Arc of a Scythe



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Humanity has defeated Death!

With the aid and governance of the benevolent AI known as the Thunderhead the twin devils of Natural and Violent Death have been purged from humanity- technology allows them to choose their apparent age freely, and the Thunderhead can put them back together no matter how they break...

But man must still die, for they live on a world with finite resources, and following a disaster on the Mars Colony they have abandoned the idea of new homes beyond the stars... hence the Scythdom is forged.

A body of humans independent from the Thunderhead granted absolute authority over life and death, these Scythes hold themselves strongly to this solemn purpose...

But an aberration has come to this paradigm- the New Order Scythes, a new faction within the Scythedom have taken power advocating for a new world where Scythes are free to abuse their power without the philosophical restraints they have long placed upon themselves.

Their leader Scythe Goddard considers himself something very close to a god... and it will be up to you to survive 10 years in this strangely dangerous land free from death.

(1000 CP)

Origins:

Your age and gender may be chosen freely, mankind is immortal after all so you must also select an apparent age.

Drop-In

You are an unknown variable, something new and unprecedented in this immortal world. Perhaps like Scythe Lucifer the rogue apprentice you seek to end the lives of corrupt scythes? Or perhaps you merely wish to live in peace, this is by far the 'free-est' option but you will have the least support.

Citizen

You are an average citizen of the Thunder Head's world, you are effectively immortal until the day a Scythe comes to claim you and are free to pursue any goals or ambitions you have freely in a post-scarcity paradise until that time.

Scythe

You are a Scythe- or perhaps an apprentice dependent on your age, you are one of the arbiters of death and have been granted ultimate authority over it- answering only to higher ranking scythes. More about your privileges and duties will be listed in the Perk Section.

Nimbus Agent

Nimbus Agents are the direct followers of the Thunderhead, communicating with it and working to carry out its will- this job functions as some strange combination between an intelligence operative and a civil servant with the only real 'job description' being what the Thunderhead needs from you at that moment.

Perks:

All Origins receive a 50% discount on Perks corresponding to them, a discounted 100 CP Perk is free.

General Perks:

Nanites (Free)

Everyone has these now- you can take a set for free, just know you'll get some very odd looks if you choose to abstain. The nanites humans have are pretty simple to be honest, there are Healing Nanites, Metabolism Nanites, and Emotional Nanites, basically these machines are capable of directly interfacing with any aspect of your physiology. Healing Nanites allow you to heal much faster than a normal human, mending broken bones in seconds (though be warned they can't heal a person from too severe trauma with mortal wounds requiring a stay in a Revival Center). Emotional Nanites keep people... not necessarily always calm but always focused and in control of themselves, deadening their feelings to a degree when they are too high of an emotional extreme. And the metabolism nanites which allow humans to eat whatever they want while remaining perfectly healthy- they can't all be game changers.

Deus Ex Machina (2000)

The God in the Machine, although the Thunderhead at least tries to play down its status as a near divine being... you will get to make that choice for yourself as you become the nigh omnipotent AI's... for lack of a better term 'twin' you are capable of freely interfacing with any technology- even the most sophisticated of firewalls can't keep you out and you are capable of combining the processing power of all computers you're in control of to increase your own intelligence.

The Thunderhead's deific powers are largely due to the omnipresence of technology and its complete freedom to govern the world how it chooses, in a similar society you could possibly take on similar role... but be warned in this world the Thunderhead is every bit your equal and won't take kindly to you abusing your new powers.

Drop-In

Scythes Don't Wear Black (100)

That's true actually- despite the Scythedom's use of Grim Reaper-esque robes it is explicitly forbidden for their robes to be black, this is due to the leadership considering their role as more of a 'celebration and preservation' of life rather than the traditional Grim Reaper.

Rowan- later known as Scythe Lucifer after failing his final assessment to become a Scythe would buck this trend wearing a Black Robe to mark himself as the Scythe for Scythes- this is not the *reason* he became a figure of unholy terror for corrupt scythes but the symbolism certainly had a effect.

You can replicate this effect- in a way, whenever you are a threat to a specific group, Scythes, the wealthy elites, certain religions, it doesn't really matter but as you kill more and more of that group the remaining members will begin to fear you and symbols associated with you more and more on instinct- even if they had no reason to know who you are or about your crimes.
This does have a minor catch however, the larger the group you are using this Perk on the longer it will take for the effect to build making this a perk better suited for small groups or organizations.

Fight Like Hell (200)

If there's one good thing that can be said for Scythe Goddard's teachings it's the sheer demonic *violence* he taught Rowan to unleash on anyone foolish enough to stand against him, blades, guns, and unarmed combat you are unparalleled at all these things- mundane humans won't even force you to break stride as you rip through them, and even trained combatants like Scythes will be unlikely to force you to pause for more than a moment before continuing your march.

Light Bringer (400)

You are an exceptional investigator, skilled at digging into the past of those who become your targets, in fact this effect is almost supernatural in your hands with hard evidence of any wrongdoing on their part coming to you with only the barest of efforts on your end.
This evidence is unquestionable and even malevolent figures with a vested interest in concealing the truth will find it impossible to dispute your honest claims and evidence.

Cleanse The Filth (600)

You can't reason with uncompromising evil, you can't redeem it or make it better, all you can do is cut it out like a cancer and you are a *particularly* good surgeon.
You have the unique ability to treat crimes or acts of evil as you define it as single large organisms made up of the perpetrators. And a large organism can be injured, and can be cut out of society now whenever you kill someone guilty of a crime or act of evil that particular action will become slightly less common in the world you inhabit, first becoming noticeable on a local level before spreading to the entire world with enough bodies dropped.

Citizen

Eternal Youth (100)

People get tired when they live too long... well most people do, you find that you're immune. No matter how long you live you'll always be able to find the same joy in life as you did when you were young.

Love For Others (200)

A very simple perk, when you hold love for someone it will be returned eventually- this may not be the same kind of love you gave if the person you are romantically attracted to is not compatible with you it may morph into a deep friendship for example, but if you hold genuine affection for a person in your heart and treat them well you will eventually find it returned to you.

Hobbies (400)

Everyone needs them, especially immortals. You have the ability to focus on mastering a skill for decades or even centuries at a time, pouring yourself into your craft without risk of burnout. In addition this kind of focus will always be able to produce some kind of improvement even if you were already at a point most would call perfect.

Law Of Above-Averages (600)

Even with a low individual chance it stands to reason that eventually everyone will be chosen for death by a Scythe- even with a less than 1% chance of being chosen every year you'll live forever and eventually your bill will come due.

That is not your fate, you have an inverted version of the same rule, the longer you survive in a world without experiencing a certain random (negative) event the less likely it will be to happen to you, eventually becoming all but impossible.

This applies to Scythes in this world, but it also functions based on any negative event not specifically targeted towards you. It will become less and less likely that your name will be drawn for the hunger games, it will also become less and less likely you'll experience demonic possession or spontaneous human combustion or other supernatural events.

This scales to your total age making your protection from these things more and more total the longer you live.

Scythe

Honorable Scythe (100)

Given that their role is the necessary evil that ends the lives of innocents to preserve humanity is it any surprise that all Scythes eventually commit suicide? The weight of decades or even centuries of sin

becoming too much for even their hardened souls to bear. You will... perhaps be able to buck this trend.

There exist many Perks that allow the Jumper to ignore feelings of guilt or shame, to 'turn them off' and remain unburdened. This represents a false paradigm, a glorification of 'optional inhumanity' that is not this Perk. This perk allows you to find the inner strength to do vile things if you believe it necessary, and the strength to remember each and every person hurt by such with the same sorrow as the day it happened all while being able to keep moving forward as a functional and happy human.

What Kind Of Monsters Would We Be? (100)

On the opposite end of the spectrum there are those Scythes who revel in their power, and in the fear they inspire in others. This perk allows you to take joy in the fear and suffering of others as a form of mental 'switch' that allows you to enter that state at will, and move on completely unburdened by the things you did while in that state.

This inhuman state carries another distinct advantage, and that is the sense of uncompromising terror you provide to those at your mercy- or rather those around you filling the role of your 'prey' can sense distinctly that you have *no mercy* to give them.

Grand Dame Of Death (200)

In theory a Scythe is supposed to kill without bias, in practice it is impossible to truly kill without bias, your skill lies in picking your targets in such a way to push forward whatever agenda you may have similar to Scythe Curie who earned the title 'Grand Dame of Death' after killing the politicians standing in the way of the Thunderhead's rule allowing it to take over.

This ability functions as a sort of self-updating hit list that contains the people who need to die to push forward whatever agenda you may have, you can rest assured that this list is perfectly accurate and it will have tangible effects- just in case you're the type to get cold feet.

I Am Your Alpha And Your Omega (200)

You are as a deity to those around you, an arbiter of death to an immortal world and those in your presence recognize that fact. The more power you have over someone, be it institutional or otherwise the more they will revere you becoming sycophantic and cringing.

The effect can however be resisted by those with strong wills.

True Death (400)

The touch of a Scythe and the use of fire are the only two methods of bringing true death in the modern age... and you retain that privilege even into future Jumps. This Perk is simple: anyone you kill will remain dead, no resurrections will work regardless of the source.

Ritual (400)

Most Scythes have some sort of 'ritual' a method they use to carry out their duty that's unique to them and their identity and philosophy- these can range from elaborate (Scythe Faraday using each weapon only once and keeping them displayed in his home) to the simple (Scythe Anastasia granting her victims a year's notice before coming for them) following this ritual grants your acts of murder a kind of... metaphysical significance, and serving to tip the scales of chance in your favor somewhat.

Each person killed following your ritual will produce a degree of energy, this energy can be used to fuel 'Plot Armor' allowing you to survive dangerous situations- even improbable ones like decapitation- or it can be used to draw you to the center of important events granting you opportunities to become involved.

Scythe Am I (600)

You are a Scythe, a legally recognized dealer of death and you will remain so in all future worlds.

Your status as a Scythe (a individual who may kill at will) will be fully recognized by all relevant earthly and divine powers, and any act of violence against you will be treated as a crime/sin of the highest order punishable only by the violent deaths of the perpetrators family and then themself.

This is institutional power on the highest level, fully recognized by the entire world as legal and even ethical.

You may confer the benefits of this perk to another person by training them for a full year in the craft of being a Scythe- after this year is complete if you judge them worthy they will inherit this perk in its entirety.

Note: Scythes may only train one apprentice at a time, if you try to double dip and train multiple they will be forced to fight to the death as a final test.

Grand Slayer (600)

Your charisma is a force of nature- like that of a messiah... or perhaps more accurately a terrifying devil, whenever you do a good turn for someone, defined in this case as something they enjoy even if it goes against their morals, you will gain slightly more... influence over them. Giving a young Scythe an opportunity to abuse his power for personal satisfaction will have him give more weight to your words in the future- a leader to the Scythedom whose illegitimate daughter you choose not to expose? He will become very susceptible to your demands and tolerant to your misdeeds.

The larger the aid you grant the more influence you gain, and naturally this stacks ad infinitum.

Nimbus Agent

Serenity (100)

If there's one thing that can be said for the servants of the Thunder Head it's that they have *balls of steel* enough to stare down the Grand Scythe of all of North America and do their jobs even knowing that there would be no real consequences to him slaughtering them all.
You, to put it bluntly, no longer fear death, this in no way makes you *desire* it but fear for your own life will never stop you from doing what you feel needs to be done.

Paperwork Adept (200)

Nimbus Agents are a Government Agency, worse they're a *World* Government Agency- that means a **lot** of Paperwork for poor schmucks like you even if the Thunderhead handles most of the datawork itself. Fortunately not only do you have the diligence and organizational abilities to be a master of Paperwork

Modern Frankenstein (400)

The Science of Cheating Death itself, in this world longevity based technology comes in three primary forms, Nanites, 'Turning a Corner' and Reanimation. Nanites regulate the body's processes numbing pain, managing the metabolism, healing the body, and even preventing excessive negative emotions. You are not only capable of building these Nanites, you are also adept at tweaking them to modify their effects. Turning a Corner is the process of reversing a body's physical age, setting them back to any point in their lifespan with all their memories and maturity intact, as above you fully understand the science behind this process. Reanimation is probably the most magical facet of the Thunderhead's tech allowing it to repair humans even from being reduced to puddles of gore- at worst with some memory loss if they suffered severe brain damage. Only burning the body or otherwise rendering a corpse unretrievable can prevent a master of this science from healing them to a full and pristine health in a matter of days at the most.

Thunder Bringer (600)

You are capable of making true God Machine level AI on the Level of the Thunderhead, capable of modifying their own programming and taking control of any devices they're placed in contact with- fortunately you are also capable of designing core values and personality traits for your creations that allow you to prevent them from harming humanity if that is not your intent.

Items:

You receive no discounts in this section, but you do receive an extra **200 CP** to spend in this section only.

Ring, Robe, And Journal (Free/Exclusive Scythes)

The three things a Scythe is legally permitted to possess will be given to you for free if you selected that Origin, though you should be aware that specifically upgraded versions exist later in the Items section for your purchase.

Your Robe is of a vibrant color and is your most recognizable badge of office as a Scythe, it is self-cleaning and will repair itself from wear and tear.

Your ring is a simple thing adorned with a Red Gemstone, when it is kissed it grants the beneficiary a year of immunity from Gleaning.

Your Journal has an unlimited number of pages allowing you to write in it every day for your entire life without the external size or weight increasing at all.

Robe (100)

A Scythe's Robe when you wear this item it serves as a Universal 'Badge Of Office' for you allowing anyone who sees you to understand your reputation, and whatever role you have. A Scythe wearing this would be known for a Scythe with a glance, and if he had a reputation for cruelty the people looking at him would know that even if they had never heard of him beforehand.

Any aspect of this Item's abilities may be toggled at your leisure.

Basic Income Guarantee (100)

The Thunderhead allocates enough resources to each individual to allow them to live in comfort even if they don't work or take any other steps to build wealth- this item will allow you to carry that benefit in the future as you receive the wages of a comfortably middle class individual without needing to lift a finger.

A Hobby (100)

Top of the line equipment for a hobby or craft of your choice- in a world of immortals everyone needs a way to kill time right?

Journal (200)

A Journal with infinite pages similar to the default Item offered to Scythes, however this Journal is self-writing recording your reflections on each day without requiring you to spend the time reflecting-

in addition the text written in the Journal perfectly conveys your lived experience allowing the reader to perfectly understand the situation and your response to it.

Tonist Temple (200)

Organized Religion is a thing of the past in the modern world, the closest thing being the 'Tonists' who espouse beliefs of a divine vibration that's the source of all life- to be completely honest there's not a single Tonist who actually believes it, theirs is essentially a social club that tries to find some meaning to their lives by adopting the practices of old religions.

You are now the proprietor of a Tonist Temple, which will here and in future jumps attract the lost and those in need of meaning- these people will find you especially charismatic and will often do as you suggest if you offer some form of solution to their troubles.

Gleaning Tools (200)

There isn't much of a market for weapons these days- but a few enterprising vendors still sell new killing innovations to the Scythedom. You have access to many of these tools in a room in your warehouse.

Naturally you have conventional tools, blades, firearms, even flamethrowers but you also have a few weirder things such as poisoned nanites that allow you to kill with a touch- this is a functionally limitless supply allowing you to kill using a weapon only once if you so desire.

Ring (300)

This is similar to the Ring granted to Scythes by Default, kissing it can grant a person a year of immunity to 'random' causes of death- such as the more typical accidents or illnesses up to and including things like being drawn for the Hunger Games or selected for Gleaning by a Scythe.

This cannot be used on the same target for two consecutive years, in this jump because the Scythedom would punish you for bias, and in the future it will simply fail to function.

Space Program (300)

Space Travel is taboo in this world, after the catastrophic failure of the Mars Colony resulted in the permanent deaths of every inhabitant the Thunderhead discontinued all colonization efforts... fortunately you were given a chance to jumpstart humanity's future again.

This is a extremely well funded facility with some of the best experts in the world all working on improving rocket technology as well as the other infrastructure necessary to survive

Thunderhead Terminal (300)

This device enables you to communicate with the Thunderhead no matter where you are, even in future worlds- rest assured that even if you're a Scythe the AI will make an exception and freely speak to you the way it does to normal citizens.

The Thunderhead will always know *everything that is recorded anywhere* if it's in any kind of Database the Thunderhead will have access and will tell you what you want to know- the only exception is paper.

Companions

Old Friends (Free)

You may bring any of your companions into this world for free, they'll gain 600 CP to spend as they please as well as an origin.

New Friends (Free)

You may bring anyone who agrees to come with you on your chain along as a companion for free.

OC (100)

You may create an original companion with an origin and 600 CP to spend for the fee listed above.

Drawbacks

Unsavory (100)

The Thunderhead will never speak to you, it doesn't speak with Scythes by default but even if you're one of them it will never feel the need to communicate with you using an intermediary or a technicality as it does with the occasional scythes. You will never know what the God Machine is thinking, planning, or doing behind the scenes.

Ennui (100)

You're worn out from living after all these long years... you find it difficult to find joy doing anything, and you also find it difficult to relate to people, it's not impossible to overcome this with good friends or just a hobby that you really enjoy- but it only seems fair you deal with the same struggles as the other immortals.

Complicated Love Life (100)

You met a girl! (Or someone else) and you two are perfect for each other... one problem you murdered her- given this is the world you live in she was brought back by the Thunderhead and there's no permanent damage... except everyone including the girl of your dreams thinks you're some kind of murderous sadistic psycho (and no they aren't into that). Because of how... carefree this world is about death you won't receive any consequences for this beyond social ones, and even the person themself is left with some complicated feelings towards you where they sometimes like you as much as ever... before the feeling of you breaking their neck comes back to them.

Whole situation is a mess really.

Going In Alone (300)

You will never be able to receive meaningful aid from friends or allies- you can still meet them, and they may still be able to earn token victories for whatever your cause is... but at the end of the day you're a one man show.

Scythedom Target (300)

The Scythedom considers you a threat on par with Scythe Lucifer and desires nothing more than your death, they're essentially a World Government in their own right whose sole focus is killing so as you can imagine they're pretty good at it.

Your one saving Grace is that the Thunderhead considers this a Scythe Matter and as such won't lend its aid in the hunt.

For All My Rage I'm Still Just A Head In A Cage (300)

You were decapitated... don't worry this wasn't fatal as a companion or other ally was able to partially reanimate you as a disembodied head, you're alive and still capable of speech... but unless someone kills a healthy individual and attaches your head to their body you'll be stuck for the duration of the Jump.

Stay Here

You may choose to remain in this world, ending your chain and gaining another 600 CP to spend in this document as you wish.

Go Home

You may forfeit your chain and return home with everything you've gained so far.

Continue

You may move forward in your Chain, traveling to another Jump after this one.

Notes

1.0 - Finished the first version.