure, claiming power from strange other worlds, putting all the building blocks exactly right so that this thing you're working on will somehow turn chickens into some odd minions the Machine uses in some way, whatever the case is you're the one who does all that shit and more. Your Fall probably came from diverting resources to personal projects of yours, or because you didn't feel like moving everything around for one reason or another.

Analyst: Ah, some Demons don't even know folks like you exist, but why wouldn't you? Someone has to crunch all the numbers and make sure the Occult Maths match up properly when Infrascture is getting made, or just gather the data and sift it for what's useful for plans rather than mere random madness. Regardless of exactly what actions led to your Fall, *action* is precisely what makes your ilk Fall to start with, your job was watching and reporting what you observed, so you surely Fell from in some way choosing to do something with that data of your own accord against orders.

Exiled Angel: Hang on now this isn't right, if Demons are the Fallen then you're the *Half-Fallen* somehow. The Machine no longer feeds you orders or expects anything of you, but nor does it hunt you for parts to reuse later, you're just drifting around without any purpose and nothing to do innately, you don't have orders but you also aren't on the run, just… Here, will you try to get back into your old master's good graces? Or would you rather be an uneasy ally of the Unchained just to have *something to do*? Whatever the case, this state is no fault of your own, just a bad roll of the metaphysical dice one way or another that you can't recover from now to become a true Angel or Demon without something extreme happening.

Agenda

What You've Chosen to Do

Saboteur: Death to the Machine, the anthem of the Sabotuers is that they'll smash the GM to bits and leave it's Angels broken in their wake. From blowing up Infrastructure to slaying cults and taking down key Angels before they can enact their plans, these Demons are the natural hammer of the Unchained and more than happy to act as such. If something can be bashed, stabbed, shot, blown up, or otherwise destroyed these folks probably know how to make that happen one way or another and they'll do it or die trying.

Inquisitor: Know the enemy and know yourself in a hundred battles you will never be in peril, so sayth Sun Tzu once upon a time. And these Demons subscribe to that mantra more than any other of their kind, the Inquisitors believe that by studying the GM and attempting to grasp the way it works they can figure out its plans in advance to devise apt counters and ways of evading or if need be halting them. They'll figure out what's happening even if it drives them paranoid beyond belief in the process, and besides, is it really paranoia when they really *are* out to get you? The new Taco Bell being constructed on the left lane which *happens* to make the buildings on that side match the number of Angels a cult is trying to summon is completely relevant!

Tempter: Ah, Hell on Earth type huh? Or something to that effect given your lot tend to be materially focused, the Tempters are the social experts of the Unchained to the hilt. And their silver tongues can purchase meetings with damn near anyone they want and allow them to get resources from anyone foolish enough to listen (which is nearly everyone with how charming a good Tempter is), what they lack in firepower or raw paranoia these Unchained make up for with sheer connections and the ability to make people dance like puppets on their strings with a well placed word and gesture.

Integrator: *Huh*, so you want to reconnect to the God-Machine somehow? Fair enough, it's common enough to have a specific term for it in Demonic parlance, and your kind are the undisputed masters of dealing and connecting with Angels too! Many other Demons find these uncanny tricks a bit unsettling, but few deny the use of being able to talk down a Hunter Angel or figure out what a Messenger is plotting with your understanding. Whatever the case is though, you'll have to decide what *reconnecting* means Jumper, if you really wanted to just be part of the Machine again, that's easy, so what's your scheme for improving or maybe even controlling it?

No Agenda : So you don't side with anyone in the broader sense Jumper? That's a hard road to walk, I'll give you a little bit of CP for the commitment to your individuality. Clearly someone

who’d pick this has an iron will, and you’re probably capable of pushing past the odds even when they’re against you if you’ve lasted working mostly alone like this. Whatever the ideals behind it may be if you’ve taken this, you’ve got something far outside the conventions of the prior four in mind and you’ll carry it through to the end, glorious or bloody, or perhaps even both!

Perks

(Origins get their 100 CP perks free, and all other Perks discounted)

General Perks

(Undiscounted unless otherwise noted)

Liar's Tongue: Free to all Demons, 100 CP for Exiled Angels

Have you ever wanted to tell someone the sky is purple and the moon is made of cheese, and have them totally think you believe it's true on a physical and metaphysical level? No? Probably good that's a waste of this gift, but you can perfectly act and fake any and all emotions and beliefs that you wish to, your words exist in a state of Fiat Backed quantum uncertainty in fact, any attempt to use magical or other enhanced means of figuring if you're lying or not won't fail exactly, even better in fact, it'll return exactly what you wish at any given moment! Only you can decide the metaphysical truth or non-truth of your words now Jumper, but do take care, a Liar's Tongue may be able to sell they think anything is true easily, but that doesn't mean people have to buy it if you leave mundane proof against your words within their grasp.

As a related benefit of this Perk, Demons can understand, read, write, and speak all languages anywhere they go commonly used as a native language by anyone in that setting. But your version besides being Fiat Backed to work even if the Machine isn't backing it also allows you to use truly all languages Jumper, go forth, and use your Liar's Tongue upon whole universes.

Covers and Pacts, a Demon's Best Friend: Free to all Demons, 100 CP for Exiled Angels

No not covers for your clothes or something, I'm talking about Covers for your physical and metaphysical identity. With this you can now perfectly hide who and *what* you are from... Anything or anyone really, God itself can't find a Demon in Cover with blunt supernatural means, what chance do lesser foes have? What is a Cover though? It's a collection of traits which form an identity that is (probably) some kind of human which you hide behind to keep the GM from finding you. These are notable identifiers of some kind, things that would make a person who knows of the Cover go "yeah that's them", a carrer, an ex spouse, or a case of cancer is valid, but having once stubbed their toe while mowing probably isn't unless they've made that a hallmark of their identity for some reason!

As for Pacts well, how does one buy and sell traits and relationships? With a Demonic Pact of course! Demons can form the traits they purchase into covers, either mixing them over time to forge what's called a "Patchwork Cover" or buying someone's identity wholesale and cashing it in later as a "Soul Pact" to quite literally entirely become them. Why would people sign up for selling you parts of their identity though? Oh many reasons, you can grant them wealth untold, grand skills, amazing innate talent, and many other things. Here's the balance though, the more you take the more you've gotten give otherwise it'll cost you in supernatural power and resources, unbalanced Pacts wildly in your favor are a good way to cause yourself problems as a Demon! You may note this does *not* include giving your friends and allies Pacts unbalanced in their favor, that's intentional, the game this Jump is based on doesn't stop you from buffing your friends and minions and neither will I. Though too much abuse of it might drag down the GM's attention if you're moving around things it can notice like physical resources and such.

Exiles don't hold this ability naturally, but since it's iconic of the game I'll let them buy it for cheap just like Liar's Tongue above.

The Art of Spycraft: Free to all Demons, 100 CP for Exiled Angels

Congratulations Jumper, you have the amazing power of actually knowing how to act like a damn spy! You can case a place to figure out entry and exit points without being noticed, sneak around, move quickly *and* quietly at the same time, perform disguise work and break into places. Really anything you can think of that a talented spy might be capable of is within your grasp on a mundane level, while this won't innately give you enough Demonic powers to keep up with the GM's best agents, it'll surely give you the skillset needed to figure out how to apply your new tricks efficiently and with minimal chances of being caught! Exiles on account of not being innately hunted by the Machine, must pay 100 CP for this Perk as it is not a mandatory survival skill for them.

Numina and Influences Oh My!: **Free to all Exiles, 100 CP for Demons**

Angels have special powers called "Numina" and "Influences", these are respectively blunt and direct applications of ephemeral powers which one must use to say, regenerate from damage, blast someone to pieces, move at super speed or otherwise bend the world in obvious ways! And Influences are well, divine influences over specific aspects of reality! The God-Machine creates Angels with Influence over all kinds of things, but usually they don't just grow new ones from nowhere... That's not an issue for you Jumper, with this perk you can by studying and trying to expand your Influence over any given thing learn to control it! Note than an Influence is *probably* not any broader than say "Fire" or "Lightning" or similar broadness of concept, you aren't getting control over every element off a single type of Influence, and each one you possess has to be learned and improved separately, this is still a broad and easy to expand upon set of potential powers though.

The State of Twilight: Free to all Exiles, 100 CP for Demons

What's Twilight you may ask? In Simple terms in the Chronicles of Darkness, Twilight is the ability to become intangible! Best of all every kind of intangible thing works off in essence a different "frequency", ghosts exist in their own type, spirits a different one, ect. And Angel Twilight? Well nobody can access Angel Twilight besides other Angels! This won't save you in a fight against your own kind (or former kind in some cases) but it can let you easily spy on and phase through attacks of anyone who's *not* an Angel before coming back into reality to deal with them, or just run off if you so please!

Whatever you use it for, this will grant you an unmatched ability to evade and bypass mundane observation and security Jumper, just don't get too cozy around GM stuff. Finally in future Jumps, given that you're probably the only person who even has anything to do with the Machine, anyone capable of interacting with spiritual beings becomes able to affect and interact with you in this state to make up for that lack.

The Nature of Infrastructure and Magitech 101: Free to all Exiles, 100 CP for Demons

Infrastructure is the strange occult machinery through which the God-Machine works, and with this Perk Jumper you now understand how to use and even with time build it! Infrastructure can do... Pretty much anything, actually, but creating it takes time and resources, the bigger the project the more it'll take you in every sense of the word Jumper. If you'd just like to turn chicken eggs into robin eggs for some reason, that's probably a pretty simple Occult Matrix (why are you doing that though?) But if you want to grant yourself immortality or the like, then it's going to be a vast undertaking needing many strange and mundane materials alike that could take decades to finish fully.

Besides this, you'll have an instinctive grasp on how the GM's own workings function and how to make use of them, plus in future worlds you'll gain a good if lesser talent for understanding and utlizing any form of Magitech you may come across, it won't make you an instant master outside of Machine things, but it'll give a good headstart in its general use case.

Basic Combat Skills: Free to All

This Perk won't make you some absolute master of violence Jumper, but it will give you the basic understanding of how to utlize your limbs in a fight, various melee and ranged weapons, or even explosives of varied types at a basic but competent level. While not all Unchained and Exiles understand how to fight violence is a useful tool in the kit of most supernatural beings at one point or another. You'll have enough skill to avoid your moves hurting yourself, evade simple blows if you can react quickly enough, and general place your shots in spots that will actually do damage with ranged or melee attacks.

Dual Agenda 100 CP: Those Agendas and their fancy discounts above? You can take two of em now, but that's not all! In any future Jumps you take you'll be able to nab two "faction" or otherwise group based Origns for yourself even if having those two makes no sense! How? You're a Demon of course, you probably have two Covers with different loyalties which makes

total sense of this naturally! Whatever the case, from now on you can be a two faced spy in a powerful sense Jumper.

Second Cover 200 CP: Have you ever wanted to be two different people? Now you can, in the context of this Jump that allows you to do two things. First off if you have Covers and Pacts this lets you start with a second fake identity for yourself Jumper! Second off even if you *don't* have Covers and Pacts, you can pick a second Incarnation for discount purposes. If you mix a Demonic one and Exile, decide now if you're a Demon with an Exile's talents or an Exile who has a Demon of some kind's talents. And regardless of all that, henceforth you'll be able to nab two of any Orign in future Jumps which are based on innate nature of some kind, who you're born to, what you are, if it's a part of yourself and can't be naturally altered you can have two of em now. Aren't Covers wonderful Jumper?

Going Loud: **200 CP**

All Demons know the mighty technique of Going Loud, burning one of their Covers entirely in a single moment to grant themselves massive power while alerting the Machine and it's angels to their presence in a grand display of power. In this state a Demon has access to all Exploits, plus whatever Embeds are favored by their Incarnation. Though the Analysts due to lacking an Embed type instead combine their Exploits in new and frightful ways. Finally all Demons maximize their raw supernatural power and give themselves a massive amount of Aether to use during this state. As a Demon You can do that even without this Perk now Jumper, but if you buy it?

Then in that case whenever you burn a Cover you'll now be maxing out the power of all your abilities, giving yourself an unlimited amount of supernatural energy to fuel them, and temporarily having access to any plausible applications of powers you've not mastered yet.

But just like the function of a Demon this Perk is named after it comes with a downside too, when you utilize Going Loud besides requiring you to burn one of your fake Cover identities anyone who wishes harm upon you in the setting within let's say the same city or roughly equally sized area (or bigger if no one is present within that area) will now become aware of where you are instantly. And if nobody is close enough to respond, you'd think that means no trouble right? Not quite, you can run away from the scene, but using this power leaves behind a distinct supernatural trail that anyone who knows enough about you can track you with, lingering for a few hours after. Additionally this Perk may be used only once per week, no burning unlimited crappy Covers to be God full time Jumper, plan your attacks well if you want them to work.

Finally this ability only lasts for a limited amount of time, it's a bit unpredictable to an extent running more off narrative terms than strict timers, but if you'd end the scene in a movie and cut

somewhere else right now then Going Loud will wear off at that point. In combat, expect this to not last more than a single fight or string of related fights at most.

Master of the Cypher, Builder of the Pentagram: 400 CP

First some context, let's talk about the basic powes of Demons in brief. *Embeds* are subtle powers which typically function via warping chance and the underlying laws of reality quietly, these abilities (usually) don't attract any attention from the God-Machine when used and can do things like turn a deadly blow into a graze, let you knock someone out in a single punch no matter how weak that blow was, bend things so your Cover endures in the face of a Compromise to it, or warp chance bluntly so that a lucky break simply happens to occur at the right moment!

These powers are also grouped into 4 types, Cacophony focused upon destruction and breaking which is favored by Destroyers. Instrumental focused on defense and proactive threat removeal before issues arise favored by Guardians. Mundane, mainly used to evade notice and move about without anyone knowing you've done so, favorite of the Psychopomps. And Vocal which is used for social manipulations and communication mainly by the Messengers.

These examples and groups are a small sample of a Demon's power, and Embeds lead naturally into *Exploits*. These powers are what happens when you take an Embed and overcharge it with *Aether*, run off from GM projects which serves as the supernatural fuel of Demonic ability when they need fuel. Exploits are where things like conjuring hellfire, turning a beast into a monster for your use, stopping time itself, and other such blatant feats of power which leave no doubt as to if the Demon is a supernatural being. These abilities do however potentially draw down the attention of their maker upon them when put into action as a tradeoff to their raw might.

Finally every Demon has a *Demonic Form* made up of a collection of *Form Powers* which grant them generally passive abilities that are facets of how their true body works, these powers will be detailed below more fully in the Form Builder section but for now just now they grant things from teleporting, to built in weaponry and armor, mind reading or seeing in the dark, and many other more physically focused abilities compared to the first two types.

So why is this Perk where I chose to go over these things? Because a *Cypher* is a collection of powers mixed together, unique to each Demon in fact. They come in sets of 3 new powers, each built up from a collection of 4 Embeds called Keys, under normal circumstances. By default these are always composed entirely of Embeds and nothing else, but this perk allows you to construct yours from a mix of Embeds, Exploits, and even your Form Powers Jumper! Besides that it also ensures you'll have mastered yours, the Cypher is some *thing* left behind in your nature, some secret facet of the world and GM related to your original design ultimately, learning it enhances your Primum (raw supernatural power as a Demon) by several ranks besides granting those neat new tricks, but what if you wanted to do something new and unheard of with yours?

Say no more, with this Perk you can form what's called a *Pentagram Cypher*, by installing a fifth Key into your set of Interlocks you can build a whole new set of five new powers for yourself! In fact, you'll gain five new Interlocks bridging the first and third, first and fourth, second and fourth, second and fifth, and third and fifth Keys! Normally this would also break your previous set of Interlocks, inflict a permanent Major Glitch onto you which is very bad, and cause a massive Compromise at the time of doing it, bad news all around right?

But since you're buying this with CP I'll let you just make a Pentagram of your Cypher without any of the downsides it has for normal Demons, no damage, no loss of previous Interlocks or Glitches you can't fix, not at all. You'll just get a new set of powers mixing the previous ones in strange ways to do as you please with.

Additionally this Perk functions as a Capstone Booster. And if you're an Exile taking this perk? Well figure out how your Influences and Numina function as a Cypher for you responsibly Jumper, whatever they do it'll surely by a crazy mix of effects.

Destroyer Perks

Alpha Strike: 100 CP

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For a Destroyer the first lesson of combat is to always hit first and hit hard, when going up against various supernatural powers letting your foe use them is often the first and last mistake you can make. This Perk allows you to rapidly size up an enemy, figure out the most effective way of applying the force available to you in an offensive against them, and perform a brutal first strike with that force that will leave them as wounded as can be managed with the powers used by both parties involved. This effect making you hyper accurate and deadly only functions when making the first attack against a group of enemies in any given combat, though information gained from this Perk remains effective long term.

Sight Lines: 200 CP

No this doesn't just apply to literal gunplay, Sight Lines allows the Destroyer to do two things: They can easily determine the best position on any battlefield for them to strike from without being struck back in turn, and they can *track where their enemies are* within an area of a few hundred feet/about 90 meters. This effect only triggers when aware of someone having been an enemy and sensing them (though not by nature seeing them, any sense will do) at least once.

Hellish Warrior: 400 CP

Okay know how Basic Combat Training won't make you a master of violence? Well *now* you're actually a master of all things violence Jumper, you can use any mundane weapon like a true master of its art at this point. Deflect bullets with a sword if you can move fast enough for it, bounce shots around for rebounds to get around cover and other such madness. But that's not all, you can now with only a few hours of practice (or using it just a few times in live combat) figure out the best ways to apply your supernatural powers in combat too. This doesn't just apply to obviously combative ones either, any violent applications of a power become clear to you when merely stopping to think about them for a bit, nearly anything can be deadly with the right creativity Jumper.

Archdevil Of War: 600 CP

Just knowing how to kill is only one part of winning a war Jumper, but this Perk lets you do more than merely that. You'll gain a comprehensive knowledge of tactics and strategy, understanding them in the context of any setting you visit and never forgetting old tactics to adapt in new contexts either. But that's not all Jumper, now within any army you command? You can denote a single squad of no more than a few dozen warriors as your Chosen, these Chosen gain access to all of your Demonic Ablities and an Aether pool about half the size of a brand new Demon. While they'll lack in raw power compared to you, being able to loan out your might even in a lesser form is a great force multiplier.

Capstone Boost: Fallen Heroes

Know how you could only maintain a few dozen Chosen at once? That remains true, but now Jumper your Chosen warriors can become true Fallen in their own rights. They'll still be able to access yours as long as they still remain Chosen, but now they'll be able to grow stronger and if you need to pick new ones then the old ones who've Fallen will maintain their own personal Demonic powers too. Go forth, and make a Hell Of Soliders for yourself if you so wish.

Guardian Perks

The Best Defense: **100 CP**

Some people would say the best defense is a good offense, the Guardians instead argue the best defense is *having a good defense* when your offense invariably fails to instantly kill the target. This Perk allows you to know how to apply your skills and powers to defend yourself or others effectively Jumper, it won't always be the best possible response automatically, but if your options *can* defend against something then this will let you know how to make that happen in an effective manner and allow you to execute it well enough to be effective at minimum.

Bodyguard: 200 CP

Best Defense teaches you how to defend yourself and others if it's within your skillset, but what if you don't want to have to actually be present all the time to defend someone? Then this Perk is the answer, with Bodyguard you may mark one person or small group of no more than say a dozen to be those you're guarding. What does this do? Allow you to always know when they're in danger and the fastest way to defend them from that danger for a start, not only in the obvious sense, but if you can get a police hunt called off with some obscure evidence then you'd know that with this (but not innately how to get that evidence for example). And lastly any of your defensive powers you could apply to someone else if you were standing there may be used on behalf of these people remotely to ensure your charges are never left fully unprotected.

An Unbroken Mind and Soul: 400 CP

The innate nature of a Guardian is to protect people and themselves, and this Perk takes that to an extreme by allowing you to keep doing that even when it frankly shouldn't be possible. The Unchained within their Covers tend to have a decent resistance to most supernatural effects, something about their false personas interferes with magic on them in general. With this Perk you benefit from a more extreme but more focused of that effect at all times now Jumper.

Any effect magical or otherwise that would impact your mind or soul to control or alter them simply *fails* unless you choose to allow it for some reason, from mystical corruptions of other realms and brain hacks in some cyberpunk setting to the most awful mind shattering eldritch horrors, whatever happens you can be sure that now you'll have the mental and spiritual fortitude to keep protecting your charges despite it all.

Enter At Thy Own Peril: 600 CP

What's a constant issue when trying to defend people? Why it's security of locations, running that well is such a pain isn't it? So why not take this Perk and gain the ability to imbue any location you're staying with the benefits of your defensive Perks and Powers, you can only use this on one location at a time but if you had an ability which negates all fire damage then your base would become immune to flames while this is active. Sadly this only applies to passive defenses, a building isn't smart enough to make use of powers you have to apply actively but this can still easily render your structures nigh impossible to assault effectively when it's turned on.

Capstone Boosted: Trespassers Will Be Shot

Okay now a building is smart enough to use active powers, actually. Specifically you can spin off an extension of your own mind which will watch over the building you've protected with this Perk and be capable of controlling any machinery or other tech inside it, plus being able to respond with active powers. Additionally any non defensive powers you could use by being aware of the area are also fair game now, keeping people out and rendering attacks ineffective is great, but if someone breaches despite best efforts now you'll be able to eliminate them with other powers too. This still only applies to one location at a time, but now you can rest easy knowing that security for important sites will be handled by the best Jumper, yourself.

Messenger Perks

Don’t Shoot The Messenger: 100 CP

It’s a common saying, isn’t it? Don’t shoot the messenger and all, well with this Perk you can make it a fact of life. Whenever you’re delivering a message of some kind with the honest intention to deliver it and have a conversation about it (no using this for planning ambushes or such) you’ll be able to enter and do so without your enemies striking against you, and leave just the same with that courtesy as well. This won’t make you any better at talking to them on it’s own, but it’ll get you in the door. Finally this protection does extend to anyone travelling with you who you wish for it to, but if one violates the terms of the Perk then it’s protections break for all under its aegis.

Cryptic Words: 200 CP

You know how to phrase your messages so people will pay attention to and at least seriously consider them being valid in a rather strange way, the Messengers of the Machine tend to delivery their words through cryptic and odd means after all. When trying to phrase something as an ominous prophecy (even if your ‘prophecy’ is fake), some grave mystic warning, or other cryptic means of delivery you’ll be able to figure out the best ways to make those words stick and be heeded. They need not be true exactly, but if your marks can prove them fake then this Perk won’t save the lie. Facts have been the downfall of many a Demonic trickster, don’t underestimate them.

The Voice of the Machine: **400 CP**

This won’t let you hijack the minds and hearts of victims with ease somehow, but it will allow you to do something almost as useful, hijack *technology* with your mere words. Even tech (and occult Magitech) which should have no way to respond to your voice can be subverted through speaking to it with this Perk, harder security systems may require more effort plus back and forth debate with them in order to get under your thumb effectively, but given no more than a good few minutes, say no more than half an hour for the greatest of things focused effort you can bend anything to your will if it’s a piece of tech.

Do be warned though, these effects won’t last for long once you’ve fled the scene, and whatever you took over will return to normal operations a few hours after Voice of the Machine stops affecting, merely being shut down to reboot and clean your influence till those hours are up.

The Pen Is Mightier: **600 CP**

This Perk is an enhancement and building upon of a few specific powers of Demons, namely “Play On Words” and the aptly named “The Word” which respectively let a Demon bring puns to life, and force anyone to obey a single command they speak, which only works on a single person at a time. But you’re not limited to just those functions any more Jumper, you can use The Word on any number of targets within earshot as you’d like now for one, and you can do it without attracting the attention of the Machine or burning your Aether supply as Expliots normally do too.

As for Play On Words? Normally a Demon can only actualize the double meanings and puns of words spoken by other people, now you can use your own phrases and dictate *precisely* how that double meaning manifests Jumper, but this little trick is still obvious and blatant enough to draw down the attention of the GM upon you or in future settings set of alarm bells for anyone else who’s against you that can detect esoteric energy. Warping reality with your words isn’t a quiet art.

Capstone Boosted: Winning Hearts And Minds

The fundamental limitation of The Word even with the Perk above is that it lasts for but a moment, you can get around that now though if you push a little harder. Simply order someone to become absolutely loyal to you and they’ll *do it*, staying just as competent as they’d be otherwise merely now devoted to you and your causes above all else. This effect may only be maintained on a few dozen people at any given time however, but it’s a potent ability to simply walk up to someone and hijack them long term with a single pair of words.

Additionally your Play On Words can now just skip past the “actually needing a double meaning” part of it entirely, by speaking no more than say a single sentence you can brute force warp reality to conform to it exactly as you envision on a localized scale. This won’t be able to instantly kill anyone (though it can injure them greatly and leave them too hurt to fight back) but besides that, the sky’s your limit within that one sentence limitation. This does count as a rather hefty compromise of your secrecy though, not enough for people to know where you are instantly every time but expect the aftermath of this reality bending to leave behind an exotic energy that those who know your ilk can track you down with in the affected area for a day or so.

Psychopomp Perks

Builder's Intuition: 100 CP

The Psychopomps are masters of organizing resources and using them to create what the Machine needs, and with this Perk you can turn that to your own uses Jumper. This will give you a comprehensive understanding of mundane crafting here defined as crafting done by non supernatural humans (or the nearest equal in any new settings you visit without them) on a common basis. You won't know how to build your own Infrastructure with this alone, but you could easily slap together a gun, tank, house, or anything else normal with the right parts and time. And naturally given that building the "magic items" of the Unchained aka Gadgets often involves mundane crafting to an extent as well, this Perk is a great starting point for imbuing your Embeds and Exploits into objects and such too.

Project Management: 200 CP

So you want to build something bigger than a single rifle, but you don't know how to make yourself able to do the work of thousands? Say no more Jumper, with this perk you'll be able to coordinate any work team explicitly working under your own banner and allow them to benefit as if you were the one actually doing it in any case where your skills (including perks and powers) outweigh their own. This won't make you any better at *getting people to work for you*, but when they do the quality and speed will shoot up massively if you're half decent.

Master Gadgeteer: 400 CP

Let's talk about Demonic Gadgets Jumper! These little marvels hold demonic powers and can even use them in different but related (though not overall better) ways to the power they're born from. They come in a few types, One Shots are single use magitech items that are easy to dispose of, Embedded Gadgets contain Embeds, Exploited Gadgets contain Exploits, Form Gadgets use ripped off parts of demon forms to make new versions of Form Powers, and the crown jewel of it all? Lambdas which contain a mixture of between 2-3 Embeds and Exploits to create grander and more powerful terrors than before.

Now any Unchained with the right skills can make these things, but here's what sets you apart from them with this Perk, your Gadgets can in fact just be somewhat better than their parent powers, and they'll always be utterly masterful examples of whatever mundane item they're made to resemble on top of their supernatural powers.

And Lambdas? Those are nightmares to make, a lengthy process that draws down GM attention and over a decently wide range and costs a great deal of resources. You can put one together while getting attention for only a few minutes of that process though, and by the time it's finished you'll have something of a Demonic super item which holds a power that's a frightful mix of everything installed that's even more potent than all 2 or 3 of those abilities put together should be. Just be careful with all these wonderful toys, anyone at all can use a demonic gadget as long as it's in working order so be careful not to lose them.

Human Resources: 600 CP

No I don't mean HR departments, and I'm not talking about (just) using humans as building materials either. What this Perk does is allow you to figure out the most effective way to use anyone you meet in your ongoing projects, and I do mean *anyone* too here. Detective trying to bring to light your suspected crimes? You'll know how to make them an asset even as they're trying to expose you. It won't make you capable of it innately, but you'll know how to pull it off if you are capable. And this doesn't merely work for crafting projects either, as long as it's an ongoing work you're investing time and effort into Human Resources can help you figure out how to best use people in it. This does only account for people without superpowers and such though, sadly...

Capstone Boosted: Fantastic Resources and how to Exploit them

Unless you've bought the Capstone Booster, at this point you'll now know how to utilize efficiently any supernatural or otherwise above baseline resources in your projects. From turning Superman's efforts to stop you into a net benefit somehow, to making metaphorical lemonade out of an Angel hunting you down, this also has the side benefit of making you aware of how exactly the supernatural beings you meet are built in their own ways thus telling you their strengths and weaknesses... Plus if it's possible? You can with some testing figure out how to recreate their powers and grant them to yourself or others, why should only a select few not chosen by you personally be the ones with those cool tricks Jumper? That's right, no good reason.

Analyst Perks

Unseen Paper Pusher: 100 CP

Do you love being normal? If so this perk is for you, specifically with this Perk you'll be taken as the kind of 'normal' which gets to wander around literally anywhere that might need someone who does math and runs numbers. A government base? Sure they have people for that. A store's back rooms? You bet. As long as you don't do anything to attract attention to yourself somehow, you'll be taken as just a normal paper pusher and numbers type.

As an added bonus, this Perk also gives you the skills needed to actually analyze things effectively and figure out the numbers behind them, it's not an infallible skill, but you're on par with the best of mundane accountants and investigators for number crunching and quick analyzing of things. Just like a real master Analyst should be.

Never Tell Me the Odds, I Already Know Them: 200 CP

Analysts are the number crunchers of the God-Machine, they gather all its data and figure out the best courses of action from which to go with that data. And with this Perk you can do that second part easily. By taking a few seconds to examine a situation you're in and it's relation to the course of action you're considering, you can figure out the chances of that course of action *working* to reach your intended results from it. This won't tell you what a better plan is if those odds are wretched, but it'll give you the foresight to realize you should reconsider given the data at hand.

Exploit Master: 400 CP

The Analysts have a bit of an odd affinity for Exploits, but with this Perk you can take that to the next level. Normal Demons need to know a related Embed they can overcharge to a new form before getting an Exploit, but you don't anymore Jumper, you can just focus on something and shape your Aether towards it to eventually get results with some refinement, creating brand new big flashy powers of Demonic might more easily than anyone else.

Besides that, with more practice you can learn to mix together up to 2 or even 3 of your Exploits into a brand new and more powerful combined form, this need not be a straightforward mix of their effects (though it could), stranger and more merely conceptually related options are possible but regardless of any other details, these new powers will be more potent than any singular Exploit would be on it's own.

Falling Dominoes: 600 CP

The God-Machine loves the Butterfly Effect Jumper, setting off a single tiny thing to create ripples within the world that will spread out and reach a desired result later on down the line with little to no effort on its own part. Now you can do that too with lesser potency, decide upon a goal when you want to use this Perk and you'll be shown the steps the setting off a Butterfly Effect which will create your desire end state in no more than 3 months. You'll be aware of where it will happen and even when down to the minute, but not precisely how that all shakes out so there's no telling if being present could be a danger or not. This Perk may only be used once per month, and if it would take more than 3 months to reach the desired result through all options this Perk will let you know before refusing to be used for that purpose. Finally it can only do things on a scale of say, impacting a single city for raw scale or no more than a few hundred million worth of monetary value, it's mid scale and influence over the world but not vast.

Capstone Booster: A Cascade of Butterflies:

Your once per month limit on using this still applies... With a caveat in your favor though, you may now set up a larger overarching goal which your Butterfly Effect will bring about, this goal may reach the scale of an entire country or even if you really push it a whole planet Jumper, but the more you're doing the more set up from your end it's gonna take. If you're affecting a country it might take dozens of seemingly unrelated events that are each a bit of a challenge, for a whole planet? Dozens of genuinely moderately difficult tasks even by your standards. Additionally the grander your goal the longer this takes, that 3 months cap on how long it can take to finish the plan is removed, now your Butterfly Effects can merely extend no longer than the current Jump.

Exile Perks

Half Renegade: 100 CP

An Exile isn't truly Fallen, nor are they an agent of the God-Machine any longer, and you now embody this dubious state Jumper. When you've joined any group you can to some extent turn against them and become a free agent again with no true consequences upon yourself so long as you don't act against them openly. Even being welcomed back into the fold later with minimal to no questions only to repeat this song and dance once more later on if you so wish, just don't actively try to destroy them (that they know of) and you'll be free even if these people normally kill all deserters ASAP!

Angelic Connection: 200 CP

No Jumper not bargaining and connecting with other Angels (that's in Integrator perks down below), this Perk allows you to literally stay connected to the God-Machine to some extent. It's not perfect, but you can read the eb and flow of this divine construction to better understand it's goals and deployment aims, predicting what Infrastructure is being built and what it does or where a GM group is being sent before it happens by literally reading the divine network. In future Jumps, this will allow you to connect yourself to some other Being or nebulous force like Fate or Destiny or such to read in the same way as you can GM networks here.

Incepts, The Horrors Angels Bring to Bear: 400 CP

What's an Incept? Well with the direct support of the GM an Angel can bring out special highly dangerous powers that modify their other abilities in some ways. Such as multiplying the number of targets/attacks launched, area affected, duration, making something take longer or less time to activate, ect.

Normal Angels couldn't do this an Exile, but you're different Jumper. You can use any Incept in the GM's book as you please and then some, you're able to invent entirely new ways to warp and bolster your powers like those stated above! This won't give you any totally new tricks, but it's a bag of metaphorical metamagic for everything you're capable of doing so it should come in handy sometimes.

Self Determination: 600 CP

Every Angel is made with a purpose in mind, normal Exiles break down mentally when they stop getting orders, but not you Jumper. You can select your own personal purpose, and change it

whenever your goals shift so that it no longer matches what you truly care about. But what does this do?

First off no power in this universe or any other can stop you from pursuing your purpose to the best of your ability, full stop. This protects you from mind affecting and such as a side effect, but the true impact is that you will always chase this *to the utmost* with a dogged determination that puts the most stalwart of humans to shame till you choose to back down for some reason like shifting goals or needing a break.

Secondly? You're *much* more efficient and effective when pursuing this self given mission in a direct and active way, just doing something tangetnally related doesn't count like it would for the protections. But if you're gunning for it properly then your shots and blows are aimed better, you can slip past guards you'd never outwit normally, and when you need to hack a computer if you only had basic training you could were it mission critical probably find some way to carve through top end government security. So long as you follow your determination you'll match up to nearly any challenge in your path.

Capstone Booster: To Go Even Further Beyond

But what if doing the best just isn't good enough anymore? Alright then, you can now invent entirely new powers in active pursuit of your mission then. Before you ask, no this isn't infinite, nothing you invent can be more than half as strong in terms of raw destruction or scale as your strongest current power, and these new abilities won't last for long, a few minutes at most in fact. But so long as it's critical to the mission you're chasing after then these temporary new tricks can make up for a lack of specialized supernatural power when it would spell failure otherwise. Just as long as you didn't need it *long* anyways, raw self determination can't replace proper planning forever! And it can't do it very *often* either, you can only use this effect of this perk once per Day so don't plan your operations around it constantly or anything.

Agenda Perks

Saboteur Perks

The Linchpin: 100 CP

Every piece of GM Infrastructure has a ‘Linchpin’ which maintains its existence Jumper, and spotting these to eliminate enemy assets is a key skill of any Saboteur worth their salt! This Perk makes you a master of that skill, but more importantly it doesn’t just apply to the works of the GM now either. Examine closely any building, system, group, whatever you want and with some investigation you can figure out the fastest way to take it out in a single strike (or the lowest number possible, if one won’t cut it). This won’t make you innately capable of pulling it off, nor reveal all the details, but you’ll know what things or people to target (or what parts of someone to target if used on an individual) and that’s a strong start.

At Home in Chaos: 200 CP

The actions of Saboteurs tend to create chaotic events, blowing up buildings and tearing down GM facilities provokes rapid and dangerous responses while making the situation shift at a high pace. This Perk allows you to adapt and even *thrive* in cases like this, the faster and more chaotically events are unfolding the faster you’ll think of new ideas to deal with these shifting problems, and your skills never suffer from being used on the run while trying to escape or push forward such as having to reload a gun while driving a motorcycle or picking a lock box alongside scaling a mountain for some reason. It won’t make you *better* when dealing with those things, but they won’t slow you down any either.

Godslaying 101: 400 CP

The God-Machine is in truth a God of some stripe by most definitions, and with this Perk you know how to turn Divinity back against your foes Jumper. Angels find their powers weakening and even if you act cleverly to weaponize those against them or their allies actively backfiring upon them, your attacks go deeper and leave more lasting wounds upon Divine victims, and you can *kill them* far more easily than anyone else would be able to. If a God is truly and absolutely immortal for anyone else, you’d merely need to bring a specialized weapon that serves as their symbolic anthesis to bring them down forever, and if anyone could kill it forever with a special means? You can just kill them outright without any fuss or special trickery needed, blast away and let the Heavens themselves fear the sound of your mighty guns Jumper!

Planned Obliteration: 600 CP

At their hearts, the Saboteurs wish to *Destroy the God-Machine*. This is obviously because it hunts after Demons and wishes them dead or reclaimed, and the Machine does horrible things to humanity too like using sacrifices to fuel its works and manipulate them towards prolonging conflicts to run Occult Matrices based around those... But on the balance of things systems breaking typically has bad effects, doesn't it? The Machine has stopped Earth from ending more than once throughout history after all so what happens if it's gone?

With this Perk the answer is "Nothing you didn't intend to happen" actually Jumper, when you destroy a system such as Infrastructure or even a mundane government then your actions won't have any direct consequences you didn't intend. Somehow the meteor deflection Infrastructure keeps working despite being gone, somehow the government you toppled doesn't have all their plumbing and power systems fall into desrpair due to lack of maintenance.

This won't prevent people from reacting with panic, wanting to kill you for having slaughtered and destroyed in your revolution, and other such reactions from fellow thinking beings, but you can dodge the practical material downsides of revolution now Jumper!

Capstone Booster: From Ash Rebirth, From Destruction Building

Planned Obliteration allows you to run a revolution without the material of the world falling apart from it, but this Perk? This lets you make the world *better* as you define it by destroying things. When you destroy a system through some means you can decide upon related knock on effects to have occur from that demise. Let's say no more than 3 different things for any given system you break, and each one needs to be somehow connected to what you destroyed, so you could destroy a GM Project that's been harvesting people for fuel in a poor area and have the health of those people improve, their economy start growing, and make it so exploitation of them goes down. But you couldn't use it to have the US government reform education healthcare and the tax code through that take down. Still, this is a potent benefit which lets your revolutions improve the world at a rapid pace off minimal effort besides the destroying your kind are so great at.

Inquisitor Perks

Where the Bodies are Buried: 100 CP

The Inquisitors believe that information warfare is the most underappreciated form of warfare and thus seek to master it, focusing on gaining secrets of the Machine and other foes so that they can always have a plan for how to respond when needed. With this Perk you'll gain an extra sense that lets you figure out where secrets are hidden, specifically by focusing on an area you can gain a sense for where secrets within it are (though not what they mean or will be), or by focusing on a person you can gain that sense for where their secrets are hidden instead.

And once you've found the info? Then your new sense will put together some context, telling you who this secret belongs to if you don't know and giving a rough impression of how it can be used to either harm an enemy or benefit yourself depending on which it's better for.

What's the Sitch?: 200 CP

Information is worthless if you don't know how to apply it, isn't it? So when you enter a new situation you'll get a sense of how the information you've got can be effectively applied to reach your goals in this situation. If a building is under terrorist attack and you want to escape from them, your knowledge of the layout would tell you the quickest and safest route your knowhow can provide instantly. Likewise if you're seeking to talk someone down from a fight, your knowledge of them will point out the easiest way to do that.

This Perk doesn't care much about the long term consequences of the actions you take in using it though Jumper, if leaping out of a window to escape enemies and using your powers to survive unscathed draws down trouble later well, that's tomorrow's problem for you to figure out then isn't it?

Information Warfare: 400 CP

As I said, it's the most underappreciated form of warfare there is, and this Perk gives you a comprehensive knowledge of the subject. You'll know how to easily and swiftly obtain secrets through investigation, social manipulation, and any other methods one can think of that are relevant to Information Warfare within the current Jump (though this won't give you new supernatural powers, just skills and knowhow).

But that's not all Jumper, this Perk puts the *Warfare* into Information Warfare, now the more secrets you have about your enemies put into a plan for tackling them, the better you'll be able to fight against them in open battle. When the agents come calling because you've been poking at their secrets and devising plans, you'll find those plans of yours working out much better than they should for anyone who follows them, attacks are evaded that shouldn't be, shots hit more easily, and as long as you stick to the plan divised from their secretive info then even a nerd with

minimum combat skills could contribute competently, and a good warrior to begin with would become a nightmare made real by going with these plans.

Information to Change the World: 600 CP

So you're a master of information warfare who's got all kinds of secrets and less hidden data gathered, but now what are you going to do with it? Why build your own personal ideal of Hell of course, or at least have a good headstart on doing so. By revealing the secrets you've gathered up you can force a result you want from that revelation which makes sense in theory even if it's unlikely or impossible in practice. If you were to gather conclusive details about the existence of the God-Machine and expose it to all the world, arming them with the tools to fight back against it's manipulations, then they'd *start doing that* if it's what you want rather than just descending into a mad panic. Likewise, by gathering up the data about a corrupt corp and showing it to people in a Cyberpunk world where it'd normally be shrugged off, you can have folks unite to fight against or properly boycot that corp, manipulate the world itself with your secrets Jumper. This Perk can only impact physical reality as most of the setting knows it though, you aren't going to render God powerless just by proving the right things.

Capstone Booster: Esoteric Information Warfare

Unless of course you have this, then you might just be able to pull that off. It's not instant, and it isn't absolute, but by finding the secrets behind metaphysical beings and forces then revealing them in such a way people would be driven to want those things changed you can start making them change. Unlike the previous Perk this won't make the result just whatever you want it, you've got to the result follow logically from the united will that's enforcing this change upon the world, but if you can do that then you could even shift the rules of the God-Machine or other divine entities by just giving people information to make them *want it bad enough*.

Tempter Perks

I Know a Guy: 100 CP

The Tempters work by having access to people so they can spread their influence by it via legitimate deals or demonic deceptions, and with this Perk you can do just that better than nearly anyone else. When you need to acquire something or achieve some goal that can be reached within a single well done conversation (one that doesn't rely on your supernatural powers, if the goal is only plausible because of those this won't work) then you can find precisely the right person to talk with and have a favorable impression with them.

Is it someone you already knew, someone who's now just *sure* they're connected that your words can work that trick on, or even someone made up on the spot? Truth be told it's any of those and more, casualty and reality are a bit loose when it comes to normal Unchained, and you outstrip their oddities by far Jumper.

Coercion Is an Ugly Word: 200 CP

Your allies do so love using their words as weapons in all the ways they can, don't they Jumper? But doing that tends to burn bridges at times if you aren't deeply careful about it. How about just skipping over that problem entirely? Verbal threats, implying you'll harm someone's family, outright lying to them and being found out later, anything done purely with words you can write off as just that, *simple words* and shrug it away with a well placed smile or similar gesture to set the other party off guard. Physical actions can't be smoothed over with this Perk, but anything you say cannot and shall not be used against you in a court of law!

Deceit, Injustice, and the Unchained Way: 400 CP

Okay this doesn't *actually* require you to be purely evil, but here's the deal. You're an utter master of mundane deception in all ways now Jumper, you already had perfect metaphysical lying, but this'll let you keep any number of stories straight and perform all sorts of slight of hand, whatever it takes to fool people without powers you've got it down to a brilliant art now.

And here's the *really* fun part about all this, once you've gotten someone snared into your lies by mundane or occult means they'll become weaker to all your further advances. From taking them down in a quick sucker punch, to pushing the fools into doing something wildly against their best interests, you can pull it off entirely too easily as long as they're under a deception of yours. This does expire the moment your deception is revealed however, if you're just talking to someone and throw a punch suddenly but they evade anyways then expect this Perk to stop helping you in that regard. Still, it should make the world much easier marks now shouldn't it.

I've Got a Bridge To Sell the Whole World: 600 CP

Normally when you try and tempt an entire society or larger group all at once somehow, it has unpredictable impacts at the very best of times Jumper. But with this Perk? That's not a problem for you anymore, so long as a majoitry of people in any group (defined as over 50%) want what you've got on offer everyone else will just go along with it now! Whatever deal you're offering them they'll take it, and as long as you provide your end faithfully in turn they'll uphold theirs with the utmost attention to letter and spirit alike, go forth and build your Hell in a web of deals and takeovers with naught but a silver tongue Jumper!

Capstone Booster: The Devil's in the Details

Have you ever wanted to alter the material details of a society with nothing but a deal and enough folks agreeing to take it? Now you can. This *will* let you cause outright supernatural things to happen, though to a limited degree. Producing resources from nowhere at a national or even planetwide scale becomes doable, but doing something like turning everyone into supernatural beings is a bit too much of a reach for this Perk on its own. Ultimately you'll have to decide the exact limits for this trick yourself, but if it leaves the whole world obviously supernatural it's probably too much. What you could do fairly easily is any mundane change you get a massive group to agree to either all at once or though some representative they've chosen to speak for them, isn't that wonderful Jumper? Now your Hell can come about without any of that pesky actually having to do things to make changes too!

Integrator Perks

Divine Favor: 100 CP

Integrators tend to be rather good at understanding and bargaining with Angels of the God-Machine Jumper, and with this Perk you'll be better than nearly anyone else among your kind with that. You can figure out what Angels want and how to phrase things so they'll at least consider your words within a single conversation fairly easily, though if their mission is killing you or they're enraged for some reason beyond listening this Perk probably won't help much. In future Jumps, this Perk will allow you to have the same grasp on any other Divine creatures or Gods you may encounter.

Techno Mystic Integration: 200 CP

This group of Demons who want to someday become one with the GM again, sure don't seem to be doing much of adding GM tech to themselves do they? With this Perk you can change that, by studying a piece of Infrastructure, stolen part of an Angel, or other such Machine wonder you can learn how to add it into your form, the more potent and bigger scale the stolen trick the longer your research will take of course. Plus this ability may not be as potent as it was in the original hands, you are scaling it down to single humanoid size most likely rather than say a whole building or mighty spiritual creation, and for anything you study you're only able to add in *one single ability it had* as well, but it will allow you to expand upon your bag of tricks and get closer to being like the Machine itself. Additionally in future worlds your studies may now expand to include any forms of Magitech or even other useful hyper advanced tech you come across, with the same limitations as before.

Esoteric Empathy: 400 CP

Divine Favor may give you a good grasp on well, the Divine, but there are strange things till you may end up wanting to integrate with as well. Angels and most divine beings still have something akin to understandable human motives typically, with rare exceptions. This Perk? It lets you *get* those rare exceptions, you can now empathize with and grasp totally inhuman mindsets and likewise cause beings with those mindsets to respect you as though your own nature were one of their kind. From bargaining with an Outer God's servants or potentially the God itself, to cutting deals with barely sapient metaphysical forces that may or may not have any normal understanding at all, now you can make a connection and learn how to integrate with such weirdness Jumper.

As an added bonus this Perk also protects you from the potential consequences of any esoteric knowledge you happen upon in the process of using this understand, the things man weren't meant to know will never harm you as your razor sharp wit in dealing with such things can grasp them with ease.

Ghost to the Machine: 600 CP

Normal demons have to worry about being hunted by the GM just for existing, but that doesn't apply to you any longer Jumper. Angels will now regard you as a neutral party so long as you don't directly interfere with any of their goals, and you can now even actively modify Infrastructure without reprimand so long as this doesn't compromise the purpose any, go forth and study freely without fear, so you may gain the understanding needed to make your Hell of integration a reality. In future worlds this Perk has two ways of functioning, decided by you whenever you enter a new Jump. Either you'll decide upon a new similar being to gain these benefits with, allowing you to profit off their works, or... Incorporate the God-Machine itself into the settings you visit from now on, it's odd neutral nature towards yourself allowing ease of study and constantly building up the understanding of its techbase you're working towards rather than pivoting and adapting to new forms of power. Whatever you chose, no God will hunt you just for being Demonic or using Demonic powers from now on.

Capstone Booster: Infrastructure Architect

While Exiles with their increased understanding of GM tech from a greater connection to it have a basic understanding of the stuff, you've studied it so hard in trying to become a part of the Machine again in one sense or another you're now *damn good* with the stuff. You can build the impossible reality warping constructs of the God-Machine your own damn self now, creating them to perform various functions as you desire, this won't let you make a whole new Machine of course, even your understanding isn't that great. And creating Infrastructure takes both resources along with time to make it happen, but it's enough to make some serious reality bending creations for your own purposes. And if original creator of Infrastructure is *around* for some reason? You can piggyback your projects off existing works in the world to create greater effects as well, so long as they don't interfere in any of the missions involved no Angel working upon them will stifle your attempts at using these works to aid in forging Hell.

No Agenda Perks

Inscrutable Thought Process: 100 CP

Seems as though a pointed refusal to subscribe towards common ideals has made you... A bit off kilter in some ways Jumper, any attempts to read your mind just end up *blank* because of this, at least passively. If you're focusing on it and aware though? You can make people read from your mind whatever you want them to, have your thoughts themselves actively support your liar's tongue Jumper.

Outsider's Resolve: 200 CP

To refuse the obvious benefits of having likeminded allies who can provide advice, back you up, and give training? That takes some serious raw willpower Jumper, and now yours is strong enough to shrug off well, anything that willpower can in fact shrug off. Your willpower can't block out any and all incursions upon your mind, but it'll let you shrug off anything that *could* be resisted without supernatural powers, keep going no matter how little sleep you're getting as long as your body persists, and otherwise abuse your inhuman well of mental fortitude to stay one step ahead.

The Unseen Variable: 400 CP

Isn't it so annoying when your goals are bothered by people who can see the future or such that object to them Jumper? Say goodbye to all that nonsense from now on. Every Demon is capable of Spoofing, using their Cover to make people assume they're totally normal when an effect would reveal their nature, but you? You can Spoof predictions. Now any attempt to predict you with future sight, hyper effective models of statistics, or any other means of determining what will happen before it actually happens used on you personally, will return things as though you were a totally normal person. Any attempt to try and work around this via knowledge of the blindspots fails utterly as well, no Precog or other such person can even *notice how odd this effect to begin with.*

One Ideal Against the World: 600 CP

So you've chosen to fight the whole world by yourself Jumper huh? You'll make your own ideals work hell or high water and that's that, then this Perk is for you. When you take this Perk (and whenever you start a new Jump) decide upon some kind of ideal, it can be snappy enough to describe in a few sentences to fit your new trick. But if you really want I won't stop you from making a whole book about it.

And as long as you follow the Ideal behind this Perk? You'll find yourself healing faster, regaining power quicker, performing vastly better in general off far less rest. But more

importantly? No amount of the masses standing in your way can impede you now, whenever a group stands against you in any sort of challenge from combat to a debate to a stock buy out only the most ‘powerful’ one in the context of that challenge is relevant.

If you were facing twenty billionaires working together to try and buy a company out from under you, you’d merely need 1 billion and 1 dollars to stand against their combine might just as surely as you could slay a whole army if you outmatch their strongest member. Just as long as you follow your ideal, no power in this universe or any other can defeat you with petty numbers.

Capstone Booster: A Single Spark to Change the World

Before you could merely stand against the world by following your ideal, but at this point any universe you visit can itself be changed by chasing after the ideal this Perk is backing. It won’t be instant and it won’t happen without notable effort on your part, but by embodying and pursuing your personal philosophy other people will adopt it over time and then begin to spread it further and wider themselves, gaining a lesser version of the benefits of this Perk for themselves as long as they’re following it which allows them to aid you in making your own unique Hell into a reality Jumper!

Demonic Form Builder

+2000 Form Points

Every Demon has a true form beneath that mask of flesh they wear, and you're no different save perhaps for the fact yours will be mightier than the rest of your kind. An Unchained is capable of bringing out these powers in three ways, Partial Transformation wherein they spend their power to reveal individual bits of it at a time for the purpose of remaining clandestine, Full Transformation in which they unveil of it at once, healing themselves some and regaining some power by allowing their body to draw in ambient Aether, and lastly Going Loud in which the Demon performs a full transformation which restores all their health, energy, and vastly increases their powers as described above in the Going Loud Perk (which is not required to use this method, but offers special benefits to non-Demonic powers when doing so). CP may be converted to FP at a rate of 1 CP for 2 FP.

Form Powers are divided into 4 different types:

Modifications are minior tricks which grant things like night vision, mildly increased resistance to supernatural powers, armored plates, or a blade for a hand. These cost 100 FP.

Technologies are moderate supernatural powers, they might allow you to read minds, drain supernatural power from victims by grappling them, mirror your skin to become invisible while stil, or become hyper skilled in a single skill even if you had no knowledge of it when the ability is active. These cost 200 FP.

Propulsions are serious but specialized powers focused on mobility, these could let you grow mighty wings to fly, teleport, phase through objects, grow a drive which lets you move around wildly without tiring and evade bullets like any punch, or swiftly attach to any man made object in sight and cling onto it as you wish. These cost 400 FP.

Finally Processes are mighty defining abilities which hold great power and shape how a Demon fights and interacts with the world, one might turn into a swarm of bugs to evade damage and harry foes, be made of nanobots which can form useful objects and disperse to dodge a strike, rapidly regenerate from wounds, have a mighty explosive cannon on an arm, or holy many limbs to be used as one desires in pursuits. These cost 600 FP.

As a last note, the appearance of Demonic form powers should always be something related to how they function, but the exact details are fuzzy, one Demon might have eyes which gleam with inhuman energy when using their enhanced sight while another's eyes seem to have some kind of tubes for pupils that appears like a microscope. Some demons are bio mechanics horrors, others look like more traditional fire and brimstone hell types, and many aesthetics

besides are present among the Unchained. So have fun putting your cool tricks into a coherent theme and look Jumper!

Modifications

Enhanced Vision: This ability allows a Demon to see perfectly in the dark including supernatural darkness, zoom in on things for greater detail at close or long range at the cost of a smaller field of view, see the flow of electricity currents and signals plus discern what they mean with focus, and view beings in ephemeral states (though not interact with them).

Body Arsenal: Some Unchained have blades of various stripes or guns for or upon their arms, you though? Whenever you transform select a single type of non explosive handheld weapon, from a gun to a spear to a massive club. You've got a whole armory to pull out on command, and whatever you choose from that armory attacking with it will always do more damage than merely using your bare unmodified hands would have.

Demonic Toughness: Your body is coated in strangely lightweight armored plates, this always increases your defense to a notable but mild degree. Additionally by infusing it with extra power, you may harden this armor coating for a brief moment to further reduce the impact of a single strike that connected with you.

Inhuman Physicality: Some Demons are quick, tough, strong, it can even push them a bit beyond humans limits. And with this Form Power all your physical prowess is increased a little bit beyond what you'd normally have from your body and other Perks, if you were at peak human by normal standards physical ability you'd probably become more akin to a comic book peak human, but if one could already lift cars then this might make you able to lift a semi truck or pull off similar feats.

Sense the Angelic: Gain the ability to sense the presence of Angels or the use of their powers within the last 24 areas in your current location automatically, this part of the power applies even when not transformed. When this Form Power is fully active, become capable of identifying precise powers used and by focusing on a present Angel for a moment discerning it's powers plus Ban and Bane (Supernatural compulsion it cannot break, and something which harms its gravely even in ephemeral state). After this Jump this ability applies to any ephemeral entities you may encounter, though the details gained by focusing may shift depending on how such creatures work in that universe.

EMP Field: The ability to destroy tech in a barely controlled way is one many Demons have, yours is a bit finer controlled though. You can take down all electrical devices of your choice within an area of about 300 feet around yourself by releasing a targeted EMP, choosing either to only short out those you specifically select, or fry everything that you didn't exempt from this field by design.

Conjuration: By using Occult-Science principles you were built with an understanding of, you become able to teleport any small (let's say no bigger than a single bicycle) inanimate object you're in contact with, you can place anywhere within 30 feet of you in fact. This is mainly useful

for quickly drawing guns or slight of hand and theft tricks, but one could easily turn it into a weapon or defense with some clever application and the right materials.

Unyelding Vice: Have you ever wanted to hold onto *checks notes* literally anything that won't tear your hand off? Now you can! With this Form Power as long as it's active your hands will grasp anything that can't carve them from your body with ease, grappling and maintaining leverage have never been so easy before.

Technologies

Variable Resistance: Some Demons shrug off flames, lightning, whatever the case may be yours is different because it can *change*. Whenever you enter your Demonic Form, pick a single natural element such as fire, lightning, frost, ect and gain immunity to this element, even manifestations created by supernatural forces will simply slide off your body with ease. After transforming this immunity may be switched by focusing on it for a few seconds and willing the ability to be altered.

Mirrored Skin: Being able to turn invisible may sound overpowered for a spy, but for normal Unchained it has some strict limits like not working as they're moving sadly. You don't have that problem though Jumper, your Mirrored Skin is refined enough to let you stay invisible as long as it's active and you don't want to be seen. This won't stop any other senses from detecting you, including esoteric ones, but enough people rely too much on sight that this is a major advantage in any stealth mission.

Mind Reading: Should thoughts really be private? As a techgnostic superspy you may not think so in which case this Technology is right for you Jumper. You can easily read the surface thoughts of anyone without specific defenses against mental intrustion, easy enough to do it mid conversation without skipping a beat even. But for deeper more specific things it'll take a bit more effort, you'll need to actively focus on drawing those things out and since the range of this trick is about 30 feet you *probably* won't be able to stare at most people without speaking for a few minutes at a time unless they're restrained, or you're just so charming they find it endearing I suppose.

Electric Jolt: Your body is capable of generating a mighty flow of electrical power, this flow may be tuned fine enough to power and charge devices or amped up to the degree it'll destroy damn near anything it strikes that can't handle currents. This may be projected out from your body with a range equal to a decent rifle for unleashing bursts of lightning as a ranged attack, or channeled into a victim at point blank range through a grapple to nearly instantly knock out (or kill at high enough power) anyone who isn't immune to lightning's wrath.

Savant Core: Have you ever wanted to be great at something despite having no knowledge of it whatsoever? If so consider this ability Jumper, a Savant Core allows its owner to be equal to top world class masters of a single skill when its active normally. Yours though allows you to do this with *any* singular skill at a time, all you have to do is channel some Aether into it and you can pick up a brand new skill if the old one is no longer useful.

And of course "top world class master" is a by nature shifting definition on a Jumpchain, so this ability scales to the best world class master of any Jump you've been to. Going to a new setting with a lower skill ceiling won't make yours weaker now either, so enjoy this sometimes impossible talent Jumper.

As a final note, uncapper Perks and other ways of ignoring limits on a power sadly do not apply this (not that I can stop you from ignoring me if you want, but they're not intended to) as being able to obtain infinite mastery of any skill as soon as you acquire one would be perhaps a bit much.

Essence Drain: Certain Unchained have the ability to drain Aether from others of their kind, and from Angels. But you can do that to any being which has supernatural power of some sort to be drained, whenever you land a melee attack against such a being you'll be able to refill a portion of your Aether or any other supernatural resources based upon how much damage was delt. If such resources were used in the attack, you'll never be able to get back more than half of what was spent on doing it, but this can easily turn the tide in a war of attrition.

Clairvoyant Sight: By focusing on a person or place, you're able to see (and hear) everything within let's say a few thousand feet of them in a spherical direction (or the whole room in the case of a location, whichever is larger). This does take up your normal vision/hearing, but you'll always become aware of impending danger a few seconds before it happens at least and be able to turn this off for reacting.

Inhuman Beauty: A lot of Perks make you pretty, but this one makes you so uncannily gorgeous that it's a weapon unto itself. By leaning on the *inhuman* part of this at any given moment you can become a frightening and imposing force, easily able to intimidate and impose your will on those who lack the will to stand up against such a being. And the *beauty* part is leaned on then you'll be able to insnare people's hearts and minds for a time by showcasing it properly. However your form appears Jumper, it surely must be deeply appealing.

Propulsions

Plasma Drive: With this burning engine in place of a heart (or however it looks on your form) you can quite literally dodge all day long, you're fast enough to evade a bullet after it's been fired when actively trying or dance between many foes at once with the same ease as avoiding one, and you can easily move long distances and still have time to land a good solid blow without even exposing yourself to a counter attack too. This ability will always notably increase your speed when activated, regardless of current base speed levels.

Aquatic: You can move through water and breathe under it easily, even the ocean's greatest depths wouldn't do you any harm through pressure or cold either. But that's not all Jumper, when inside a body of water you can spend some of your Aether and become one with that liquid... And reform anywhere else that pool of liquid touches, does this mean if you step into an ocean followed by melting down you could reform anywhere else that ocean touches you know of by willing it to happen? Why yes, yes it does.

Wings: You have a set of wings on your back, these wings allow you to fly in any direction and even hover in place if you so desire much like a Wasp or other such creature's flight. In addition, flying with these wings is always faster for you than walking would be (though not innately better at avoiding all attacks, that's Plasma Drive's thing)

Teleportation: You can teleport to anywhere within your line of slight by spending some of your Aether, bringing anyone or anything you're touching along with you if desired or sending them off somewhere on their own even. For the purposes of this Form Power, a live video feed such as a security camera (or the Clairvoyant Sight Form Power) count as line of sight as well.

Urban Fluidity: You can move instantly to any manmade object, standing upon it as though gravity didn't exist. This allows you to ignore anything standing in your path between the target and yourself as well, along with negating any damage you might suffer from falling or other issues that could be caused by getting near the destination such as it being on fire or sparking with electrical currents. A move made with this power will never harm you bar enemy action making it do so.

Spatial Distortion: You're able to warp space itself, mostly to achieve effects on yourself personally but still. You can alter your size, effective weight by changing how much of your body is part of normal space to allow moving on thin fragile surfaces, or by spending some Aether you can become entirely two dimeisional for a time. Moving along a wall or other surface you've attached to and evading any attacks headed your way. If the surface you're on is broken somehow, you'll reform in 3D form unharmed at the nearest safe location.

Burrowing: You can burrow your way through damn near anything somehow, easily able to carve your way past any non supernatural materials (and even those might break with time and effort). Whatever form your method takes, it can be used as a weapon that's much stronger than

attacking unarmed with the ability to break down an enemy's armor and carve through even the toughest of bodies or supernatural defenses with relative ease.

Tether: You're able to form tethers through some means, using them to grapple both objects and people with ease or pull yourself around to anywhere they can attach. These tethers have strength equal to either a good solid steel cable, or your own body's strength (whichever is higher) and may also be broken off to serve as semi-permanent ropes or even bind people up in the short term. They'll vanish after several hours though, so don't use them for anything needing constant binding.

Processes

Wound Healing: You can regenrate about 5% of your overall “health pool” every “turn” aka 3 seconds, this ability will cure diseases, limb loss, and other forms of pemenant issues just as surely as a simple wound. As an added benefit, once per Jump or every ten years this Process allows you to come back from the dead at full strength in health and supernatural resources after being slain, your healing factor kicking into a wild overdrive to bring you back from the end. The revival effect applies even with this Form Power is not currently active as long as it’s useable.

Eliminator Cannon: Body Aresnal gives you a broad variety of inbuilt melee and basic ranged weapons, this? This gives you a cannon built into your Demonic Form capable of unleashing potent explosive blasts. Turn a tank into a pile of gears, blow up chunks of a large building, or leave even mighty supernatuals reeling if not dead from the power of these explosive blasts. These may come in many forms, obsencely potent flashbangs for crowd control, firebombs to burn people out, smoke grenades to give yourself cover, or standard explosives of various sorts among anything else you care to invent that makes sense as a very potent but not outright physics breaking form of explosive. Of course if you pay some Aether to load this thing properly, it’s next shot *can* be something physics breaking entirely within limits. What limits? Whatever the next shot of your Eliminator Cannon is after loading it with Aether, it must be related to some other Perk or Power which you possess Jumper. Turn your anti divinity Perk into a horrific god slayer missile, your bad luck infliction into a bomb that curses all affected by deadly misfortune, ect.

Dataform: You can transform yourself into Data, Jumper. Hopping into a computer system and pillaging it freely for your own designs. Security can be an issue, but being a sapient being with supernatural powers gives you an immense edge over automated security programs, and even if you aren’t a master hacker you can always perceive traveling through data as an actual world and deal with those programs using other skills. As an added bonus if the machine you’re in has a connection to the world wide web (assuming it exists in setting) you can go anywhere with an internet connection in a matter of a single hour at most so long as you know the destination, most trips will probably only take a few minutes too, that hour is for going around the whole world or such.

Nanobot Compostion: You can alter your body, transforming it into any (mundane) machine or device you know how to build. Along with being able to disperse your body into a cloud of nanobots to evade harm. Or you could take on that cloud form longer term, floating about and harrying your enemies while being impervious to anything incapable of damage a horrid swarm of nanobots. This swarm form will also have (much smaller versions of) any weapons, armor, or other built in abilities you happen to possess which might increase their threat from merely distracting and annoying to outright deadly.

Multiple Images: Normal Unchained can create an illusory legion of themselves to frighten and baffle foes sometimes by spending some of their Aether. You? Well it still takes energy to make them, but your “images” are real, they won’t have any supernatural resources to actively spend themselves, and they’ll go down after a single good blow, but these reflections of yourself can dish out just as much pain as you’d be able to without actively spending energy on attacks. Not to mention that when they perish you’ll receive all their memory making them a wonderful tool for multitasking or scouting purposes. This does make the name a bit well, outright lying, but Unchained love doing that of course.

Cavernous Maw: However you do it, you’re capable of devouring *anything* without harm as long as it’s a physical object (or a non physical one you can interact with). This won’t let you instantly devour people in a fight unless you get a good solid chance to chomp down on them, but your razor sharp teeth that can chew through anything safely are a truly deadly weapon. This will also render you immune to the side-effects of anything you ingest for any reason unless specifically allowing them, even while the power isn’t transformed and active.

Extra Limbs: You have four arms in Demon Form Jumper (or some other limbs which serve the same function at least). Besides being perfectly capable of coordinating all your new and old limbs in tandem now, you’ll have far greater strength when focusing them all on the same task too, about a 50% increase over whatever your strength would be otherwise. And these limbs working together allow you to much more easily defend against enemy attacks as well, knocking them off balance or utlizing confusion inducing motions to make shots more of a pain to land in ranged combat. Plus as an added bonus, your extra limbs hit more like deadly blades or other metal weapons in unarmed combat than mere flesh as well, always being a minor but notable increase in damage you’d deal compared to pure unarmed.

Rain of Fire: Going biblical huh? Alright sure, by spending a bit of Aether you can conjure down a literal rain of fire, at first this will only be big enough to strike at say a single building with flames that are merely mundane. But as you fuel the wrath of this fire with more Aether, it can grow in both size and pain, eventually with enough power this would become mighty enough to lay waste to whole military battalions or burn down a major city if you di
Add Headings (Format > Paragraph styles) and they will appear in your table of contents.
dn’t stop. Additionally you can always focus it on a smaller area than the maximum possible scale, this will grant an increase in destructive power with greater focus compared inflicting even further damage. At base state a full focus would be enough to easily melt down a car caught in it, but at most? You might even put a dent in some mighty Angels or Archangels with sufficiently fueled flames Jumper. These do require active focus to direct though, you won’t have time for much besides directly attacking and defending yourself while using this Form Power.

Items

+600 CP to be spent on Items only

General Items (Undiscounted)

Espionage Arsenal: Free to all Demons, 100 CP for Exiles

A collection of various items such as lockpicks of mechanical and electronic types, various disguise items, false badges for posing as common agencies within the setting, and even small handheld weapons well suited for quiet takedowns such as suppressed small arms and stealthy melee weapons. Anything you'd need to do spywork in a mundane sense can be found in this arsenal that's stored within your Warehouse or another structure you own, if it's not mentioned specifically but fits the bill fanwank it in as needed. Any item from the Espionange Aresnal respawns one day after being lost or destroyed, and nothing within will have any supernatural powers.

An Angel's Guide to Basic Occult Physics: Free to all Exiles, 100 CP for Demons

This book contains a rudimentary guide on the basics of the God-Machine's strange occult physics, it won't show you exactly how to understand any specific Infrastructure, but it does offer a good grounding in basic principles that can be applied to more efficiently figure out how things are working or with great trial and error, begin to replicate simple things on one's own like healing or killing those who enter, simple concealment tricks most can't see through, or turning animals into Crytpids within rough design guidelines are examples of things easy to figure out with this grounding. Advanced and highly complex tricks such as time manipulation, space warping, constructing Angels, and other tricky but potent techniques might be gleaned in time by reverse engineering from this but they'll take a great deal of work to see how the basics fit together into grander forms.

Bolthole: 100 CP at base, comes with 2 special features listed below. 50 CP per extra feature purchased

By default a Bolthole is a dingy drab space with no windows, moderate lighting, and about the size of a one bedroom apartment. Not exactly nice places to live, but they come with many benefits. All Boltholes are warded against the presence of the God-Machines Angels (and in future Jumps, any intruding ephemeral creatures you didn't invite in). Time does not pass for those with either, they lack the impact of aging, hunger, thirst, or sleep, though injury also cannot healing without supernatural powers allowing it to. And finally a Bolthole is nearly impossible for anyone but its owner to find, or in your case simply impossible entirely bar the use of high powered supernatural detection abilities aimed specifically towards finding it. No one will come across your Bolthole by luck of any kind Jumper. Decide on where exactly it is within the Jump upon entry, and if that location is no longer relevant to you you'll be able to set a new entrypoint one day after the previous one becomes useless. Finally the following benefits may also be purchased as add ons.

Easy Access: Your Bolt Hole may be entered by spending some Aether and transforming any door you're stepping through into a access point to it temporarily, normally this ability would require stepping out the same way but you can choose to exit at your normal entrance instead if you wish. Additionally this effect also means whenever you've entered the Bolt Hole all access points outside will vanish, though potent supernatural powers may allow foes to enter with some difficulty regardless.

No Twilight: Ephemeral Entities such as Angels or other spiritual beings are unable to become untangable inside your Bolt Hole unless you allow them to, this effect does not bar your own use of such powers or those of Companions.

Arsenal: Your Bolt Hole has a great number of simple weapons of various stripes within it, many melee and ranged weapons may be found with it, though anything that a civilian couldn't get without a special license in the most allowing society of your current setting is beyond Arsenal. These will respawn the next day if ever lost or destroyed, and they need not always be the same types as what you had before either.

Cover-Linked: Choose a specific Cover you have, the Bolt Hole is now linked to that Cover and when said false identity isn't in use your Bolt Hole won't exist. Anything or anyone within that's not part of the default layout simply vanishes forever, disappearing to God-(Machine) only knows where making it ideal for disposing of evidence of your crimes as well as making foes laying in wait extremely risky to their continued existence and impossible if you aren't using the linked Cover. If the Linked Cover is destroyed such as by unraveling from enough Compromise or Going Loud, your Bolt Hole will vanish for a time before respawning in a place of your choice next week.

Bolt Bunker (Costs four Bolt Hole improvements aka 200 CP): Your Bolt Hole is more of a whole Bunker than a simple hole, it's now the size of a large house with far more pleasant lighting plus room for about a dozen people to live in plus good accommodations fitting to the current setting. And it becomes far more potent as a result too. The Wards become stronger, where before most Angels or other beings could get through in time now only those of great power can do so at all without working in tandem with a group of their kind, additionally time for those within passes selectively allowing them to heal and recover without any negative effects from the passage of time, and even finding it is now more of a challenge, now only detection powers specfically meant for finding Demons or Infrasctuture will have a chance of digging up your Bolt Hole.

This also improves other specific upgrades you have in unique ways: Cover-Linked may shift what Cover it links to, doing so automatically when the current one perishes if you have a spare Cover.

Arsenal will now hold more potent weapons, where before you'd have only found civilian weaponry at this point even military handheld arms are fair game for it, including various

explosive weapons plus armors as an added bonus. These items will still be based on what's available in the current setting.

No Twilight now not only bans ephemeral beings from going intangible, but weakens them as well, their reserves of supernatural power being drained out by the Bolt Hole and transferred into you plus any allies you have present in forms you're capable of using.

Finally Easy Access will allow you to jump out of any door within the same city that you know of, stepping out anywhere you please to confound pursuers and get around quickly. Plus it may be entered and exited from the same door or the Bolt Hole's default location without spending Aether now, instead only paying to exit from an alternative location.

Extra Soul Pacts: 200 CP

You have a spare supply of "Soul Pacts", 4 of them to be precise. Normally these would be made by pacting for a mortal to grant you their full life at a later date to be cashed in, letting you assume their place in a pinch. These Soul Pacts however are made to order of people who don't exist, but will once you assume the Pact as a new Cover. You can design who exactly the Cover will be and reality will bend to accommodate their new presence once you cash the Pact in. As an added bonus, you regain one of these Soul Pacts per year if any of the 4 have been used or gone missing. Do note, this isn't much use to a pure Exile as you'd have no way of assuming new Covers (unless the Perk for it was purchased).

Incarnation Items

(Discounted for correct Incarnation, 100 CP Items free)

Destroyer Items

Destroyer's Armament: 100 CP

A personal weapon of some kind that somehow you can always carry with you, no one will ever find this odd or off putting and concerning in any way. This weapon can always be drawn in a flash, somehow coming to your hand for striking or blocking before combat begins even in an ambush. If lost or destroyed, it will reappear on your person about an hour later. This is always more effective than attacking barehanded, though only by a small but notable amount.

Battlefield Uplinks: **200 CP**

Sets of glasses which function as a tactical map for tracking the area and any enemies you know of, communication devices with impossible to crack encryption, plus stores of knowledge about your enemies such as weak points that will be distributed in a quick easy to read manner. You get 9 of these, enough to outfit a Jumper and any imported Companions in most Jumps.

Hellish Weaponry: **400 CP**

A potent weapon of some kind that you can summon from thin air and dismiss whenever you need to, though this does take a few seconds to call forth. This weapon will have some potent supernatural ability such as unleashing hellish flames that can fry even the toughest monsters easily or temporarily freeze enemies struck in time. Whatever it does, this weapon will be impossible to destroy in addition to its summoning ability and other supernatural power.

Demonic Combat Serums: **600 CP**

A supply of a couple dozen vials that can be drunk by humans to empower them, granting them Demonic powers akin to a normal freshly Fallen Unchained for a single day which they'll have an instinctive grasp of how to use. These serums respawn weekly after being used.

Guardian Items

Guardian's Raiment: 100 CP

A suit of armor of some description, yet this armor will always be taken as a normal thing to wear in any environment regardless of how it looks. Somehow no matter how tough you are, the armor will also always provide a small but noticeable increase to your durability and damage resistance.

Defensive Device: 200 CP

This strange device appear in the form of some sort of jewelry or other accessory, always looking subtle and being something the one wearing it would normally have on. So long as the person wears it they'll be able to access your own defensive abilities which don't rely on transforming your body or other physical alterations. It won't give them your basic physical toughness or passive resistances either, but just being able to use your active defenses could easily save a charge's life from many things.

Turret Pods: 400 CP
Small pods which possess the ability to unfold into automated high caliber machine gun turrets, they'll fire on anyone you consider a foe and leave allies or neutral parties alone. Though you can set them to fire upon neutral and uncertain targets as well if you so wish, These weapons will never overheat or run out of ammo, and any improvements made to them through Perks or powers will become permanent as well. Finally if destroyed these will respawn the next day, you obtain a set of 6 Turret Pods.

Defensive Infrastructure: 600 CP

A well defended piece of Infrastructure you've managed to obtain for your own purposes, this building is warded against Angels and other ephemerals with strong defenses that it'd take a mighty being or a whole squad of lesser ones to break through, and it's "mundane" security cannot be broken past or evaded without supernatural powers. The locks are too tough, the cameras too numerous, the defensive turret systems including both Occult Physics based rapid fire and high explosive armaments too quick at IDing threats. The exact nature of all the systems is up to personal choice to a degree. This is a high magitech fortress which produces enough food and water to easily supply a group of a few thousand in the long term while keeping safe from all but the best of attackers, though it comes with little beyond basic furnishings, this supply of food and water, and its defensive set up. The Infrastructure is not capable of being a Warhouse attachment, but you can summon it to a new location once per day to ensure it's location will never become irrelevant to your adventures.

Messenger Items

Vocal Synthesizer: 100 CP

A voice recorder able to synthesize mixes of any voice its ever recorded saying whatever you'd like them to, this even enables mixing them together to falsify whole conservations between victims you have samples of which can't be detected as fakes unless someone present has absolute proof it didn't happen.

The Phonebook: 200 CP

No not *a phonebook*, but rather *The Phonebook* you see. What's contained within The Phonebook? The contact details of anyone and everyone who's ever given you their full name in addition to anything which a normal phonebook would have. All in a form which you can sort through to find the top 5 most relevant contacts to any problem you're considering at any given time, note though that "most relevant" and "most likely to actually help" are not related concepts innately.

Signal Jacker: 400 CP

A computer system which allows you to dig through, organize, and hack into any communications signal within the city or equivalent area you're currently in. You'll be able to record them for playing back later as well, but mostly this serves the purpose of allowing for spying and monitoring on digital communications even without understanding of how to do it normally. It also works as a high quality PC, able to run any program you might wish to install upon it.

Media Influence Device: 600 CP

This ear piece can hijack any mass media in the current setting selectively or broadly, able to display messages to a specific target or group of targets or distribute knowledge for anyone listening to the media. No one will be capable of tracing this back to your work either, a shadowy puppeteer who can use any source of media as their means of manipulation.

Psychopomp Items

Resource Detector: 100 CP

A digital device not unlike a phone capable of location any form of material or esoteric resource you key into it. It'll only tell you relative positions to your current location rather than provide a true map, but this is still useful for figuring out where to get items you want.

The Most Base of Resources: 200 CP

No not people, that's debatably more base but in this case we mean cold hard cash. You have a few tens of million in dollars in a bank account you can always withdraw from as you wish or a local currency equal to it, perfect for acquiring things and people to help with your building projects. A second purchase increases that to hundreds of millions, followed by a few billion for a third and final purchase. Whatever supply you have, it'll refill every month and never be taxed nor questioned in any way.

Gadget Workshop: 400 CP

A workshop with all kinds of tools for the purposes of creating Demonic Gadgets, it's capable of making sure that anyone able to detect the esoteric energy involve won't find any of it unless they're directly inside as well. Any Gadget you build with the tools inside this place will turn out notably better than it otherwise would, being more potent in its supernatural aspects and a finer example of the mundane tool you've enhanced or created during the process than it otherwise would.

Resource Exchange and Delivery System: 600 CP

This is a strange device with a computer terminal and teleportation pad which allows you to quite literally exchange your resources for any other kind, or purchase them. It won't get you anything occult in a direct assembled form, but you can easily acquire the parts in a fast and impossible to trace manner. The exact details of how much any given resource obtained via this system cost aren't going to be laid out here, but if it's simple mundane stuff it shouldn't go above the millions unless it's in truly absurd amounts, more likely hundreds to thousands or tens of thsouands for normal amounts. Rare occult materials may well require billions of dollars even for a small amount.

Analyst Items

Observation Devices: 100 CP

These are strange devices that look like tiny hidden cameras, but unlike the things in your Espionage Aresnal these Observation Devices can detect and report on supernatural energy and beings, being able to ID creatures for what they are and even see ephemeral beings in intangible invisible states so you can more easily anaylze a given area.

Number Cruncher: 200 CP

A handheld laptop computer capable of rapidly and efficiently running any calculations you may want done. In the hands of an average person, the automatic helper systems of this computer would make them equal to a moderately competent analyst and statistician, for someone who's already one like you? It'll let you perform acts of data wizardy with wild quickness and accuracy that'll let you seem nearly prophetic with the right info. Though it can't create something from nothing, you'll need to have clues to work with before it can be used effectively.

Full Analysis Lab: 400 CP

A lab full of equipment for you to analyze both mundane and mystical materials/creatures, it comes with holding cells for any living beings you may wish to gain the secrets of and in addition to all sorts of gear for figuring out how and why things work the way they do. The exact details of the gear will vary by setting and project, but you'll always find what you need laying around somewhere regardless. This may be either a standalone building or a Warehouse attachment at your choice.

Secret Gathering Network: 600 CP

This network of various info gathering devices will spread itself throughout the setting upon your entry, capable of being tuned to gain any bit of information you wish and interfaced with untrackably through any computer system you possess, this will ferret out whatever secrets you're after automatically so long as its been programed to actually look them. But the Network has no initiative of its own nor ability to determine what's useful secrets and what are junk, you'll have to sort the gold from the trash yourself Jumper.

Exile Items

Badge of Office: 100 CP

A blank badge which allows you to pose as any faction you wish (though only one at a time), even those with powers that should question it will find themselves simply being fooled and ignoring those traveling with you as obviously legitimate employees of your org somehow too. Acting outright against the interests of that org will make this fail, but otherwise you'll be taken as any normal member.

GM Interface Device: 200 CP

This USB stick can somehow, plug into any Infrastructure and download a copy of its schematics and details over a course of time ranging from a few minutes for simple things to a few hours for the most complex pieces of work. To do this it'll have to reach the control panel or lacking such a thing, as close to it as you can get. And you'll need to read it off on a separate device and unless it has vast processing power doing so could be troublesome at best, but you can understand it given time and resources. In future settings this will allow you to download and read off the details of any tech or Magitech you may encounter and wish to know more about.

Exile Maker: 400 CP

This strange device in the form of a syringe which refills itself every day can be injected into a divine servant of some greater entity to cut them off from their master without causing them to lose their current nature and powers. It won't endear you to them unless they asked for it most likely, but if you're interested in creating more Exiles like yourself this tool is of great value.

Angelic Binding Infrastructure: 600 CP

Some Angels are bound to a specific Infrastructure which will in time revive them whenever they suffer a seeming "death" unless killed with specific means. You now have one such Infrastructure Jumper, this shouldn't even be possible for an Exile but yours remains functioning against all sanity. Once per week when you'd be killed you can reform at your Angelic Binding Infrastructure with heavy injury and your supernatural resources drained, but nevertheless still alive. This process will take a day to complete. Finally if this Item is destroyed then it will take a whole month before it can respawn again, and if its destroyed while you're reviving well... That's a final death. Still, as long as its kept hidden or defended this will prevent the worst from coming to pass for you.

Agenda Items

Saboteur Items

Linchpin Destruction Explosives: 100 CP

A set of various explosive charges somehow carried in your pockets without being detected. You can apply to the Linchpin of any building or other such project to take it down, blow up a factory with a single well placed bomb, turn a GM production site of Angels into mere rubble with a quick grenade toss, all you need to do is get close enough to pull it off and know the right location. When used against living beings rather than inanimate objects, these explosives lose their odd ability to ensure doom and instead function as typical explosives of the type they're currently mimicking.

Chaos Creation Engine: 200 CP

It's hard to slip into places for bombings when they run like well oiled machines, isn't it Jumper? So why not use this device that looks like a standalone car engine to stir up some mad chaos you can work with? By saying aloud the location or person you aim to cause a disruption for you'll be able to do just that for em, stir up wild chaotic problems. It won't be *controlled* in what it does, but it'll sure make a good distraction for your plans!

Godslayer Weapon: 400 CP

This weapon takes the form of any single handheld ranged or melee weapon you desire, and is highly effective against any Divine Beings you may be up against. On its own it would deal massive damage and leave behind deep hard to heal wounds, but mixed with an anti divinity Perk too? Even true Immortals needing specific means to stand a chance at bringing down would find themselves staying dead *for good* if laid low by the combination of such a Perk and this weapon. Additionally whatever form it takes it's unbreakable and has limitless ammunition or fuel if needed. Lastly this weapon is capable of striking divine beings even in immaterial states such as being intangible so long as you can detect them.

The Divinity Destruction Machine: 600 CP

This item was built by a disgruntled Saboteur seeking to lay low the Machine across his whole city, and if he'd had a chance to use it before being slain it might have worked too. This Lambada is a combination of the 3 Exploits "Raze Infrastructure", "Rain Of Blood", and "Hellfire". What does that do? Creates an entire unholy rain of blood upon the world which burns with the flames of Hell itself for divine beings and turns any GM Infrastructure in the rain's path to a pile

of worthless gears rapidly. This machine takes a large supply of Aether to fire up, and it'll need a whole day to charge after being started before that unholy rain begins. But once it does? You could wipe out the Machine from an area the size of New York City if it ran for even a few hours. In future Jumps the Anti GM uses of this device may be tuned to harm a new type of Divinity instead.

Inquisitor Items

The Rules of Paranoia: 100 CP

A book on the basics of keeping secrets, avoiding detecting, and watching out for potential threats. It has the mystical property of insuring anyone who reads it will master these basics and have a good foundation to build upon, taking no more than 3 days for any given reader to learn if they dedicate themselves to it properly. It won't be of any use to you, but any associates less adept in Information Warfare will become much smaller potential problems by browsing these pages.

Information Warfare Array: 200 CP

A set of advanced computers with numerous hacking programs allowing you to both slip into places quietly and alter them as you please, with this tech you'll be capable of creating invisible backdoors, changing information to list what you want while keeping the truth for yourself, and numerous other tricks on any given network along with of course helping stay well informed. Against normal security this is a surefire bet, but if you're willing to take some risks these programs are even capable of interfacing with and hacking GM tech or other advanced Magitech systems that normal computers wouldn't even understand.

The Occult World: A Guide to Shadowed Secrets: 400 CP

This book will inform you of any major supernatural beings and societies in the current Jump you're aware of. It won't have data on things you haven't met yet, but once you do their secrets will become yours to pursue at least in the broad sense. For an example, in relation to the GM it would tell you how Angels, its Cults, and Infrasctucture work plus its relation to any other supernatural beings you know of and dealings with them, but it won't by any means give you the details of a specific Angel or how one piece of Infrastructure in particular works.

Information Dissimation System: 600 CP

This computer program is capable of using Occult Physics manipulation techniques to ensure that any true factual information you want distributed will be. To who? Whoever you want, a single person, the holder of an office, an organization, even the whole world could be informed if you so desire. This won't let you lie to people (at least not directly, lies of omission when delivering facts are fine) but it can surely make sure your discovered data goes to the right places.

Tempter Items

Contact Book: 100 CP

This book provides the effects of the Perk “I Know a Guy” to anyone you grant the authority to read from it and act on your behalf using it, allowing someone to get the benefits of being able to find an in with someone easily. People will be aware they’re representing you and understand the potential risks of angering you. Additionally as soon as you revoke that authority the reader will lose this effect.

Hellfire Club: 200 CP

A high class club is a wonderful place to meet all sorts of interesting and useful people, isn’t it Jumper? That’s why this one of yours will be attractive to all kinds of people you’d find useful to your goals in fact. As an added bonus this comes with a competent staff and (mundane basic) security team plus devices, allowing you to record and spy on dealings within it easily in fact. Not to mention that you’ll get a few hundred thousand dollars weekly from the profits of it.

Holographic Disguise Kit: 400 CP

This “disguise kit” is actually a single makeup compact, but what it does is allow you to instantly create a fully functional disguise that’ll make yourself appear as anything you want to look like. It can’t change your physical form any, but the disguise is able to use hardlight tech that’ll make it effectively seem like your form did change and fool even supernatural means of trying to see past it. Be whoever you need to for getting a foot in the door Jumper!

Society Tempting Machinery: 600 CP

Does the process of having to actually market your ideas when trying to tempt a large group sound too troublesome? Well this advanced of GM Infrastructure is capable of... Drawing people to your ideas enmasse, by imputing an idea you want sold and who you’d like it sold to you’ll be able to instantly get a read on how many people in that group would actually buy into the idea and if you find those numbers good enough, use the machinery itself to submit that idea and perform the whole deal for you over the course of a single day. Of course its useless if not enough folks buy what you’re selling, in which case then some manual persuasion will be needed before trying to put this into action.

Integrator Items

Badges of Divine Favor: 100 CP

A set of 8 badges you can distribute as you wish, so long as someone wears one of these they'll gain the benefits of the Divine Favor Intergrator Perk and find themselves far more liked and tolerated by gods and their servants. These badges only function if you possess the Divine Favor Perk.

Angelic Persuasion Phone: 200 CP

This cellphone has some odd benefits Jumper, besides always working perfectly to call anyone even off the grid and having unlimited data with high specs it gives you the ability to directly call up Angels of the Machine and have a better impression with them than if you were speaking in person. Something about the phone just makes such divine creatures more drawn to seeing things your way when you attempt to explain how helping you can aid their missions. In future Jumps you may select a class of divine beings and their servants for this effect to apply with.

Esoteric Understanding Algorithm: 400 CP

This program which can be run from any device capable of computing is stored on a USB stick, and what it *does* is make sense of the desires and demands of esoteric beings. Esoteric Empathy allows you to grasp their mindsets and empathize with them, and avoid being driven mad by it too. But this will tell you precisely what the goals of any Infrastructure or Angel you anaylize with it actually are, how they connect to other projects in the area you know about, and how to aid (or hinder) them more efficiently if you so desire. Of course it doesn't only apply to the ineffable workings of the GM, this program is capable of decoding all sorts of Eldritch beings beyond the keen of mortal kind's designs with relative ease.

Command and Control Infrastructure: 600 CP

This is an example of the mighty Command and Control Infrastructure Jumper, and while it won't let you control the whole God-Machine by any means it does give you the ability to through its use create and command Angels as you so desire. Of course the Machine fights itself even when rogue elements *aren't* around making Angels for their designs, so that won't save you from being hunted by others, but any Angel your C&C Infrastructure makes will be perfectly loyal to you and it can hijack others in the world by bringing them to it and performing an operation.

It takes time and occult resources to make an Angel though Jumper, the more potent they are the harder that task becomes. Without fuel this is of limited value, and expect it to take an amount of time ranging from a day to a few months depending on how mighty the Angel you're

creating with it is. In future settings, this gains the ability to select a new class of divine beings for conversion to your loyalty if GM Angels aren't present in the setting.

No Agenda Items:

Given I have no good ideas for this section, instead simply pick another Origin you don't already have and select to gain discounts for its Items.

Drawbacks

(No Drawback CP cap)

Extended Stay +100 CP per purchase, cap 10

We all know how it works, stay ten more years per purchase. Another decade hunted by the Machine for a few points, probably not a bad deal right?

Compressed Stay +100 CP per purchase, cap 10, cannot be taken with Extended Stay:

Why is this a Drawback? Because it means Compressed and not “shortened” Jumper, you’ll be here for one year less per purchase, minimum one month at 10 buys, but things won’t get easier. If you just take a little bit, things will move a little faster, more incidents you need to handle, a few more Cults, ect. 5 times means you’ll be dealing with just as much as you would in 10 years, only in half the time. And at maximum? Don’t expect any breaks Jumper, you’ll be dealing with a *brand new* major supernatural problem every single day you’re here, hope you can resolve them fast before it all piles up too much.

Cult of the Machine +200 CP:

You’ve done something to piss off some group of GM Cultists, they don’t have any Angelic support but their mundane resources are notable enough that they can moderately threaten at least one of your Covers if perhaps not your true form cutting loose. The threat of these people is mostly investigation weaking Cover more than combat Jumper, and once they’re dealt with they won’t get replaced by some new Cult unless you do something to actually anger a new Cult!

Cryptid Attention +200 CP:

What’s a Cryptid? An animal mutated by exposure to God-Machine runoff energy of course, Aether, a Demon’s power supply. And some Cryptids can smell Aether out to devour more of it! You’ve got one of those poking around either you or places you store Aether for later use Jumper, this Cryptid isn’t super powerful or another, but they are breeding in your local area somehow, even when that area changes. Unless you either tame them all or take them out, you’ll be plagued off and on till you leave the Jump.

Cult Attack Cryptids +100 CP, requires Cult of the Machine and Cryptid Attention

Seems the Cultists have noticed that Cryptids can smell you out, Jumper. Now they’ve got *trained attack and search Cryptids* and they’ll be using those to both engage you in combat plus

find your Covers more easily, this could get to be an issue quickly if you don't wipe out their supply or the Cult itself.

Angelic Backing: +400 CP, requires Cult of the Machine

Ah, forget what I said before about not having Angelic support Jumper. Now they *do* and that's a problem, the cult is both empowered by the Angel or Angels leading it, and guards the Infrastructure which helps these creatures stay within the world with zeal. If there's only one Angel expect it to be around "Rank 4" which is quite powerful, effectively a minor god of sorts by general Ephemeral standards but far from unstoppable. If there's more of them, expect a group of about 4 or so Rank 2s, average Angels being led by a single Rank 3 who's above average.

Two Way Pact: +100/200/400/600 CP (This Drawback may be taken multiple times representing different Pacts)

Most Pacts are one and done affairs, you give them some temporary benefit in exchange for getting a bit of history for your Cover or perhaps some momentary support. This Drawback represents a Pact which requires more active upkeep however.

At +100 it's probably with someone fairly minor, either a baseline human with a bit of influence and power in the local area, or some petty supernatural. Either way they'll only ask you to do minor things as part of keeping up the pact, nothing dangerous for the likes of you but the busywork might come at bad times.

For +200 this is someone who could be in issues that'll bring down serious problems, if they're a baseline they've probably got serious influence on a scale as big as even a whole US State rather than just a local city, someone like a mid tier politician or the leader of a notable but not global company. And if it's a Supernatural? It'll be someone like a fellow Demon, a scheming Vampire, a fearsome Werewolf, or perhaps one of the esoteric Awakened Mages? Whoever it is they're a moderately powerful example of some sort of supernatural with roughly equal potency to the Unchained themselves.

What this means in practice is the Pact Holder may well be asking you to poke at notable hornet's nests and handle problems that could pose troublesome even to a Demon such as you, risks of death are low typically but damage to body and Cover alike are no longer uncommon. Others of their ilk probably like them, at least some do, but they aren't going to sic a whole branch of a local secret society on you for not paying up, probably just a good few personal friends and allies.

At +400? If they're "Baseline" than they're either the kind of person with major influence over a massive global company or major public government, or hold a position of note in a technically baseline run major supernatural org such as a medical company which experiments with supernatural parts for cures like The Cherion Group or the USA's own Task Force Valkyrie

monster hunting military division, these groups prefer to stay in the shadows compared to more mundane counterparts but their agents have strange tricks of their own.

And if it's a monster like you? Expect some mighty and ancient Vampire, a Demon who's been holding their own against the Machine for decades or more and living to tell the tale, or any other truly potent and experienced Supernatural with real pull among the rest of their kind in your area too. Either way you'll be dealing in serious issues that will take your talents as a Demon to be resolved effectively, and those same talents used *well* if you want to do it with any real safety, death is a risk to weigh when working at this tier but more likely you'll merely be heavily wounded and exhausted by the time a job's done.

And at the final level well, there is no baseline powerful enough to qualify for this. At minimum you hold a contract with some mighty Spirit God, an Archangel of the Machine itself who's deemed you useful to their plans, a mighty True Fae who's struck a bargain, or some other strange godlike being well above even the greats of normal supernatural kind. as with all prior levels this contract holder need not be some horror with no care for you, but the attention of gods need not always be malice to draw untold horrors down. Doing work for such a great being requires dealing with the things they'd call true problems as well, expect conflicts against other gods or at least their top agents wherein you might well end up dead easily unless you're potent and use all your tricks to their utmost potential.

If you do decide to pull a breach of contract, however mighty or not mighty the other party may be they *will* know about it one way or another. Here's the good side though Jumper, this *is* a two way street, whatever work you're doing for the contract holder they'll also be willing to help you out sometimes in exchange as long as you're keeping up the bargain. It's a good deal right, you can get yourself a strong ally and some neat CP, just don't piss them off because they probably know your habits and tactics plus have a willingness to abuse that knowledge as best they can if you're a cheat who won't hold up the bargain.

No Liar's Tongue +400 CP

Oh you'll get it when this Jump ends, but that nifty Liar's Tongue perk up above? It's not active this Jump, normally even if you took something that'd sap your Demonic abilities you'd still have that cause it's a Perk, but not now Jumper. Even if you're the best Liar in the world, unless you can do it metaphyiscally some other way you will fall prey to truth detection powers without doubt.

Not A Demon or an Angel, just Stigmatized +400 CP:

Know all those cool supernatural powers you get as a Demon or Exile? Yeah you don't have those right now Jumper, you're a Stigmatic, some random human touched by the Machine who has a permanent Brand glitch and some very minor magical tricks of the mortal sort from the experience, and you can see past Concealment Infrastructure of the Machine too! Good news:

Staying off the radar is pretty easy, bad news is? If you're on it both Angels and Demons would love to manipulate you for their own ends, and you're as squishy as any other human when shit goes down. But if you live through it, you'll get all the powers you should have had during this Jump at least.

Power Lockout +400 CP:

No outside Perks or powers besides your Body Mod Jumper, you can keep that as a treat though like usual at least. And your Companions are impacted too, but at least they also get the +400 CP. If taken with Not a Demon or an Angel, both these Drawbacks become +600 and affect all Companions for power and point purposes at once. If this is your first Jump, this +400 CP may be added freely, enjoy the points in exchange for starting out with God hunting you Jumper!

Demon-Jumper's No Good Very Bad Heavenly Day +600 CP:

Ah, I see you've chosen to start this story off with a bang. The kind that tends to get people like you killed in fact, hope you've got a good plan here Jumper or otherwise this Angleic Attack Squad might be the end of you. A team of about 5 Rank 3 above average Angels led by a single Rank 4 is at your location when you begin, and they want you dead or captured. Each of these beings is tied to a different Infrastructure in your local area and if killed they'll respawn unless their Infrastructure is destroyed. And no, none of them are in the same place. The Machine's used *other* hidden Infrastructure to hide this shit too, you won't be solving this one easily by just casting a tracking spell I'm afraid.

BE NOT MERELY AFRIAD, BE TERRIFIED +1000 CP

Ah, I see you're really point hungry huh? Fair enough, there is somewhere on the planet as soon as you enter, an Archangel hunting for you Jumper. This is a Rank 7 Angel which commands true godlike power in it's own right, and it won't stop until it dies or you do. Besides the obvious frighting thought of this, the Archangel commands a legion of lesser Angels all with the same goal of tracking you down and murdering you, though if it dies then the ranks will be sown with Chaos and their hunt for you shall fall apart at least. Still, this one is going to be rough, you're going up against a being equal to the direct children of mighty spirit gods and such here. If there's any saving grace here? It's that your enemy doesn't know where you are just yet Jumper, they'll have to *find you* before they can manage to actually kill you.

One last thing, if you thought having massive power would let you trivialize this? No. This Archangel is always a sufficient threat that in a straight up fair fight you and your Companions are *not* winning against it and it's army. If you can separate it cleverly from it's legion of lesser Angels straight combat becomes an option, but it'll be an uphill battle even then. Learn the weak points of your enemy and use them well, gain sufficiently powerful outside allies to make up the

difference, or stay on the run to evade it. You're Unchained now Jumper, so be smart about it or you might end up dead.

Jumper's No Good Very Bad Archangel Hunt (Requires Jumper's No Good Very Bad Heavenly Day And Be Not Merely Affraid Be Terrified) +800 CP

Nevermind they've found you now Jumper, for this extra infusion of points the leader of that Angel squad finding you on day one? It's the Archangel now I'm sorry to say, if you aren't prepared to fight a God and their minions on the spot then I hope you've got an amazing escape plan in mind to get away from this nightmare within the next 3 minutes, because that's how long you'll get before the squad reaches you now.