

Dexter (The TV Series) Jump

By YamanKurt

V1.1

Orphaned at age three, when his mother was brutally murdered with a chainsaw by drug dealers, Dexter was adopted by Miami police officer Harry Morgan. Recognizing the boy's trauma and the subsequent development of his sociopathic tendencies, Harry manipulated Dexter into channeling his gruesome bloodlust into focused vigilantism, killing only heinous criminals who slip through the criminal justice system.

This is a world that is as real as it gets, where people die, grow, and change, and the drama of everyday life hounds you and robs of the time you meticulously organized just for your extracurricular hobbies. No matter how anti-social you seem and are.

On that uplifting note here is 1000CP to be spent however you wish before you find yourself at the back of a taxi with a very talkative driver that will give you a free ride to anywhere you wish just for this day.

Origins

The origins in this jump are different, the things gained from the origin you pick will update/respawn in future jumps' start.
You have to pick two origins, one of which has to be Civilian or Criminal.
You can create your background however you want as long as it doesn't give you anything more than what the background says: be the Nigerian Prince you want to be!
Or the little girl. We don't judge…

All origins can be taken as Drop-Ins, just make your background say you took a hard knock to the noggin, have Alzheimer's, just woke up from a coma, or went through a traumatic experience that made you repress who you were. It is up to you.

Civilian (100/200)



You are as normal as they come.
No criminal or even medical records of any kind, and the only thing unique about you is your special talent. It can be anything, from fighting, to swimming like a fish, to professional golfing (this is Miami after all), to painting (equal to Travis Marshall's works), or even programming well enough to make a video game or hack!
This isn't skill, but talent, you might gain some basic knowledge but without the talent it wouldn't've meant anything, but with it? You can earn a large sum of cash if you just find a way to utilize it!

If you pay 200CP you also get a large sum of cash in your bank account; perhaps it is an inheritance from a distant relative or maybe your future college fund. Either way this money is large enough to let you live expensively for a decade without any work. Even better, the first house you buy in the jump will have its owner unnaturally eager to sell their house (even if the house wasn't for sale) for practically free and the paperwork required will get done in a flash. Literally. Don't question it.
No one else will question how you have such a nice/large house if you decide to just go buy a supermarket to turn into a house or pick a literal castle with a moat.
Also you find comfort in peace and serenity, things liking fishing or bowling will quickly become your favorite activities.

Law Enforcement (+100/0/100/600)



You are a man/woman of the law! Civilians respect you and look to you for safety.
For +100CP you can be no different than a civilian by being something like a mall security guard or a clerk at a law firm.
With the default 0CP you become a member of MMPD (Miami Metro Police Department), working for anything but homicide, meaning you are a bit far from the plot. At least you are guaranteed to keep your job no matter how incompetent you get as long as you show up to work daily.
The 100CP option will put you into homicide; you must decide on whether you are a lab geek or an actual detective, either way you will have the skills and paperwork needed to be average at your job.

Meanwhile the 600CP option will turn you into THE Super Rockstar of ALL Arms Of Law Enforcement, someone like Doakes in action, Luddy in investigation, Dexter in hunting (and everything else), Laguerta at PR, Mike Anderson with his information gathering techniques, and Debra with her hunches.
From lab work to great aim to acting skills (for blending in while undercover) to even accounting! Anything the law enforcement does? You do best.
It will never be weird for an IRS Officer like you to be a blackbelt at 16 different forms of Human Murdering arts. People will just assume the criminals (your victims) get violent when they see you relieving (stealing) their stolen (hard earned) money.

Also your negative emotions towards inappropriate behavior is enhanced. The 'inappropriately' here can mean lewdly, immorally, or criminally, it is any form of behavior you yourself would look down upon, so if you do not care for killing humans but consider harming animals as unforgivable then you'd react very negatively towards such a sight.

Criminal (100/400/600)



You have a history of crime! Criminals and other low lifes tend to get along well with you. You are a career criminal, or at least know enough about crime to make a career out of it. This means you know who to go to to be employed at any criminal job, know how to find which criminal skills are in demand in the underworld, learn five times faster if the subject is related to crime(make that ten times if the 'lessons' are given 'on the job'), and what to do to get the most amount of cash for the least amount of effort.
For 400CP you are beyond simple petty crime or being in some deranged psycho's mercy. In any criminal organization your seat is either the throne itself or the seat behind it, secretly puppeteering the leader. You know how to act, how to react, and how to move across the board to get the most benefits in the games of the underworld. With your ability to read a person you can sniff out their loyalties, personality, and find what drives them to pinpoint their weaknesses with a short conversation with them.
You can, by your lonesome, be thrown into a prison that is filled to the brim with members of a gang whose dozen members you just killed by yourself before getting caught, and then walk out of prison a few days later. With an alliance between the people that were trying to shank you on your first day and your own organization.
How? Simple. You are just that good...
Actually you simply broke the hand that held the shank, grabbed the shank, put it on the neck of their leader, and simply told them how it is in their and their group's best interest to become friends with you rather than tickling the sleeping dragon that is you and your friends.
(Just to clarify this boosts fighting skills, body language reading, political intrigue, and criminal competency, nothing else.)

For 600CP you get all the previous benefits and criminal skills. Which skills? Anything you can think of. The only exception at your perfect mastery of crime is straight out killing,

accidents might happen but you aren't a killer and death of any kind just bothers you on a fundamental level just like any other normal human being. If you can liken it to a criminal skill you will suddenly gain mastery of it and a tremendous amount of talent to progress further from there. You can use this to instantly become a master locksmith, but not a swordmaster. You can use this to become a master spy but not an assassin. Your body subtly shifts with these changes: blending in to avoid capture would lighten your black hair to dark brown and your facial structure to become more gaunt or plump, same with your body (fat, muscle, posture, and slight skin color change). These changes revert when you aren't trying to use them meaning your thumbs won't dislocate by accident because you are a master at escaping handcuffs.
Also you become a bit rather self centered, impulsive, and find it hard to stand tedium.

Serial Killer (+400/+200/100/200/600)



You are a serial killer. Blood and Death excites you, makes you feel *alive* instead of bothering you any. Regardless of which tier you pick you will feel inspired and excited by Blood and Death, enthused to learn more about them, and maybe even have a hands on experience. Also, acts of murder will feel pleasurable and stress relieving, very much like an orgasm.
For +400CP your heart is cold as ice, you do not feel any emotions, good or bad, bar the pleasure you feel when you are killing someone.
For +200 you are simply addicted to murder, it is such a great feeling that you get antsy if you go too long without, this is like nicotine addiction but won't go away with time.

For 100CP you have reached beyond senseless violence and grasped the art that lies beneath death. You have a ritual that is personally connected to you in some way, perhaps through imitating the way you lost your loved ones in the way you kill your victims, or something else. It could utilize a single target or multiple. Either way you can utilize this ritual and it enhances your kills to new heights. Perhaps because it isn't merely a physical act anymore but also a mental and spiritual event, connected to you in such an intricate way… It feels so much better to kill people like this, and whenever you kill like this all your stress, physical, mental, and spiritual, dissipates with the life of your target.

If you grow bored of your ritual or find it lacking somehow you can change your ritual, this is a highly personal event and the only requirement it has is that it has to contain a reflection of your past, something that has helped define you as you.
For 200CP, as you kill more people using your ritual, it seems like you are becoming more and more efficient at performing it. Performing faster, making lesser mistakes, with smaller effort… And even the dangers that seemed so prominent at the start, such as cameras, people remembering your distinct looks, or your target putting up a fight, they all become a rather rare obstacle to encounter whenever you restart performing your ritual.

For 600CP things change drastically, they become supernatural. With every non-ritualistic but melee ranged kill you gain the 10% of your victim's strengths, abilities, talents, and even 10% of the vitality they had before the final blow. For a day, when 24 hours are past the enhancement will trickle the last of its boosts.
But if you were to kill people through your ritual? Oh, then enhancements become, at the very least, 1% of their powers, abilities, talents, and life force(longevity and health), but they are permanent. The percentage can be increased by putting more effort and personal touch to the ritual.

Perks

You get discounts on your origins' perks, and the 100CP perks for your origins are for free.

General Perks

Morning Routine (0)
Just for taking this jump you get a freebie perk that lets you compress an hour long daily morning routine into a minutes long intro to replay every day so you never need to do these actions ever again yet still get the results. You never need to wash your face, or cook breakfast, or exercise in the morning. If you do it once then you can replay it on the next morning, but if you have a disability that keeps you from doing that then the intro the same way then the result will be lessened. Such as a broken arm not letting you tie up your shoe properly or the bathroom being occupied not letting you do that part of the intro until they get out.

Just Like Your Father (100)
From now on whenever you enter a non-drop-in origin, people old enough to be your parents will remember your in-jump parents when dealing with you. These memories will be rose tinted with the passage of time and when you do something or ask them for a favor the nostalgic memories will pop up in their heads. Making them feel nostalgic and more favorable towards you. Don't expect to be given a pay raise or anything, most you'll get is oiling the wheels or them looking the other way when you make a mistake.

Baby Jumper, Played By Adult Jumper In A Wig (200)
Your body shifts to the prime physique (without losing the advantages of a younger body) of your form the moment you enter puberty. But the negative of this perk is that your body

turns into its adult form everywhere except for your hair, which will be poofy and childish. When you stare at your reflection you will see an adult in an obviously fake wig trying to pass off as a teen, but everyone else will simply dismiss your overwhelming differences from the norm and see you as an 'average' and unremarkable teen. Until you actively draw attention to a part of you, and then only that part of you will be seen for its giftedness. You cannot make the poofiness of your hair go away through mundane means, and one look at it will convince people of your teenagehood. You can still buy beer by putting on a beanie though.

Fucking Perfect! (400)
Who is?! You sure are!!! How?! Through The POWER OF CAFFEINE OF FUCKING COURSE!!!! Ahem… Yes, you have super coffee powers. Your body digests caffeine products instantly and fully, even absorbing them through skin contact if you focus on it. You can smell caffeine like a bloodhound, and it tastes ten times better. But these are the secondary powers the ambrosia of detectives and students alike bestows upon you. The real gift it offers you is the ability to replace your need for sleep with coffee, and nourishing you fully with a single cup a day. One cup of joe is enough for you to not need to lay still for hours upon end, dead to the world, or spend hours upon hours stocking a fridge and then mixing up the ingredients for a meal.
One cup relieves you of all build up stress, gives a temporary healing factor to your strained muscles that fixes them as if you had six hours of sleep, and keeps you working at 100% capacity for an hour.

Old But Gold, In The Matters Of Love (600)
When people grow old and wrinkly they tend to become weaker and more fragile; it is the opposite with you. You age like a fine wine. You may gain the wrinkles, and your organs might one day fail in their fight against time, but until that day they will keep getting better and better at their tasks. Your limbs will be able to exert more force, your focus will become sharper and sharper, and your willpower will only be strengthened by the memories rather than being dwindled by the blows of the past.

Favor Of The Divines (800)
It seems some force out there wants you alive and kicking. Perhaps it is God and it wants you catching bad guys, perhaps it is the Devil and it wants you sinning more, or maybe it is Karma and it just wants you to bring balance. Either way it feels like something divine is supporting your existence, and in the big picture actively fights against anything that would try to cut it short. It simply wants you out there, doing what you do, and it makes sure you go on by bringing the events and the people together at just the right times to orchestrate the developments that get all the bullets aimed at your head to narrowly miss and hit the enemies closing in on you from the behind.
Of course if you rely on this alone you are just fucked, it will save you from total defeat twice and on the third encounter it would simply give you a direction on where to strike. You'd be the one straining to save yourself, and if you manage then that would just mean you were worthy of its previous help and it would keep giving you directions whenever you find yourself trapped.

It requires great accomplishments to get it to save you a fourth time, things like jumping to another setting, losing your in-jump virginity to your wife, or in-jump killing in cold blood for the first time… Sometimes you will get feelings, directions to do things small or grand enough to let you get another life saving in exchange, each time you follow through with these directions you feel like you are furthering the agenda of *something* greater than you.

Civilian

What Are The Odds? (100)
Seriously, what are they? How can you get the attention of such hot and dangerous people time and time and time again?! The more attractive they would seem to you and the more powerful they are personally, the further this attraction seems to stretch to pull them into your life. This is kind of like the red string of fate, bringing in the cuties that seem perfect until you learn their deep dark secrets. Doesn't mean they are all murderers, some may be simply highly trained in martial arts or professional bodybuilders but all of them are capable of great violence and present an idealized view of what you are looking for. At least initially, how things go after that is up in the air, can you accept them for who they are and what they are capable of?

Here Is What Is Going To Happen (200)
You are going to take control, you are going to stop being weak, and you are going to learn how to be stronger with each blow you recieve from now on. Because by God you can only go up in this shitty world of misery. It is like you are made of iron, with each beating you come back stronger both mentally and spiritually. Able to handle more punishment than before, and able to see what you did wrong that got you beaten.
You are an inspiring sight, filling others with pride for being able to witness your magnificent growth.

Making Out With You Was… Interesting (400)
A look, a smile, and a small gesture all it takes to get people to join you in a back and forth dance of intimacy. They won't even realize they are doing the dance until it is pointed out to them by you or those watching, and because of this they won't take a step further than what you'd be comfortable with until they realize what is going on. They will just enjoy it and, once they realize what is going on, they might think they are dictating the speed of your relationship but in reality? You have all the control here.
They will catch themselves thinking about you more and more, and the more they do so the more conscious of you they will become, trying to find meaning in your most meaningless actions and confusing themselves. Only you can calm their overthinking brains by making a move in either direction.

Best Dad (600)
Or mom, we are all about equal opportunity here. But you just have this dad-like vibe to you that those feeling lost and insecure are drawn to. It is safe, you are safe, and you are

good for them. And not just are you good for setting their shit straight you are also good at training them to be better. Better at whatever you may wish.
If they are psychopaths with a desire for murder burning in their veins then you may train them on how to stay under the radar while being greatest vigilante known while also working at a full time job amongst the police that are after them. Or, over time, train them to resist their violent urges. Training them against their nature will take longer, but this is just another hurdle to scale over.
But be careful, the ability to turn a scared and hostile monster into either a sharp weapon or a human child isn't a power to be taken lightly. Though it isn't dangerous to you, as they cannot bring themselves to hurt their beloved parent, those around you that take your attention away from them might not be so safe.
Either way the things you teach your child will stay between you. No one will question the peculiarities in your child, no will notice the violence growing in their eyes, and certainly no one will see past the mask of geniality and approachability you may teach them, even as they go out every night to hunt down serial killers.

Law Enforcement

All-Nighter (100)
If you pull an allnighter you can bring up something from nothing. It is just a single lead though, not evidence so you will need to put your detective skills to the test to make anything out of it. This also works if you are trying to learn or research something, your sleep deprived mind will get a sudden insight that wasn't there before that could lead you toward a different perspective of the subject that you couldn't see through before.

Detective Of The Olden Days (200)
You have the instincts of a relic in the detective world. You have a honed gut instinct that tells you things and regularly gives you leads when you need something more than a change of perspective. With this perk leads will drag themselves towards you, or pull you towards them... Things like going to a family gathering and talking about children's school giving you the clue that the killer follows the school schedule, or looking at your bloodied clothes from opening a stitch netting you the lead that the person who shot you is smaller than you were thinking.
This can be used for learning things too, gaining an understanding of the lesson you had a hard time comprehending before because you saw something or heard a comment that gave you the key to doing just that.

Not Revenge, Justice (400)
There is a reason you are fighting and it isn't to bring about more pain and misery. You are a symbol against all of that, and as long as you stand tall you will keep being that symbol and bring hope and order to those around you. Yourself included, whenever times become hard you will look back and remember the good, and regain the will to be much more than a man. To be a Hero.

Instinct And Experience (600)
In reality humans are quite simple creatures to understand, you just need to watch them interact with others and react to events to see their patterns. From how their emotions reach their eyes or not when they are talking with others, to how they express themselves in body language; as time passes under your direct or indirect observation their masks begin to show cracks until eventually they become see-through to you. The more experience you have at reading people and certain common patterns, the easier you will identify them when you see them in others.
And if someone were to be unnaturally good at masking their true self you would have shivers when near them, as if there is something innately off about them that you just cannot pinpoint. This uneasy feeling also aids you in spotting non-humans, illusions, and mind control, but just because you spotted them does not mean you know how to deal with them.

Criminal

The Naughty Step (100)
Superman could wipe people's memories with a kiss, you can do something similar. Sex with you is like fire, it burns anything unnecessary with a vengence. Stress, sadness, scorn, or shyness, your passion turns it all to ashes and keeps them that way for a good long while (about a day if they keep away from stress), making them serene and focused on the important things. Plus you are just stupidly good at satisfying your partner/s beyond their wildest dreams beneath the covers, or above them romantically.

Symphony Of The Phony (200)
Or in other words mastery in talking bullshit. You can dazzle people with your silver tongue, act in a certain way to make them reach the conclusions you want them to, endear yourself to those close to them to bring them under your thumb, or trick them into thinking they came up with their thoughts by themselves when you were there simply guiding them with the breadcrumbs. You can make a living as a renowned politician with just this, or a cult leader with how well you lie; not even lie detectors (technological or magical, mind reading or soul reading) can pick up on your lies.

Always On Four Paws (400)
You always land on your feet, regardless of the unexpected event coming at you, you somehow turn it around to, rather than ruin you horribly, simply rock you a bit. Think Dexter getting swatted while in Trinity's house, under the alias of Kyle Butler, or think of him finding the weakened spot on the wall of a burning building to break through rather than try futility against the steel door. Or even him just killing the awakened male prostitute serial killer, naked except for the plastic warper covering his body, and dragging his corpse to the dead rapist so it would look like they had kinky sex deaths rather than it

being the result of him or Lumen killing them, even though he had literal seconds to think of these things… You now have that level of on your feet thinking.

A Way (600)
You have it, a way of getting whatever the hell you want. You are an out of the box thinker and a creative problem solver, what is the problem? Anything and everything, from distracting someone from their stress and bitching by having sex with them, to getting the landowner to fix your flat's wiring by breaking his lamp, to… Anything else, really. And not only that but it seems your lies and crimes have a habit of not catching up with you. Even if you never wear a mask you somehow always get away with entering into private property if you act nonchalant whenever caught, you never get called out for giving a fake name, you never get noticed by the ones you are stalking, nor are you recorded on cameras unless they were set there specifically to record you, or be remembered by anyone after you leave. Those you target are always tired and weary from the day to see you or put up enough of a fight to be effective.
And even if you get into trouble somehow, such as incriminating evidence about you being behind a locked door, you can just think on your feet to do something stupidly simple enough to work perfectly somehow, such as pulling the fire alarm and getting in when everyone has left the building and deleting the records. No one will check the records inside the building, or question why the records were deleted either.
It is like gods of crime are looking out for you and keeping you safe from any blunders or inconvenient events. They don't have to be actual crimes, other 'forbidden' things are also protected by this incredible plot armor, such as adultery and public intimacy.

Serial Killer

Amazing! (100)
Fear is. The terror of life and death clawing at your chest to escape the end. You are fascinated by it, feeling thrilled, alive, healthier and sharper than ever before whenever you should be just feeling fear. It is like the world comes into focus whenever danger comes near you. And that pleasure isn't locked only behind your own fear either, when the roles are reversed, when you *become* the danger, it is there, perhaps stronger than ever.
This actually makes you twice as capable when you are in lethal danger or are scaring others with death.

With Friends Like These (200)
You seem to have a knack for attracting killers and befriending them. They seem to either come out of the woodwork like a magnet is pulling them towards you, or you uncover them at some mundane gathering. Regardless, instead of fighting or killing you, they feel a kinship and want to make friends with you. But be careful, they are still killers, and if your ideals clash too hard they might try to take you out before you can off them, but if you can work it out? Then you would have someone that you would never have to hide your true self from.

Survival Of The Luckiest (400)
Lady luck favors the bold, and what is more bold than taking the chance at killing someone in this day and age? Where the smallest mistake can mean more than just life or death, but the end of your good name and the death of the futures of all those you are connected to. As you expose yourself to danger and manage to get away from it, the more luck will favor you in your everyday life. Traffic lights will turn green as you approach them, you will drop your key at just the right time if someone is aiming to do a driveby on you, and you are much more likely to win the lottery than any other civilian.
Just to clarify this luck does not aid in danger except for keeping you alive; in active combat you are only as lucky as the next guy. This perk merely makes your mundane life go smoothly if you are living dangerously at night.
Also it might drag forth events that you wouldn't mind happening in the grand scheme, but are a bit inconvenient as they are happening. Things that end up in you getting a memorable first meeting with your girlfriend, troublesome events that end with you getting a best buddy, or simply making you face a problem you've been avoiding for a while before it can blow up in your face.

The Beast (600)



Born in blood, dyed in blood, living in blood, spawned in blood, and probably will die in blood. You have an out of the world affinity for blood AND death, in all the worlds you go to. You can see blood and know what it is no matter how old or faded it is, you pick up the sound of blood dripping or splattering over the loud heavy metal music, you can smell it out between all the other smells in a sewer below a perfume shop that flushed all its product down the drain, and the taste of meat has never felt better.

You simply hear and see all the stories blood can tell you on instinct.
What this does is too nebulous to describe fully, besides making you into a great blood spatter analyst by instinct only, and sharpening all your senses whenever it comes to blood or death, it also gives you an insane affinity for all things blood and death, and you become an expert at survival, gain the ability to absorb the Dark Passengers of others (which frees them from their murderous drive), and hear the whispers of their Dark Passengers. A violent but non-Dark person's Dark Passenger might give off whispers of smashing their own car in anger while a more lustful person's might be of raping those around them, but those are all momentary dark intentions, True Dark comes from deep seated resentment and ill intent and isn't so quiet.
A True Dark Passenger is born of violence and sin of the greatest sort, and they refuse to leave the ones they bond with. Or so it would have been until you came along with this perk.
If you can sate their desires, however momentarily, make their roars for vengeance and revenge stop… Then you can accept their Dark Passenger into your own Darkness. This absolves them of their sins, as you took it from them, and gives them the inner peace they lacked previously.

But be careful, not everyone can be saved. Some people have had their Dark Passenger for so long that they became coherent, yet it still isn't them that you should be looking out for, it is those without any Dark Whispers near them.
Because some people have merged with their inner Dark, becoming a true demon born of blood, of sin. After all, why whisper or even yell, when you can just talk?

People like Brian Moser, (post first kill) Miguel Prado, (post attempted suicide) Arthur Mitchell, Hannah McKay, (post Emily Birch's murder) Jordan Chase, and (post season 8 finale) Dexter Morgan all fit into this, and now so do you.

Items

As always, unless stated otherwise you can merge your similar items with the things you can buy here.
(E.g.: Cars and Horses to Motorcycles, and weapons into other weapons)
All Items that belong to your origins are discounted. The 100CP items of your origins are free.
Multiple purchases are undiscounted.

General Items

Trophy Box (0)
A case of blood slides of the sapients you killed previously. From each of them there is a drop of blood, or closest equivalent. From the day you got it a new blood slide will appear in it with a number next to it signifying the number of people you've killed. When you hold the blood to a source of light and look at it you will see the last sights of the victim, if you flip it then you will see your view as the killing blow strikes.

The blood cannot get out of the glass so no worries about eldritch monstrosities reforming from them. The box will return to you in a month should it be lost.

Taxi (100)
Remember the cab that you were in at the start of the jump? The one with the talkative driver? He is now your personal chauffeur, he is still talkative and knows everywhere you may want to go to, and will drop you there in an hour at max regardless of the distance. Optionally the taxi may be the taxi from the Taxi movie series, and the driver can be an AI that only works on driving and provides information on locations.

Handheld GPS Device (200)
This little thing shows you everywhere correctly and has infinite battery, but besides that it also has the super special ability to show map out everywhere the holder has gone to before, the places of interest (to them and in general), and what each of those places hold. From drug dens to the name of the person that owns the said den (if the selected person knows it), to the buried bodies of serial killers that used the place as a dumping ground. It can also have the voice of anyone you may want, though the insulting and nasal voice of Severus Snape is a fan favorite.

Snacks (400)
You are like a minor god of snacks, or so it seems what with your hand always finding a previously not there source of tasty nourishment. They can be anything, any kind of fruit, baguettes, toasts, ice cream on a cup, or slices of meaty/cheesy goodness. They are always in your reaching distance, usually in your pocket or in a drawer but the floor also works if none of those exists nearby. But still these foods are only snacks, not large portions or heavy meals so don't expect to find a hamburger in reaching distance, though a slice of pizza is okay. They are all in perfect condition (heated or cold), will only be beneficial to the eater (you won't get sick from eating too much ice cream, nor will you get fat from constant snacking), and they will be free of germs and dirt even if you are trying to snack in a sewer.

The Pie Of Mercy (600)
The perfect Key lime pie of your dreams, it looks and tastes so perfect that you will take it to your grave. Literally, as it will absolve you of your sins and take you to your promised land, your ideal heaven regardless of your sins. Whoever it is, no matter how they clung to life, a single bite is enough to send them on regardless of their power or various ways (curses, spells, clones) of tying themselves to life.

The Decoded Enesserrette Book of Revelation, and The Sword Of John The Revelator (1400)



The Enesserrette were an Early A.D. Cult that studied the Book of Revelation, written by author John the Revelator. They believed that the text contained a Code that could trigger the End of Days and thus encrypted it. Professor James Gellar deciphered the code and entered the information into his journal. According to Gellar's notes, seven human sacrifices are required to trigger the end of the world. Sacrificed by the Two Witnesses who would then witness the end of the old world and the birth of the new one, unharmed.

Well… It was a dud. The delusions of an insane person that only resulted in loss of life and terrorizing the innocent.
But your version isn't a dud. You have The Sword, which cannot harm you, nor one other person you choose, in any way. The Sword can be used to simplify the ritual to end the world, you only need to kill seven people satisfying the ritual's demands.
First is a reformed sinner, second is a normal person driven to beg for forgiveness from God, third is a virgin sacrifice (it is more about purity than hymen's intactness, it still counts if she has been having post-marital vaginal sex with one man for decades), fourth is a person with your or the other witness' blood inside them (either through making them drink it or sacrificing your blood relation), fifth is an open naysayer (or atheist) that mocks the beliefs of what you or others believe in, sixth requires more than just the sword, it needs something wide spread like an explosion or poison gas and has to kill three people at the least.
Seventh is a complex one, it either has to be someone that is the living symbolism of all that is wrong in the wrong, such as a demon or a human turned monster, or it has to be someone that stood against your goal of ending the world for a long while, preferably from start to finish, burnt alive. If you do the latter you also have to sacrifice an innocent blood relative of theirs during the eclipse (which will happen three days after their death).

The result will be the end of the old world and its rebirth, with you and your plus-one watching, *Witnessing* it from start to finish. Then being free to explore a world that seems to be straight out of your dreams. Bountiful fruit giving trees, animals bowing before you to be eaten, and a life force that gained half the vitality of all those of your race that were killed by the world's end. With the other half going to your fellow witness(or not if the other person is of another race).
Both of you will be immune to harm or death while on the planet, healing faster than anything can hurt you and adapting to the damage.

Off the planet you will still have regeneration and adaptation but it will be far weaker, your regeneration will fix you to perfect condition in a day at most from all damage and let you survive being just a brain or heart, while your adaptation will make you quickly immune to all continuous damage from environments such as the vacuum or reentry into the planet while naked, or greatly increased gravity.

Both of you will become immune to all instant death rituals or spells from then on.
And both of you will be able to precisely tell the time, location, cause, and the reason of future large scale deaths.
Lastly you will gain the ability to sense each other regardless of the distance and be able to get out of all binds and seals, no matter how well designed, by simply walking through them.

As you travel along your chain you will end up in settings with their own ways to bring about the apocalypse on a small or large scale. This book will copy that knowledge and keep it locked, only you will be able to read and utilize this knowledge in your future jumps, and in general it will be simple to do when you use The Sword.

Civilian

Family Car (100)
A normal car that is so generic that it gets forgotten the moment you look away from it. It has the basics of the chain (infinite fuel, respawn the next day if destroyed or lost), and a large enough space to travel with the whole family and companions and still have space for both the bags and for yourself. It also has tinted windows and strangely whenever you order food or otherwise do anything through the windows it gets done in seconds, regardless of how many people there are in the car or how many bags of food you need to hand along, it is done in seconds.
Lastly anyone that is riding it will not be harmed beyond scrapes if the car ever crashes, even if the car crumples inwards like a pretzel it will keep the driver and all the passengers safe.

Jesus Car (200)
You have a car with personality, maybe it is a car with a Jesus painting on the hood, or maybe a mercedes, or maybe even a monster truck, either way it is something special and shows what you wish to show to those seeing you in it. Maybe it is that you are a Christian, maybe it is that you are rich, or perhaps it is that you are a big manly guy on the inside even if your outwards appearance is Masuka, a small bald asian pervy nerd of a man.
Besides the sheer lovability of the car due to how it reflects you, it also has the ability to drive on water, has a cup holder that converts the liquid content of any cup placed on it into any alcoholic drink you may want, a strong audio system that makes any music played on it sound ten times better somehow, and a backseat that always has any food in a bag you may reach for.

Only people you are highly close to, like husband and wife or father and son close, feel right while driving the car, otherwise they will always feel like they are intruding where they shouldn't. Those that are 'worthy' of driving the car will feel and understand that the car is a reflection of you and care for it as they care for you.

Baseball Bat Of Suckerpunch (400)
You have a baseball bat that looks absolutely normal, is made out of wood, cannot be damaged in any way or bend beyond what you desire, and if lost you always find it near your bed. But this normal looking bat has a special ability, it lets you knock out anyone if you hit them with it when they aren't expecting to be hit. If they see the bat then it is just a normal bat, if not then it instantly knocks them out, you don't even need to hit them hard, just a light tap to the head is enough.

Frying Pan Of 1.5 Times Karmic Retribution (600)
Whenever you are in the right but a bastard is using the law or otherwise trying to strongarm you by making you into a villain, just slam this into their face and everything will turn out alright. Their evils will be shown to the world with a 1.5 times strength. The example from the show would be Paul, an ex-con ex-druggie wife beater coming onto Rita's door drunk and then threatening her when she tries to tell him to go away, so, fearing for her children and her own life, she invites him and when he is distracted, she hits him on the head with a bat before taking her children and running away from home. A day later Paul sues her. Then, when alone with Dexter, and he tells our boy to 'get the fuck out of his house', well, Dexter smacks him with The Pan.
A day later he is found at home by the police, with a heroin needle that he didn't buy poking into his veins, the marijuana he smoked out in the open, and the illegally owned revolver he has also out in the open. He had actually stopped using heroin, but it is called 1.5 times karmic retribution for a reason.

Law Enforcement

Work Clothes (100)
You have a magical wardrobe that sorts itself, cleans and repairs the clothes, summons the (cleaned and repaired) clothes to it whenever you look for them in the wardrobe, and finally, makes all clothes, no matter how ridiculous, seem uniform and acceptable to wear at work or other official event. You can go into a police station dressed like Elvis or fetishwear and no one will do more than comment on it. All fiat backed clothing items gain this effect without the need to be put here.
You do need for them to cover your privates, though they can be transparent.

Platinum Enterprises (200)
You are a VIP of the Platinum Enterprises, who are they? Oh just the most professional party planners in a city like Miami! They will make any kind of party you can think of, and make it fast and great. They will think of all the little and big things you didn't think of, and bring in professional dancers, singers, and bartenders to liven things up. All free of charge beyond the choice points you pay here.

Bloody Clothes (400)
You have an article of clothing you own that is covered in blood, bovine blood if you are interested but only a lab test can prove that. What use do these stained clothes have? Why to build up trust with people of the darker side of course! You can simply say that this blood implicates you both in a murder, whether you say the specifics or not, and simply hand the cloth over to them for safe keeping. They will trust you, because you made yourself vulnerable to them, that if they go down you go down. The stain cannot be removed without destroying the cloth, like your friendship, unless they test the blood in an actual lab.

Angel Wings (600)
The ever classic restaurant item! What this place offers is a steady revenue (around $500 a day), *very* skimpily clad girls that work 24/7, and all the free delicious food you could stomach. They even do delivery to anywhere you may be- don't ask how the delivery girls return to Earth after delivering your fifty kilos of skewered crispy frogs to your moon base.
Another advantage of this restaurant is its clientele.
Simply put, they are armed to the teeth both literally and metaphorically. Expect military officials going civilian, political leaders having an outing with friends or family, and mob bosses taking a holiday to visit your food house of wonders. A neutral ground that accepts no exceptions! Anyone that tries to break this rule gets buried six feet under, or at the very least highly hampered by the collective might of both sides of the law.
Also anyone eating at the restaurant tends to look upon your interaction with them through rose tinted glasses; offer a free meal to a homeless person and they will never forget your kindness for the rest of their lives. Order a salad for your vegan friend and a cheeseburger for yourself, and they will think of you as a very considerate person. Send a complimentary drink to a high ranking person and the memory of that event will stand out in their mind as more important than any other, do it many times and they will look upon any cases you present to them with a personal drive, as if the problem you had was a problem of a relative of theirs rather than a random restaurant owner.
And lastly, this restaurant takes in all modifications and optimizes them to maximum effect. If a temporary spell to increase the space inside the room is cast in the restaurant, then the space inside the restaurant will shift just so that every table will be able to see the musicians on the stage.
A spilled nutrition potion would make all the meals more nutritious, only giving the nutrients that would benefit the body of the customer that eats the meal.
A hired guard or a hired singer's skills would all be copied into the knowledge base of the scantily clad staff members, so they could take over the position the outsider was holding.
And if you ever buy animatronics then they will be maintained and be up to date as the robotics industry progresses in capability.

If you do not want women then they can be men as well, and their work uniform may be changed to non-provocative wear as well. Also the staff can grow and shrink in size, and even race if you ever hire a non-human race to the restaurant. All staff members are the

same, their different bodies don't make them different persons. They cannot be companioned.

Criminal

Partner Card (100)
When you fuck up, and you have a friend at hand, you can simply pull out a card out of nowhere to get them to help you out of the situation in anyway they can. It is called the partner card for a reason and your dear partner wouldn't let you down when you are in over your head, would they?
They don't have to be your friends, just at least neutral towards you and have done the thing that has put you into trouble together. The limits of the word 'together' can be stretched to include 'in the same location'.

Two VIP Tickets To Every Event In Town (200)
Just as it says in the name, you have two VIP tickets that can let you into any one event in the city you are in, no matter how exclusive or private. The tickets will change to show you the list of interesting events, giving you their locations and a brief description of what you can expect to find there.
After a week you get another pair of these magical tickets.
Let me reiterate, this is Every. *Singl*e. Event.
As in, you can go to a single event no matter how criminal or out of place your presence there would be. No all female nude lesbian beach volleyball orgy or mob boss meeting will stop you from joining in and will treat you as a valuable and respected person, the VIP.
And as long as you aren't highly disruptive, like taking your love making to the altar in a church gathering, you will be tolerated, ignored, or accepted as normal.
No church choir will stop their singing unless your moans and grunts in front of them drowns their voices, no police raids will touch you even if you are partaking in heavy drugs and slave trade.
Also you and your companion will be offered a free order of any complimentary meal that at the very least tastes good and is at the perfect temperature. This will ring true even if you go to a hobo meeting, but going to a higher class event will give you a higher class meal.

Secret Cabin (400)
You got a secret cabin that is far away from any sapient life, yet paradoxically close enough for you to reach in an hour from anywhere somehow. Inside this cabin are a literal ton of drugs, a seemingly easily breakable cage, and an arsenal of guns, enough to make a last stand against an army or arm a small army.
The drugs change into whatever kind of drug you want them to be and will put anyone that uses them into the state they were designed for, regardless of immunities or resistances.
The flimsy looking rusty cage has a warping effect on it that depowers the captives to regular human levels, makes them feel like they've been inside the cage for longer than

they've actually been, keeps their body from deteriorating below what you would want (meaning they can be eternally as thirsty or hungry as you want them to be), and keeps the captives inside for as long as you want them inside.
And lastly, the weapons… It is every weapon that a single military member can get and use personally, meaning swords, explosives, pistols, rifles, shotguns, machine guns, and even bazookas. If it is capable of being carried by one non-powered person, and can be bought through simply oiling some channels, then it is there.
The drugs and ammo replenish to full weekly, and update to contain all the 'buyable' drugs and guns in the future setting you go to.

Tools Of The Trade (600)
Your trade, the art that others call crime, it needs tools! As a great painter needs his brush and colors ready for every view their gifted eyes catch, as a musician needs pen and paper at hand to write down the feelings and emotions they grasp in between the moments of their hectic life, you too will find yourself needing your tools when your 'inspiration' strikes. And you will never fail to have them at hand now. Whether they be stylish gloves, the correct dose/amount of drugs to knock out someone, or weapons (which tend to jam and not work correctly if you try to take lives with them), you will find them equipped on your person or the nearest place you want to find them at.
To be precise, this generates whatever you need to perform a crime, any crime that isn't straight out murdering people. Even masks that make you look like another person can be conjured on your face if you just touch it with the intent.

Serial Killer

Killing Room (100)
When you are going to use your calling card a place closeby will appear in your head that has everything you need already set up. Whether this be a bathtub, Dexter's neatly prepared killing room, or romantic candles and white roses leading towards the said kill room, everything will be done to your taste perfectly, and when you are done with your ritual it will clean itself up if you wish it, even taking care of the body!
When you bring someone here, when you have them at your complete mercy, all of their masks will fall apart under your gaze. They will show you their true selves to you, they can not lie and make you believe it.
Can be made into a room of blood that forces people to face their traumas and repressed memories. Anyone killed here will find that any resurrection methods they have failing on them, unless you are the one bringing them back.

False Evidence (200)
You have an item that turns into the perfect false evidence whenever you need for it to draw attention away from you or the one you are using this for. It can be a bloody weapon, an article of clothing, or specific candy wrappers, either way it will let you throw a wrench

into the investigation or drag it to false ends. And no matter how thoroughly stacked the cases are against you, they will all drop in the face of this item.
The item will reappear a decade after use, or at the start of the next jump.

Slice Of Life (400)
Your very own mobile muder shack! It has everything that can be expected of a normal boat/truck/RV, will respawn in a week if destroyed, can be banished and summoned into a pocket dimension at will, has infinite storage space for all your needs, and will replenish any resource put in. Beer, fireworks, meals, and fuel all count, you can have a nonstop on this thing. Or use it to replenish heavy explosives.
It is also impossible to track unless you want people to find it.

Bloody Bible (600)
This bible is stained with the blood of a good shepherd who died for the sins of his lost sheep, and forgave them with his last breath. Whenever you look upon this bible in search of what is Good, you will find that the blood has shifted pages, and if you read the page with the blood you will find your answer.
Each verse you read from this book absolves a grave sin.
Each being that hears you utter the words of this bible will feel the benevolent Gaze of God, even the demons and other creatures of sin.
Each non-human that you read this bible aloud to, from cover to cover, will gain or regain their humanity, and feel sorrow for all their past transgressions.
That is when they will come to a crossroads.
Do they become one of God's Children, as a mortal human, or do they stay as what they were, before their soul has been purified by God's Grace.
If they decide to keep their outward appearance, as long as they follow holy matrimony, they will birth a new race of humans. Looking like what they did before, but with the strengths of humanity.
Immutable free will, inherent ability to understand Good and Bad, capability to safely mate with other humans, and being beloved by God.
If they accept then their lifespan will match a human's, they will feel a harmony between them and the other humans, and humans will feel likewise from them.

Companions

Companion Import (100)
You can import all your companions, they get 600CP.

Companion Export (0)
You can export any character from this world as companions provided they agree to follow you. They get 1000CP to be spent on this jump document, the perks, items, and followers based on them are discounted, two discounts makes them free.

Followers

Followers can be taken multiple times, once bought the followers will appear on future worlds without cost.

You can take multiple followers and merge them into one follower to give that follower the benefits of both follower options.

The benefits are distributed between the group followers.

You can import the followers from this setting in later jumps as companion, either as group companions(which will divide the effects of perks between them all) if they are a group follower or as a single companion (even if they are part of a group follower you can single them out).

The next jump you don't import them as companions they return to being followers, with the perks they bought as companions.

If you do not wish to have them in a jump then they will be frozen in time inside an ignorable room in your Warehouse, or in your companion housing if you have it.

If killed the followers from this jump will only respawn in the next jump, or you can revive them if you have the capability.

If you wish, the follower might be the people from the show, with tweaks where necessary to match the fluff of the follower option/s you import into them.

All Followers have one or more origins equal to their price, the extra CP can be spent on perks.

How multiple origins and group followers works depends on your Jump-chan, but group followers will simply be people from more diverse backgrounds.

Multiple purchases of the 100CP followers that match your origin/s halves their price rather than making them free.

Memorable Family Member (100- Civilian)

You have a family member that just stands out in people's minds. They can be the perfect brother that is kind, caring, and handsome, the all around the perfect man that Dexter portrays himself as, or the sheer perfection that is Debra Morgan. Or a great father like Angel. Or a creepy fun uncle like Matsuda. Or a son like Andy Brightman, the rebellious teen. They are just unique characters that fit a stereotype about family well.

Red Collar Ally (100- Law Enforcement)

You got a government worker on your corner. This person oils, bends, or outright breaks the lines to get you what you want, even if that thing isn't legal as long as they have authority over the things you may want. The higher up this person is the less helpful, for example a captain of the precinct would listen to your suggestions and hunches over others but a worker in the records would simply give you the case files when law says they mustn't. They won't get in trouble for helping you.

The Booty Call (100- Criminal)

You have a bitch. A not too bright woman with a distinctly weak will. They are such a pushover that, by simply asking something in a strong tone you can get them to do anything. Literally anything. They are great at exciting and pleasing you through dances, massages, and little teasing looks. Have superior and beautiful genes, perfect for bearing

strong offspring. And are capable of interacting with those like them with great skill, bonding very easily with them.
Those that fit the 'like them' category is larger than you'd think. Anyone that shares even a single trait with them, other bitches, victims, children, traumatised people, idiots, gays, and bisexuals all get along with them like a house on fire.

Dark Defender (100- Serial Killer)
You will never be alone anymore, because you have a friend that lives in your head. Or, more than a single one if you buy this again. This friend is someone that is important to you from your past, and in time you can change who they are.
This mental ghost protects your noggin from nightmares, intrusion of any kind, and gathers your knowledge to look at it from a certain perspective. The more powerful memories you have with them, doesn't matter if in their ghost self or physical self, the more powerful they will be. This mental ghost also has the goal of putting you into a path that you wish to walk, doesn't matter which, just that they themselves exemplify the ideal result of your path in your mind. Maybe they are Superman and are guiding you in heroism, or they are Harry, who is guiding you on how to be a serial killing vigilante.
Their path can be anything, and as long as you listen to them you will grow in line with that ideal. Their suggestions have a light prophetic element to it so it all tends to work out alright in the end.
If you don't want to go on their path anymore then they will turn quiet but still try to assist you however they can from their focus, such as a Serial Killer's human hunting technique helping you pick apart another serial killer's and letting you capture them as a hero. Or you can change them with another person/persons(if you buy this multiple times).
Their existence does not task your brain any, and they are completely undetectable. Even talking to them out aloud will be overlooked. If you combine them with another follower option then you have to choose how that plays out. Such as choosing Cover Family then either having multiple personalities that all aim to cover up your secrets, or having a member of the family being the idealized personification of something you want to be, and looking like someone you knew from the past.
Or perhaps they are the Wonder Nanny and aid you in dealing with children.

Cover Family (100- Serial Killer)
You have a seemingly perfect stepford family, a wonderful wife/husband/mother and father, an athletic boy/brother, and a beautiful daughter/sister. In truth they are little more than husks, drained and twisted into being your cover, that is their only reason for being. You can shower them with your darkness, and they will still do anything to keep the truth from coming to light.
Beat the son up, break his limbs every time they heal, he will still look into his coach's eyes and lie about the cause. Rape the teenage daughter in front of her mother, neither will speak out a word of it. Straight out torture the wife, she will still wake up early in the morning to make your breakfast and prepare your coffee just the way you like it.
In a few years the boy can go professional in a sport, the girl can catch and hold any rich man's eye, so you can simply use their earnings to live life comfortably too.

If you merge this follower with the others then you will have to decide whether the other follower becomes a husk like these, or whether to import the other follower as an existing member of the family, giving them a personality beyond being your cover. You don't need this to make other followers into your family members.

The Support Group (200)
A group of people that are going through what you are going through, have similar experiences, and in general a safe and supportive outlet for your problems. You can just come to their meetings to let your pains and thoughts out. Even if it is a secret all the things you tell here will be taken seriously and accepted, without any of it going outside or breaking any magically binding oath of secrecy.
Also it seems that from time to time it attracts interesting people that you can help and help yourself by helping them. How helping them helps you changes, this may net you a great friend, a fun lover, or it is just by dealing with a problem that is similar enough to your own but not your own that you find the solution to your own problem. This is a good investment for the future jumps.

Good Neighbor (200- Civilian)
You have a very helpful neighbor who is kind of like a cross between Ned Flanders and a State Farm employee that really bought the commercial. They are helpful, will go miles for a good cause, and never expect anything in return. They are also a great wingman, though most of the opposite gender seems to flock to them naturally over others due to their innocently charming looks.
Now with a guarante that they will not try to fuck your wife!

The Bait (200- Law Enforcement)
You have an informant, where? Everywhere you need them in, though they are one person they have an in to wherever crime is, usually as a bystander, maybe as the musician. But that is enough for people to remember them and think they are the informant should any rumors surface, perfect for dragging out criminals hiding in the shadows. And the criminals you are targeting will come out personally because they will feel personally disrespected and irritated by the Bait. What is more they seem to have plot armor, they survive until you get to them. If with a few bites less skin.

Wonder Nanny (200)
A nanny fit for dreams. She listens, cares, understands, and loves any child placed under her care with all her heart. She directs the growth of any children placed under her care to be the best, which scales up to the highest above average skills/abilities kids their age have through the worlds you've been to.
When not put to work she will work as a maid. She also has this motherly aura to her that prevents kids from getting discomforted by the lack of seeing their parents, but won't take their place in the children's minds except as a good role model. She also knows martial arts, so nothing short of a group effort or a highly trained fighter will be able to harm any child placed under her care.

Lastly, if you are interested in making her more than a nanny, she is a true MILF. In both looks and behavior she got that MILFy charm down pat, and never seems to age beyond the fine wine state. Though she is gentle and homely, she also has a domineering side to her that would push those she gets intimate with to be the best they can be in *all* areas.

The Super Cop Girlfriend (200- Criminal)
Or girl-friend, or boyfriend, the classification of your relationship or their gender just doesn't matter one bit in the face of their overwhelming awesomeness. They are like a super cop, model level looks, a great shot with all weapons, and a great aptitude for detective work too, and in general they are an awesome girlfriend/girl-friend/boyfriend/boy-friend. They are pulled by fate to get into whatever shenanigans you get into, are always around the same age as you, and if you survive something then you better believe that they will be right by your side.
They are also, though initially reluctant, willing to go above and beyond for your sake legally. Covering up your tracks, directing the police another way, and generally doing her best to keep you out of people's eyes.
Lastly she can act like a boss by imitating the reactions of the people she saw in various situations in her job, even making herself cry or sick through sheer skill. Actually the more she sees people giving a certain reaction the better she can act it out.

Friend In The Know (200- Serial Killer)
Most serial killers are loners because not many people can accept that there are wolves amongst sheep, and they can be friends. But you are in luck because you have one such exception, and what a fine exception! They will knock some sense into you should you need it, whether with words or fists. They are behind you, have a respect for what you do in their own way, they listen to you talk freely and offer what advice they can give about your nightly activities, and may even help you with your hunts if you prove your prey's evil to them. Just don't expect them to kill for you unless it is to save your ass from fire, they just don't have it in them to lead that kind of life.

The Gem (400)
There is an innocent that got systematically destroyed before you rescued her at the last moment. It is amazing that she pulled through without obvious physical damage, and it is nothing short of a miracle that she managed to return to a normal enough state to function in society. That is all thanks to you, which is why she is grateful to you beyond words, adores you, sees you as her guardian angel that pulled her from hell itself, and will do anything you ask of her to be of use to you. If left alone she will go nowhere, not getting better, not worse, just staying as she was in a figurative limbo…
But she can be much more than a simple servant, if you help her with her past. If you give her closure of a kind.
Bringing justice to her tormentors would see her becoming akin to a phoenix, born from the ashes to be a force of Light.
Aiding her in taking vengeance would turn her towards the Dark, rebuilt into an angel of death that hunts monsters.

Either way she will become an exemplar of the path you direct her to, though she will always strive for your approval.
Just do not mistake Light for good, or Dark for bad, Travis Marshall and Arthur Mitchell both thought they were doing the good thing by murdering their victims.

The Fixer (400)
You have a guy who knows everyone. Almost literally. They know everyone with any skill worth knowing in the area you are in, and their main job is using that large web of connections to create agreements and trades between people. With a cut for them as the man that got the two parties to meet. They have a debt to you though, and this debt is bugging them enough to get them to give you whatever you may want, no questions asked. This can be a passion filled night with the most famous star in the city, getting you a very expensive limited edition car for free, taking out one or two criminal organizations in the city, or maybe even getting some government officials to agree to signing on a deal. Don't expect them to get the president, but the senator isn't off the table.

FBI Squad (400- Civilian)
You have a group of 6 shadowy FBI agents, all highly trained in stealth, bodyguardly duties, and motivated to protect you. They will even check your food with strange gadgets to make sure it isn't poisoned or there isn't radiation. You can set them to guard someone or someplace else and rest easy that at the very least no one below the speed of sound or teleportation is going to reach you without the agents raising the alarm. Even invisible people will be detected by them somehow. They are still only equipped with pistols, though you can give them better weaponry and equipment, you can even enhance them directly. If killed a new agent will take the place of the one lost, they will inherit the weaponry and armory, and skills, but not any physical enhancements.

Junior (400- Law Enforcement)
A partner, or an assistant that is in an apprentice position to you. They will be tailing you to learn the ways of your trade and be a constant companion in any task you shoulder, whether that be working in the lab/behind the desk or in the field. They also know how to prepare the best coffee, will do your paperwork, be an all around great gooper, and help you in your job by offering fresh ideas that you wouldn't think of. Nobody will mind if you give them all your work and do nothing but show up to work every day before leaving. (Doesn't have to be law enforcement, they can be made to fit any background.)

Partner In Crime (400- Criminal)
You have a devoted partner in your criminal dealings that aids you, supports you, watches your back, and doing anything with them just feels fulfilling on an emotional level but when the tensions rise and you are doing exciting things…. The chemistry between you two becomes explosive. You are like a well oiled and calibrated machine, reacting to each other's decision processes before they make them, and somehow sensing any kind of trouble coming each other's way to intervene before it could inconvenience your partner.

This connection stems from them wanting the same life as you, same things, and sharing the same dreams, it is their unique brand of insanity that perfectly compliments your own somehow and brings about a feeling of harmony and security whenever you are together. They don't have to be a criminal or be of the opposite gender, they can be like a brother or sister as well. The cute british accent is optional.
Also they are guaranteed to never burn their own house down for your attention, sic the murderer responsible for the most traumatic experience in your life on you, or steal the key to your ex's house from you keychain and break into your house to check whether you are actually there or not when you lie to her about where you went to one night.
(Holy fuckity fuck Lila!)
Or poison you or your loved ones.

The Good Shepherd (400- Criminal)
There is a man of the belief that understands those with Darkness inside of them for he has threaded both the path of Dark and Light. On his journey he learned to harness both sides' powers for the cause of Good. He directs the lost to the correct path. Redirects them by force should he need to. This man respects you, the path you walk on. To him you aren't sheep, but a fellow shepherd, a fellow traveller on his own journey.
If you ever need advice, ever need someone to talk to, ever need someone to help you… The Good Shepherd will be there for you.
When he isn't with you he is herding the unfortunate, those who strayed, and he herds them with both his words, and if the need arises, with his fists. He is a man of belief, his belief is absolute, and there is no force on earth that can stop him from walking the path in front of him.
This isn't because of the army he has at his back, of all those he reformed into Good people, but because his path is the path of Good.
In darker worlds he will be a beacon of light, purifying the corruption around him with his presence, but strangely his presence rarely derails the plotline if such a thing would be inconvenient for you.

One Hell Of A DA (400- Serial Killer)
You got a defence attorney that is legendary and fully on your corner, whatever the case he/she will do their best to get you away scott free. And one big crime of any sort, regardless of what it is, will be waved away if you simply follow their direction to the letter. Of course just because the law pardoned you doesn't mean others will too, people might think you are guilty, they just can't do anything about it legally.

The Fanbase (600- Civilian)
There is a cult formed around you that a polite company would call a fanbase but a more sensible person would point to the many, many similarities it has with cults. It holds a diverse group of people, all who idolizes you and the ideas you spout, would be delighted to be of help, of use, to you. But this devotion doesn't extend to the entirety of the 'fanbase', it is like a pyramid scheme in how it drags people in with the promise of purpose before brainwashing them into becoming another member of your cult.

The first circle is people that would do anything you tell them to, including sacrificing their lives for you. It takes a major trauma and rebuilding of their personality around your presence for someone to enter this small list. Only the first circle follows you from jump to jump.
Second circle is for those that wouldn't die for you but kill for you with a negligible amount of push. It takes a major event, such a life destroying crime for a person to enter this circle. The dimensional analogues of the second circle will start out as a third circle.
Third circle is for people who see you as a great figure and would give you all their money without a blink but expect a little something from you in return. The dimensional analogues of these people will find your message and presence in their lives familiar and oddly comforting, joining your group faster and taking to it like duck to water.
Fourth circle is for people that merely like what you are saying but aren't in any way obsessed with your voice, though maybe that is why they are the most effective at spreading your reach and introducing new people to your 'fanbase'…
A cult is an easy thing to make, but the problem comes in managing it and setting boundaries, by buying this follower your follower group is directed by your subconscious wishes. You don't want sexy stalkers? There won't be any. You want them to bully people speaking against you on the internet, even when you publicly spoke against their 'attempts' at defending you? They will keep going.

Miami Metro Police Department (600- Law Enforcement)
You have the entire MMPD's support behind you. This includes the whole cast, even people technically not in it or have been killed.
People like Special Agent Frank Lundy (the super detective), Sergeant James Doakes (superb reflexes and intuition), Officer Zoey Kruger (superbly accurate shooter and super hot actress), Ryan Chambers (a very sexy superb lab gal), Louis Greene (a super geeky hacker lad), Mike Anderson (a super professional super interrogator), and even the true might of Dexter Morgan as a detective. Oh, and also the investigative journalist Sal Price, who redoes the tests that the police do with other experts to double check for his books, and utilizes an outsider's perspective, and gets the aid of many specialists over a longer time for all the details…
They all will work together to solve all crime but yours, if you are the criminal then it gets swept under the rug. It isn't that they work for you, it is more like you are the little sibling of everyone in the force. They see you as right or one of their own and thus bend the rules to give you any leeway they can for your first offense, before promptly forgetting that they did exactly that same thing a couple dozen times already that month.
You won't be brought in for any misdemeanors, and any actual crime like being caught covered in blood of someone you butchered can be dismissed if the one catching you is alone. If not they will bring you in, though expect the evidence to go missing a lot.
They are proactive too, should anyone be troubling you they will be going after them in full force, bullies getting sent to juvies and hitmen after your loved ones getting the full Bay Harbor Butcher treatment.
If the media ever catches wind of this then the attention will force their hands to do their job though. Still, your prison time will be comfortable and you'd live like kings in there with this, or 'escape' custody very easily whenever you ask politely to the prison guards.

The MMPD will integrate into the local police force seamlessly and upgrade their equipment and skills according to the setting, the local cops will become part of the MMPD if they manage to distinguish themselves to you.
They are supernaturally lucky at solving murder cases and have plot armor that protects them from murderers.

Gang (600- Criminal)
There is a group of 100 teenagers following your orders obediently. They know how to do crimes ranging from grand theft auto to murder, though they are far from professionals at it. If caught they won't snitch on you or each other, and know how to survive in prison and other tough places.
They will upgrade according to the setting they are in, they each have a low caliber ranged weapon that they are pretty accurate with(against stationary targets), a melee weapon, average fitness, a strong affinity for combat skills, and civilian grade body armor. If there is a sizable magician population they will have the gift as well but no training.
You can order them to equip themselves better, but the new weapons and armor they get won't respawn as they change settings, though their skills and abilities will stay and keep increasing over time.
Any additional members that actually prove themselves to you personally will become part of the 100 and rise to the rest's standards in equipment and training in the next jump.
In future jumps their race will either match yours or become one of the cheaper alternatives, and their age can be made to match yours or younger if you wish to enroll them in a school.

The Mob Boss (600- Serial Killer)
You have connections to a mob boss. Very close connections. Maybe you saved their life, or perhaps they fell hard for you, forever treasuring you in their black heart. Either way they remember you very fondly, are looking out for you, and would do anything to make you happy.
Should you need anything from the underground black market, be it drugs, slaves, or fake IDs, they will get them to you fast, for a fee that can be paid in either cash or certain personal services.
Small things related to your safety are free of charge, because they would be heartbroken should you be harmed. If you ask for the death of a nobody that keeps looking at you funny it is a call away, or should you become paranoid and think everyone is trying to kill you, a small squad of private military contractors will be stationed outside your house 24/7 as long as you wish. Anything bigger will raise questions from their group, who might get irked by how distracted their boss is getting with you.
Of course they won't harm you, you are their beloved boss' close friend, but their boss might get 'lose' the position due to questionable loyalties or sexual orientation, if you are of the same gender.
Really, personally there is little limit to what they wouldn't do for you, but it is their high standing in the organization that ties up their hands. If the organization turns on them, or casts them out, they will constantly be hounded by hitmen and assassins after them, whom they somehow take care of 'off screen' without a sweat.

And with all the free time in their hands they will gravitate towards your life and be a background character in your story until the next jump, where they become another organization's boss.
One last thing, should the local criminals plot to take a proactive approach against you the mob will warn them against such an act. Because whether their boss is still with them or not, you are someone known to be under their protection, and you getting harassed just because the one that was protecting is gone? Yeah, that wouldn't go well for their image. They will take such an act personally and if someone actually ignores their warnings? Then they will get two professional assassins sent after them before they can enact their plans. One will be a sniper, taking them out from afar with powerful rifles, while the other will be an assassin, taking them out with knives, piano wires, and other close range weaponry.

In future jumps the mob boss will be one of the leaders of the biggest criminal organizations in the setting, also they are drop dead gorgeous to your preferences(they have an attractive accent too), are charismatic as fuck, intimidating as fuck, romantic as fuck, educated as fuck, can fuck even your shit up through sheer skill if not strength, and are always a great company to be around. Plus the air of sophistication and honorability around them makes even their enemies not want the world to lose such a great person.

Drawbacks

Crossover Supplement (0)
Instead of going to this setting, you can instead go to any other place with the traits of this setting following you along. Perhaps it is Brooklyn Nine Nine and you wish to see how Matsuda interacts with Boyle, or maybe you want to have the MMPD in Harry Potter, though that would create a high level of focus on the aurors then.

Alternate Start (0)
You are able to pick any date to start the story, even pick an earlier date to be inserted in. In that case you get a thick plot armor that guides events to make you both survive and fit into your origins, it slowly dissolves as the date of the jump's start comes close. Yes, you may use this to get Dexter's training if you pick the drawback to become him.

Alternate Reality (0)
You can change certain trivial things, like creating new minor characters or changing the appearances of people. Don't expect to make Rita a virgin if you wish to keep her children, though they can be her twin sister's children. You can also change genders here.

New Themes (0)
This world is focused on crime, drama and slice of life, but it doesn't have to be that way. You can change it to something else. Perhaps you made it superhero and Dexter becomes the Dark Defender, wearing black leather and somehow not dying of heatstroke. Perhaps you picked romance and Paul is still around to form a love triangle between Dexter and

Rita. Or maybe you set it to martial arts and Dexter's Jujitsu gets to shine more than the brief glimpses we saw on occasion.

Welcome To Dexter's Laboratory! (0)
Wait a minute! This is Dexter the TV Show, not a cartoon! So why does everything look like it was drawn in the style of Dexter's Laboratory? Because you took this toggle, that's why!

Cereal Killer (0)
Why does everyone that Dexter kills look like talking cereal boxes? Because you took this toggle that makes all Serial Killers into Cereal Boxes, do note that this won't clue you into their true nature unless you know it, this will simply make serial killers pull out a rubber mask that somehow hides their boxy form in the shape of a human. Everyone making puns is optional.

Yo! Jumper, Her/Him (100)
Wherever you are working, and if you aren't working then in everyday life, there will be a person with the same last name and everyone will call you both by your last names. It will get confusing for a second until they point at the person they are calling or otherwise clarify.

Fat-tista VS Va-Gianna (100)
You have a terrible nickname, something like Fat-tista if your last name is Batista, or Va-Gianna if it is Gianna.

Are You Going To Make Out? (100)
Whenever you are near a child and a person of the opposite gender, and about to be alone the child will ask whether you two are going to make out, yes, even with old ladies. This will be awkward and get annoying as you seemingly cannot stop being around the other two components of this drawback, there is no getting around it.

Butterfly OX (100)
You suck at giving gifts, always picking just the one that is also some kind of insult. Admittedly this isn't such a bad thing, but when it is your 10th year anniversary I doubt your wife would accept a childish bug necklace or a diamond OX, even if the former was meant to symbolize 'It took all my luck to find you', or the latter meant 'hugs and kisses'.

Animals Hate Me (100)
Animals hate you. Okay, that is an exaggeration. They don't hate you, they just hate being near you. They will never let you pet them in this jump, and will run away if you try to.

Especially Dogs (400- Requires Animals Hate Me)
Okay dogs absolutely hate you, they start salivating at the sight of you. Be careful not to go near strays, they might just jump you. If the dog doesn't know how to bite anyone then it won't do anything to you, just start foaming at the mouth and bark nonstop, but if it ever attacked another human then it will try to attack you the moment it smells/sees you.

It is something in your smell, so your clothing has the tendency to be perfect chewing toys for all kinds of canines. Post jump you get this as a toggle ability.

You Owe Me (100)
You owe a guy from the underworld some money, it is worth about a month's minimum wage but if you don't pay then they will pull some strings to bring down a gang of criminals onto your door, or attack you when you are alone. Can be taken multiple times, as many times as you might want to.

Thanks For The Vote Of Confidence! (100)
What is it with people and not trusting you? Because it seems nowadays no one listens to your opinions and reasoning. This isn't so bad if you aren't in a job that requires leadership skills, but even in civilian life, for example while in a restaurant, the waiter will serve you what they please rather than what you ordered and if you object then you will be seen as a whiny bitch.

Potty Mouth (100)
You have a dirty mouth that constantly sprinkles swear words through your sentences. You would need to take a breath, think of what you are going to say, and then say it deliberately to ever speak a sentence without cursing.

Naked Moments (100)
Family Guy said is right, "violence in movies and sex on T.V", and Dexter is a TV show. Coworkers will forget the word 'saliva swab' and instead pantomime tooth brushing. People will casually come to your office, close the blinds, and take off their shirt to show you their wounds. And you will remember that you forgot something at the office, come back, and hear someone getting laid in their office after everyone had left.
By accepting no cp gain you can make this a permanent addition to your chain.

You (100- Civilian Only)
Unless you really think hard on it you just can't help but start your sentences with the word 'you'. Like this jump, where 90% of the descriptions starts with the word 'you'.

No Espanol (100- Law Enforcement Only)
You don't know spanish, there is nothing wrong with that, but Miami is crawling with people that know only one language, Spanish. And you tend to chance upon them constantly. You can't just learn it through perks either, it is incredibly hard for you to learn the language through studying.

Must Have Trophy (100- Mandatory Serial Killer)
You must have some sort of trophy from your kills. It can be teeth, a picture of the places you bury them, or something similar. On the upside seeing these calms you and fills you with a momentary sense of contentment. You might make this drawback permanent, always getting 100CP per jump, in exchange being strongly compelled to take a trophy

from your kills. This compulsion will stop in the midst of combat but reappear right afterwards.

Smoker (100)
You are a habitual smoker, you feel compelled to light up a smoke whenever you try to relax and when you don't it feels like you don't relax fully. More of an irritant than anything. You can take this drawback along your chain.

No Driver's Licence (200)
You don't know how to drive a car, and the people who drive you tend to pick the most annoying music. Maybe it is overly peppy, maybe it is overly loud bass, or perhaps rap music, either way it will annoy you and make you wish to be anywhere but there on the ride. Not even taxis are free from this curse, because then it will be the driver's whistling or the car next to yours blasting the music.
No, you cannot learn how to drive through perks. If you try to learn you have to apply yourself to it like a normal person, with a normal person's memory capacity and learning speed.

Sweaty (200)
This is Miami so sweating is a normal and natural reaction of the body but your sweat glands seem to put shame to the sweatiest of motherfuckers! You literally sweat like a pig the moment that warm sun shines upon you. This won't give you a cold or dehydrate you, just require you to either only operate at night or take multiple showers a day.

Internal Affairs (200)
You are being looked into by the IA, enjoy your coworkers and those close to you working as double agents, and your money being tracked. If you pick a single dollar with the wrong serial number off the ground you may need to explain it in detail in court one day.

That Damned Dog! (200)
Your next door neighbor has a dog that barks all night every night, loudly. The law can't do anything about this, neither can you as even if you kidnapped the dog and gave it away the owner will buy another dog, or a cat will pop up singing the songs of its people at your window. Enjoy sleepless nights, because without some earplugs you'd be hard pressed to get a wink of sleep with all that racket.

Nocturnal Baby (200)
You have a baby, or someone near you has a baby that has a cry that makes it literally impossible for you to sleep while they are crying. Every night you have to get up and shut them up before you can get a wink of sleep.

Tranny Porn (200)
You are one sick motherfucker, aren't you? Matsuka would love you. You are into obscure and weird porn that turns the stomachs of other people, and it comes up in your talks once a week if you don't bother to hide it. This can be something more tame like tranny porn,

voyeurism, or foot fetish, or extreme like snuff porn, bodily fluids (blood, piss, or sweat), or amputation.

Awkward Elevator Talks (200)
Whenever you enter an elevator you get to witness, or be a part of, an extremely awkward talk, like someone telling their superior that the 'shemale stuff' in their search history was explainable.

Photos, Lots And Lots Of Photos (200- Law Enforcement Only)
You are a cop and it is your job to inspect the crime scenes to find out what went wrong. Sadly, you have quite the low tolerance for blood and dead bodies and constantly get physically upset at the sight of them. Yet you are forced to go to those scenes and force your rebelling body to inspect the crime scenes, no one will think to let you work through photos or anything that can help with your intolerance for violence, but at least you are guaranteed to keep your job. As a bonus you become immune to being upset by violence after this jump.

Thou Shalt Not Kill (200- Serial Killer Only)
You have a rule, you don't kill something, some group of people. Can be children, can be women, can be elderly, or can be innocent, but either way the moment you kill one you will feel a stabbing guilt. The guilt of a normal person ending another's life. Each time you kill one of them you will feel the guilt as if it is the first time. It will feel like you've just scarred your soul.
Can be taken multiple times.

Drunk (200)
You are tempted to drink alcoholic drinks and you are just as susceptible to alcohol as a normal person. It is always there, at the corner of your mind, urging you to take a sip, and then more until you are nice and plastered. You can ignore it, just as you can ignore your need for sex, and unlike that one this urge doesn't grow stronger with time. You can make this drawback permanent and get a +200CP on your chain.

Kyle Butler (200)
It seems your name is the new John Smith to the criminal elements, making them say it over anything else. This isn't much of a problem, except, people tend to remember names and people tend to think of a name they know of when prompted to lie about their identity. Thus you will get many knocks on your door, from both angry criminals and angry scammed families searching for the one that used your name.
Doesn't mean they will attack you for sure but many angry and frustrated people will be knocking on your door over your time here.

Criminal History (400)
You have a dark past that makes many take a second look. No matter where you run to it will follow you, whether through rumors or people travelling the land seeing you and recognizing you from the old TV reports. You see before you 'woke up', when you were a

foolish teen, you trusted the wrong person and went on a journey across the states. Whenever you ran low on cash, rather than stopping to find work, your partner would return to your hotel room/car with cash, you thought he was simply stealing things or dealing drugs or something… But in reality they were a serial killer, and before you could find that out you were thrust into the thick of the 'hunt' that made you take someone's life, becoming further entangled with the murderer you spent so long time travelling the states with.
From then on you became their sidekick, and whether you enjoyed what you did or not, before long you got captured by the police. Thanks to being underage you were let go with a slap on the wrist, sadly not many see this as justice being served and thus your existence has become a topic to discuss and remember.

Luck Of Rita (400)
You have the worst fucking luck! Just got out of a relationship with a rapist wife beater? Start a new one with a sociopath that has the highest kill counts in the history of serial killers! Oh, and who is the next man to see you naked? Your killer of course! It seems you attract criminals like a flame, all drawn towards you for one reason or another.

Emotional Capacity Of A Brain Dead Fish (400)
You don't get emotions. That isn't to say that you don't feel them, you just don't understand them, if you get spat on you might wonder what that burning feeling in your gut is, or why this salty liquid is coming out of your eyes. This puts both a lock on your understanding of your own emotions, and others'.

Evil Twin (400)
No, you don't have a twin actually, it is just someone that looks just like you who goes around doing crime you yourself are involved in. If you are a serial killer then they will be too, if you are a thief then they will be too, and if you are a civilian who does no wrong then they will be a criminal that does anything you feel the urge to but never act on. Also even their fingerprints are eerily similar to yours. The only good thing about this is that they don't know about you, until you meet that is. They are as skilled as you, but only in mundane skills; so as long as this isn't your first jump they should be easy to take out.

No Police Solidarity (400- Law Enforcement Only)
It is as it says in the title, regardless of what your position is in the law enforcement you will get the same natural treatment that people want police to have. Even if it is your friends or family, they will treat your crimes as if you were a stranger.

Drug Addict (400/600/800)
You are addicted to a drug, maybe it is sleeping pills, or maybe it is muscle relaxants, or perhaps it is pain killers. Either way you are addicted to them; not taking them for long gives you withdrawal symptoms that diminish to nearly nothing but never goes away fully. If you take the 600CP version then you are addicted to a hard illegal drug like heroin or meth.

For 800 you are addicted to all drugs, seeing any drug brings up a compulsion to swallow it, to taste it, to feel how it changes your body's chemistry.

Chainsaw Massacre Trauma (600- Requires Dexter)
You are fucked up in the head and it is all because you were a direct witness to your close ones being brutally murdered in front of you as a child. Now you feel a bubbling urge to kill and if you do not kill someone for a maximum of three months you will start having daydreams of going into a berserker rage that ends with death of as many people as you can reach, and in general be rather aggressive and irritable.
The blood you spill has to come from humans. Trying to gain it from creatures with lesser intelligence feels like trying to eat bugs instead of animals. It might fill up your stomach the same but that doesn't mean it tastes as good or nourishes you the way a steak does.
You can drain the urge by engaging activities that oppose death. Sex that pushes you to your limit might give you a day of peace if you do not go through stressful events. Or delivering babies.

Dark Passenger (600- Requires Dexter)
What is worse than having irressistable murder cravings? Having the ghost of Harry in your head as a guide to how to live. He will constantly belittle your efforts to fit in, to be human, and will always tell you what a monster you are. The worst part is, he says these things with utter conviction, and that he is doing the right thing by isolating you and keeping you from living. Because no one can love you if they see your true self. He still will urge you to kill, it wouldn't do for the monster to forget what it is after all, right?

Gross English Titty Vampire (600)
You are pale as a vampire, have tits, and a very attractive english accent. If you are a woman then this doesn't do much, if you are male then either you have tits like a woman or you are fat enough to have tits. Also in either case you are pale as fuck, and no one in Miami is pale unless they are a vampire. You also have a fixation with fire.

What Must A Man Do To Get A Moment Of Privacy?! (600- Serial Killer or Criminal Only)
As said in the title, people have the tendency to stumble upon you at the most inappropriate moments. You went to the bathroom? Better lock your door or else they will open it. You set up a kill room? Better set it up in a mask because campers will be there. I think it obvious why this perk would be inconvenient for a serial killer. Or a drug dealer.

Luck Of Debra Morgan (1000- Requires Luck Of Rita)
Well. You remember how Luck Of Rita mentioned three men? Now increase it so every year you get a tragic event happening to you. And a shit life in general. Look into the Introduction To The Show section to see what Debra goes through, in half the show. Her luck doesn't get better, it gets worse. Yours will be the same. Those you trust and hold onto as your rock will produce spikes, and those that you are attracted to always either eventually turn into the worst sort of people, lose your attraction, or have terrible things happen to them.

The Prado Family Friend (1000)
One way or another you accidentally killed Oscar Prado, and it seems fate has woven in a net around you at that moment. Miguel Prado, the Assistant District Attorney, will pursue your friendship, fate itself will push you together to be best buds, and Miguel will start spiralling at a downwards angle. Before long he will turn into a serial killer, taking out any who would oppose his 'rightful' decisions, and Ramon Prado, the Lieutenant of Miami Sheriff Department, will be right by his side. Torturing the low lifes to find you to take revenge for his dead brother. You can't kill Miguel until he turns on you, and he will because you will be the one person he will share his murderous acts with.
When you kill Miguel, Ramon will know it was you that did it. He will hound you, track you down, and will torture you to confess. Until you do so he will keep you alive just to torture you more.

Surprise Motherfucker! (1000- Both Serial Killer and Law Enforcement Only)
James Doakes and Maria LaGuerta are after you, and they don't seem to know the word 'innocent' when it comes to you. They are an ambitious manipulator with the rank of lieutenant and many high ranking connections, and an ex black ops member with great skill and even more combat based connections.
James will be tailing you day and night, and don't think you can get him to stop by going to your higher ups, or can do anything unlawful like popping his car's tires and changing cars to avoid him. Maria will tan your ass should you try.
Not only are you unable to shut them down legally or illegally, trying to stop them permanently by your hand is quite impossible as well. They will survive even if you bring down a meteor that wipes all life, somehow. They will still be out there, trying to catch you despite the futility and meaninglessness of their actions.
If they catch on to your true nature as a serial killer and then manage to throw you in jail then it means chain failure.

Dexter (1000)
You are him now. You are Dexter. The child that was born anew in blood, separated from his only sibling that could understand him, trained into a super detective-assassin-spy, and then rejected when the same handler that made him who he is saw what he made. Alone in a world that would muzzle him should he show his fangs, forced to blend in with a population of sheep when in reality he is nothing less than an alpha wolf… Dexter is a solitary creature desperately searching for companionship, only to be let down at every turn.
This drawback gives you the Serial Killer origin and the **The Beast** perk but doesn't give you the training Dexter received from Harry unless you took the related origins.
Also this drawback makes the stations of the plot become much more sticky and hard to derail than you would imagine. Not impossible but an uphill battle against destiny.

Eye Of The Storm (1000)
This is the Everything Gets Worse drawback with a twist. Every year there will be a storm and when it is nearing Miami those around you that you care for will start suffering

unfortunate incidents. The intensity and badness of these incidents grow as the years pass by. In your last year here you better go on a holiday away from Miami to avoid your loved ones suddenly dying to a brain aneurysm, or becoming paralyzed. Material possessions aren't spared from this either so your car might suddenly explode or a kind trucker that is giving you a ride can have a heart attack.
It only lasts until the storm is gone, and you yourself are safe from this, though your secrets and relationships aren't.

You finished the jump, what is next?

"I will **Stay**."
You've seen too much to ever go back to your old life, yet you gained too much here to chance losing.

"I will **Return**."
Oh… This is a first. Have you gotten homesick? Worried about how those you left behind are doing or paranoid about whether your benefactor is even telling the truth about leaving you alone in your home world if you ever try to pick this option? Don't worry, that being can't stop you, not with me to counter her grasping tentacles. Also if you wish me to drop you off in another world besides your original one just tell me, I always pay back my debts, and you've earned plenty of goodwill by surprising me.

"I will **Keep Jumping**."
As expected, living beings live, the undead thirsts for the living's life force, and a Jumper just keeps on jumping. I hope you enjoyed your time in my world, if not then it isn't my problem that you picked that particular drawback.

Challenges

The challenges can be reattempted in later jumps, until you finish them they will be repeatable, to activate them just decide on activating them and go to a suitable location for them.

Challenge Name: **The Blood Of Giants**



Requirement: None
Challenge Task: Beat Little Chino in (dis)honorable combat, while he has his Machete and you have nothing but your body mod empowered fists. When you want to accomplish this task you will be able to depower yourself to your body mod even if you couldn't before.
Warning: Dying to Little Chino will end your chain unless you have a one-up. You can unlock your powers at any moment in the fight but doing so means you lose the challenge.
Rewards: **Little Jumper** (Perk), **Fists Of The Giant Feller** (Perk), and **Little Machete** (Item)

Little Jumper
With the height, weight, and mass of two strong men combined you are a real life giant. You are so badass that you have your own theme music that rings out to announce your entrances, with the weirdness of having a theme music/who hears-doesn't hear it toggling to fit your desires. Besides being a giant in body your giant blood has granted you a power, the power to double and halve any one trait from your body at will.
Go ahead, make yourself twice as heavy, the air inside your lungs half as buoyant when trying to dive down, or halve your weight and double your buoyancy when you wish to swim to the surface.
Go ahead and slow your blood flow to half, and multiply its clotting speed by two to heal from wounds faster.
Or simply halve your weight and double the strength of your legs to jump four times the distance, or, in mid-jump, take the doubling from your legs and put it into the force your fist can generate to deliver one mean uppercut.
This doubling/halving ability extends to all alt forms and becomes part of your body mod.

Optionally you can be a normal sized man but that would mean rather than being effectively four times as strong you would only be twice as strong as a normal man. Though it would also mean you would be able to decrease yourself to half a normal man, rather than to the level of a normal man.

Fists Of The Giant Feller
When in combat against an enemy with the size advantage the kinetic force that your fists deliver is multiplied by how many times bigger your target is than you. If it is something with 'infinite' size then the multiplier caps at 100 times. If it is finite but more than 100K times your size then it is capped at 100,000 times.

Little Machete
A weapon that changes its size to always match yours no matter how big or small you become. It is unbreakable and unbendable, and is 100 times heavier or lighter than it should be where that would be beneficial to you. This means enemies find it impossible to wield unless they have super strength, and allies have a very easy time wielding it.
The size shifting can be done to the parts of the machete, increasing the blade or the handle.
You can touch it with any other melee weapons to merge them together, with the Little Machete gaining their form and useful properties but discarding their negatives.

Challenge Name: **Old Dragon**



Requirement: Have a marriage that has gone on longer than 3 years.
Challenge Task: At the last 3 months of your stay in the jump you will turn into an old man without powers, or even body mod. This is you as you'd have been at age 50 if you hadn't started on jumpchain.

You have three months to seduce your wife, who shifted to her 20s (if she wasn't in them already), and forgot all about you. Just like everyone else. There is no record of your non-professional relationships anywhere, and if you tell about them to someone you will be seen as going senile in your old age.
Now you cannot try to seduce them actively, you have to be passive about it, be genial to them, and in general act more like a kind old man than a man desiring them. Fate itself will do its best to push you two together, and somehow she must be seduced by your wrinkly ass enough to pursue a relationship with you.
Then, as your time in the jump is coming to a close you have to give her an option. Follow you into a place far away, never to return, and leave behind everything she knows, for an old man that perhaps has ten years to live, and that she knew for three months only… Or stay here.
Whatever she decides, on the last day, moments before you two go into the airport (or other form of transport), she will get notified by phone or otherwise about her life in the jump, that terrible things are happening to those she loves in this world and only she can fix them.
To win this challenge she has to choose you, over everything she has to betray her life there and choose you even if she doesn't remember your time together.
Rewards: **True Love** (Companion/Follower), **Shining Love** (Perk), and **Forever Maturing** (Perk)

True Love
She is yours. Truly and with her whole being. And nothing can stop from being with her love, with you. She will follow you into jumps, gauntlets, afterlifes, and even to the loo if you don't scold her and slap away her frisky hands! She gains 200CP to spend however she pleases, a discount on perks that could make her a better life partner for you through the most brutal utilization of haggling one can see in any mundane world, and, well… She just loves you and gets you, even when you yourself don't. And this is the true you, not the improved you with all those perks and powers.
And no matter how you change, how monstrous you can get, she will keep on loving you and cherishing your existence.

Shining Love
Well now. It seems the memories of the holy matrimony you are a part of seems to shine brightly inside all partners' minds. Becoming impossible to forget or suppress. Even if they/you are destroyed down to their spiritual particles the memories of your marriage, and all the memories following that point that you two share, will become immutable. The feelings and sensations can be recalled as strongly as the moment they were made, and actually seems to add onto the similar memories that are being made.

Forever Maturing
As time passes you by one would assume you would be growing weaker, shorter of breath, heal slower, and even become impotent! But why is it that the opposite seems to be happening with you? The longer you live on the better you get in all areas. No need for any exercise, actually, after age 25, it is like you get more benefit from existing than you would

if you had spent the entire day pushing your body to its limit for 24 hours a day. This benefit doubles at age 50, and doubles again every 25 years.
This perk does not make you immortal, your organs will work perfectly until your time comes and then they will fail all at once, but until then you are going to be fitter than a fiddle.
This perk deactivates if you are ageless.

Challenge Name: **Angel of Death on a Godless Florida**



Requirement: Law Enforcement(600CP), Serial Killer(600CP), Dark Defender, and Dexter(drawback).
Challenge Task: You will start the jump an hour after Laura Moser dies. You will receive Harry's training even if you are a perfectly normal child. You will kill serial killers. And you will become a blood spatter analyst at MMPD. This fate will be enforced upon you by fiat, even if you desire something else you will change your mind during the jump as you see fate pulling its strings and those pulls giving you the chance to do what you want to do, such as saving people's lives or enjoying the hunt, you will not die or get caught by the police for doing this.
Until the start of canon you will only have your body mod and will be under the impression that you took a drawback to forget the plot of Dexter. When canon comes you will gain access to the rest of the perks you took from this jump, including the 600CP Serial Killer origin's benefits… But it won't be just you that gains it. Every other serial killer will gain it

too. Every. Serial Killer. In the entirety of Florida. Luckily they do not have the lower tiers' benefits. And their power disappears the moment they leave Florida.
Your task is to find 44 serial killers (some of whom are the antagonists of the show and have some amount of plot armor until their time in the plot comes) with their own Dark Passengers and 600CP worth of stuff from above, and kill them in a way similar to their own ritualized method of killing. Because anything else can only make them unconscious at most. No police shooting, no sniper rifle to the head, and the government will be unwilling to take any action stronger than that even if they start sending poison gas to the police buildings.
To find the 44 you will have the ability to see their Dark Passenger as a ghost hanging around them, maybe it will be a minotaur, maybe it will be a taxidermy figure of their victims, or maybe it will be them covered in dirt and bruises. It signifies something personal to them, perhaps their killer persona, the reason for their Dark Passenger, or even a relative like Harry.
Optionally you can use your The Beast perk to save them from their Dark Passenger, absorb it into your own True Darkness.
But there is a caveat, if a member of the 44 gains The Beast perk, completely giving up on ever turning away from killing, they will gain the enhancement of all their previous ritual kills, hallucinate into seeing you like the image on The Beast perk (only with far more blood and no fire), and be able to leave Florida with their power.
If they do this, and you do not kill them before the jump ends, you will fail your chain.
Thankfully once they gain The Beast they become able to be harmed in non-ritualistic ways, allowing you to snipe them from a distance or blowing them up.
Also, don't worry about not finding them in a large area like Florida, fate will push you together.
Lastly, if you, instead of killing them, absorbed their Dark Passenger through the usage of The Beast, will gain a +100% on your future rituals' effort value that does not go against the cap.
Warning: This challenge makes things far more dangerous unless you rush to ritualize kill people, but the less effort you put into killing someone the less it will earn you. Also, despite the danger, no one else will be prepared to deal with things unless you get them prepared somehow. Such as convincing the cops to turn to serial killing themselves to gain the power necessary to enforce the justice.
Rewards: **Essence of Death**(Perk), **Favored Enemy** (Perk), and **Florida** (Item).

Essence of Death
You have done it, you have proved your superiority and claimed victory over all the other Serial Killers. This success had a consequence. You've become something more, you apotheosised into a being that can be called a God. But let us not get too ahead of ourselves, you aren't all powerful or anything like that, you just have an energy inside of your being that contains the concept of Death in it. This energy is undetectable, innate to your being, and grows more potent as you directly cause death, regenerates as death happens around you and your senses, rises in quantity as you use it time and again, and, as you use it and see more varied 'deaths', it grows more intelligent in making your lethal wishes come true.

This energy isn't necrotic, but it is literally the essence of death, anything conceptually linked to death can be made to happen if you have seen it before, have enough energy to replicate it, and channel the energy to do what you imagined. From killing a non-living entity by picking what makes them 'living' and concentrating on killing it, to killing the healing effect of time in the wounds caused by your sword, or killing that healing stopping effect you yourself applied, to killing the engines, to killing your momentum, to killing the progress of a zombie infection in a person's body, to killing a brainwashing effect though that would only remove all the brainwashing, not fix what it already did to the brainwashed person…
In time you might make some really crazy things with it as long as you keep your imagination open to new ideas and options, such as making it take on one of your alt forms to give you a second body to control and think in (and use as a one-up), giving it a horse form to mimic to take on the title of Horseman Death, or even maybe, one day in the far future, making it tap into your prediction abilities to estimate the death of everyone in your Death Aura's range (which is, at the start, the range of your senses, but increases as you use it up more) and their reasons/causes.
To clarify, while you can do anything related to 'Death', 'End', and 'Entropy' with this energy there is a certain amount of energy you have to spend in exchange. The more death passes through your senses, the more you use your energy, and the more you cause death the less things will cost. The closer they are related to the concept of Death the less they will cost to 'kill', meaning a sickly old man that is as strong as a kitten will take FAR less energy to affect with the energy than someone like Uzumaki Naruto or Superman.
This energy can be expressed in an aura to show your status as one of the Divines of Death, you can show it to others that had dealings with the godly beings previously to gain recognition as another such being.

Favored Enemy
With every 10th power kill of a group you gain a 10th power percentage boost to attack and defense against them. If the being you kill is part of two distinct groups then it the boost will go to whichever is higher, meaning if you start killing Nazi Dragons after going to a Nazi world where you killed a hundred of Human Nazis, then you would get 100% to attack and defense against the Nazi Dragon, after you killed 10 Nazi Dragons your 100% boost against them wouldn't change unless you kill 900 more beings with the Nazi grouping. Then it would become a 1,000% boost. But if, afterwards, you encounter a Dragon without the Nazi grouping, then your boost would become 10% boost, because that is the number of Dragons you've killed.
This is an enhancement of your existing abilities, if you cannot deal even a 1HP damage to a Dragon then you have to have killed a stupidly large number of dragons to be able to take it down.

Florida
Just as the Roman Gods had Rome, and Asgardians had Scandinavia, you have the state of Florida. It is covered in your Death Energy, and any death that happens in Florida is being channeled to you to replenish your spent energy, which, with its population of 20M by 2010, is quite a fast replenishment rate.

In the future jumps you will have the option to have it replace the local Florida, import as its own island nation, or have it stay behind a door in your Warehouse, where you have the option to freeze time or rewind it to a previous state since you first got it (repairing infrastructure and even resurrecting people if they died in Florida), and even control the weather to reflect all the different kinds of weathers it has experienced previously under your control.
The inside the Warehouse the edges of Florida are covered in an unbreakable paper wall painted to look like what should be behind the wall, the door (locked to anyone not you, a follower, or a companion) to the Warehouse is located on the wall in the sea, imagine Truman Show's ending and you wouldn't be far off.
The state isn't prepared for going self sufficient all of a sudden. The population doesn't suddenly accept you as its one true god unless you can convince them somehow, they are far more likely to think they've been kidnapped from their world and got trapped in a glass jar by aliens.
In the futuristic jumps you can set the weather to a tornado or an earthquake to justify why it is so low tech compared to the rest, as long as Florida experienced them before, or just let it be a random assbackwards place in the world of tomorrow.
If Florida is imported, when the jump ends, you will have the option to save the new population as the default or load the previous save, picking and choosing the details like resurrecting the people, making them younger or older, and whether they have any memories of the jump.
Lastly, the people that died in your Florida… When the jump ends you have the option to resurrect them, regardless of how long they've been dead, for no energy cost. Or, if you are in the jump still, you can resurrect them for a lot of energy.
Even if you import it to a setting where masquerade exists, or zombie plague exists, the plot won't be disturbed by the appearance of a state's worth of people or their advanced technology.

Notes

Origins can only be 2 because that is the maximum limit of roles a person can handle in their life.
Dexter is a Serial Killer that had been trained from childhood to blend in, be an agent of Law Enforcement, yet Doakes saw through him because his true identity leaked through. He married Rita, and gained the Civilian identity, which put so much stress on him that he punched a guy in front of a police officer, alienated a corrupt cop, and eventually fell asleep behind the wheel.
Only after Rita and the children were gone did his life become stable again. But that also dropped him back to Serial Killer/Law Enforcement roles.

Debra is another example of too many roles being bad for you. She is a Law Enforcement/Civilian gal who took on the Criminal role to keep Dexter's identity as a Serial Killer a secret. Then she took Laguerta's life and gained the Killer identity, which just

shattered her because it went against her being. She was always big in Law, and the polar opposite of her identity, Criminal, was already taking a great toll on her but then you add Killer to it? A woman that only got inured to death by necessity rather than getting used to it? It shattered her.

Then there is Maria LaGuerta who has Law Enforcement/Criminal identities. She is a woman that ruined people's lives and backstabbed even Debra(definitely Criminal) but she also has the responsibility of leading the detectives of MMPD(Law Enforcement). So when she tried to take on Civilian by getting married to Angel Batista? No. It did not work out.

Louis Greene is the final example I will give on this. He is a Civilian/Law Enforcement (wannabe). He is a game designer that became part of the MMPD's lab technicians. He then had a bout with Dexter and tried to ruin his life, gaining the Criminal identity. It did not go well for him.

If it wasn't clear enough; All origins have an influence over you.
Taking Civilian will make you enjoy normal boring activities more and make you have more patience for them, while make exciting activities more stressful.
Taking Criminal will make the boring activities seem like torture, make you self centered, and more impulsive.
Taking Law Enforcement will make you more aligned with Order and Good, and make what you would deem as Chaotic and Evil more disturbing to you. Doesn't have to be evil or chaotic actually, but anything you don't agree with fits, the more you disagree the more disturbed you will feel.

Taking Serial Killer will remove your quasiness from blood and death and violence. It will actively make murder an exciting activity that has no other comparison.
Maybe if you are also a Civilian it will be the excitement that was lacking in your mundane life, that somehow enhances the beauty of the mundane after you commit murder.
Maybe, if you are also Law Enforcement, then it will feel like you are righting a wrong by killing them.
Maybe, if you are also a Criminal, then it will fill you with a sense of power, of control.
In reality it is all those things combined, it is exciting, it feels right to kill as the predator you really are deep down, and it is about the power imbalance between the prey and predator, but your origin might enhance one part of it and make that part more obvious than the others.

Post jump these traits become toggle-able, but they might get integrated into your personality before that if you already have those traits.

Trophy Box has infinite space in it, and you will find the blood drop you want by reaching into it. The blood is only taken from the people you've killed, not people whose deaths were caused by you.
If you wish it could be something similar, perhaps a camera and laptop combination that automatically records your kills from multiple angles?

The house you first buy as a Civilian origin isn’t fiat backed, but in the future jumps you can get the first house you go to buy fast, regardless of their placement or owners. You cannot put this on hold, it doesn't matter what you buy, as soon as you buy a place this ‘blessing’ will be gone.

The 800CP Serial Killer origin’s numbers aren’t exact. It is based on an effort value and the bare minimum gives those. It considers your ritual to be impersonal, something like working as a dentist and then killing your clients on random by giving them more anesthesia when they are knocked out on your table.
Dexter’s effort value would be: Vetting (8 Points), preparation(13 Points), kill (2 Points), and disposal (5 Points).
He vets the target so he is sure they are murderers, even going through the effort to make lab tests on them, breaking into their homes, and following them for days.
He generally captures the targets by elaborate jump scares, such as putting many candles and flowers on the ground, all leading to the kill room, which he prepares by buying a ton of plastic wrapper, finding the perfect place that is both secluded and not too far away AND carries a meaning for the targets, calculates the correct dosage for the target, injects them with it and then carries them to the kill room, wraps them up in plastic, places the pictures of their victims and reason for their death, and waits for them to wake up.
He takes his trophy blood slide, and then stabs them in the chest impersonally, just as he had done a hundred times before.
He cuts the body into pieces, puts the pieces into plastic bags, transports them to his boat, finds and puts rocks into the bags, sails out to the ocean, and dumps the bags.
All in total that would be 29 points, or 290% on average.
You can increase it even further by putting in more effort but the maximum amount of gain from a single target is 600% of their powers, abilities, and talents.

You can also make a larger ritual that includes smaller rituals, let us look at Trinity’s ritual for example.
A 10 year old drugged and buried alive in cement, after getting him to dress up in your childhood clothes and accept being called with your name. A young single woman, forced to cut her own artery in the bathtub while he sits behind her naked. A mother of two, coerced into jumping to her death. A middle aged father, beaten to death.
Each one is a ritual on their own, but you reap the rewards again after finishing the group, for each one killed.
But that isn’t all, Trinity’ ritual was, as his name suggests, threefold. He was, on each murder case, leaving behind the ashes of his dead sister. When all the ashes were finished he, if he had this, would’ve gained another 600%, for every person he killed in his rituals over the 45 years that he had been a murderer. Which is around 180...

The Beast was intentionally made vague. In my mind The Beast does little but let you hear what people’s inner predator side says in this world, but in a world with magic it would give you blood magic automatically if it exists (like having Bloodbending even if you are an Earthbender), immunity to mind control or possession, the ability to appear as pure evil in

detection magics or to fuel dark spells, and maybe even some demonic abilities. Fanwank what else it does.

When this jump ends all drawbacks are lifted, little or small, and you gain the ability to toggle parts or the whole of the perks and items you gained here.

Special thanks to many people.
Mac Ibach(no idea what his reddit name is), who likely pointed out all the many, many grammar mistakes in this doc.
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penguinstudentposts, for Dexter's Lab toggle.
Quietlovingman, for the Evil Twin… Actually I am not sure if you gave me this idea, Albert Chung looked very much like Masuka, I think that was what inspired me to make the drawback, but there is also our talk about Dexter's lookalike in the books…

Introduction To The Show

Here is an introduction to the series for those of you that do not want to spend hours watching 8 seasons.
I wrote this after watching season 4.

1) Dexter Morgan… The main character. Has an imaginary friend in the shape of his stepfather. Who is a piece of shit. We'll get to that.
Dexter's main shtick is that he is a sociopath, that has been groomed into a psychopathic murdermachine of vigilantism. He has almost no empathy due to his grooming. He hunts serial killers mainly but isn't that picky, rapist and other similarly despicable bastards are also welcome on his chopping block.
The main plot of the show is that Dexter is a sociopath that tries to be a psychopath that is trying his best to act like a normal well adjusted person to avoid suspicion. The problem is that he isn't a psychopath. He wants understanding, he wants friends, he wants to be honest with someone, to open up, to share the burden he had been molded to carry.
He works as a blood spatter analyst, is in reality a super detective that would give Batman a run for his money, and routinely falsifies evidence, misleads fellow detectives, and lies to those around him.

2) Henry Morgan… The piece of shit. Dexter's mentor, stepfather, think old testament god's archangel Michael on Dexter's shoulder. Every time he appears there are bright lights and images of good, but listen to what he says and it is always 'be the monster I taught you to be'.
This guy cheated on his wife by having an affair with an informant, Dexter's mother, forced her to go back to gather information when she told him that they were suspecting her, that they would kill her… They did. It took him 2 days to find the result of his forcing the issue.

2 Days of Dexter and his brother Brian sitting in the chainsaw massacred body parts of their mother in a container. 2 days without food or water in Miami heat in a metal container, with a mother that screamed for their killers to not to kill her in front of her children. For them to not look.
What does Henry do when he opens the container? He takes in the horror in front of him. Sees the woman he had an affair with chopped to unrecognizable pieces, sees two children, one about 2 and the other 4, and what does he do? He grabs the younger, the one that can possibly forget this event. Does not stop, does not look behind him, even as both children cry out for each other. He takes the younger child and leaves. Takes him home, ignores the questions about his brother until they are gone, ignores the idea of making the sensible thing and giving professional help to Dexter. Then he finds Dexter, either from repressed anger or perhaps actual psychopathy, killing animals, multiple animals. He decides to, rather than doing to sensible thing and going to a psychologist, train Dexter into serial killer killing vigilante, but no, Dexter isn't doing this because it is the right thing, it is because Dexter has a need to kill, and if he doesn't kill he gets mad, easily frustrated…
I could make a masturbation joke there very easily but no.
So, Dexter, without any way to release his pent up emotions, always thought to repress like a religious dictate, given a code to follow like religious mandate, and when he gets to his boiling point he just has to kill to let go of his pent up anger….

3) Being Debra Morgan is suffering. Seriously. Just. Fuck.
Before going into her in depth description, she has a lot of character building, lets say what kind of character she is… She is tough. Sensitive. Empathic. Brash, intuitive, a great detective, foul mouthed, very lucky/unlucky in love (no middle ground), and, just… You need to read the tale below. It contains four seasons summarized.
Here is a girl that had been practically abandoned by her own father in their own home because the said father had to train Dexter into a murder machine, while keeping this a secret from her. Henry kept pushing Debra away, constantly crushing her hopes and dreams of bonding with her. Then her mother dies, and the only person that could support her is too busy molding Dexter into a vigilante. Said father offs himself when he sees first hand what he created when Dexter hunts down a killer, and butchers him in the garage to dispose of. Leaving her with an emotionally stunted sociopath trained to be emotionless serial killer murder machine.
She becomes a cop, to be like the father that never paid her attention, has to dress like a prostitute to catch people paying for sex for two years. Manages to get promoted to detective through piecing clues together on a case by blind luck, strong detective intuition, and a bit of Dexter's help (who keeps steering her away from the bullseye time and time again so he could hunt the serial killer himself, actually if not for Dexter making serial killers disappear Debra would be the super star of Miami Metro Police Department), gets a great boyfriend, the boyfriend is thoughtful, sees her, has loving sex with her, and actually cares enough about her to ask her questions. Except as time passes by she realizes that the questions are about Dexter.
She refuses, gets emotionally slammed into the floor left and right until she is too confused to think she can be right, that there is something going on. Then he reveals that he is the killer. He throws her into the trunk, kills a guy in front of her, keeps her captive for hours,

drugs her, threatens her, insults her so harshly that it is a miracle she can still try to escape and fight back.
Then she wakes up strapped to a table, with a knife about to be slammed into her chest, but held in place by her brother's hand. They fight, the killer escapes, then kills himself in the same house they had spent many nights in.
Of course she becomes famous, because come on, everyone wants a piece of the Ice Truck Killer's Girlfriend.
She meets a guy at the gym, freaks out when he offers to teach her how to punch and tries to bandage her hands. Meets him again, gets intimate with him. Freaks out again when she checks his emails and finds a mail from editor commenting on a piece of writing about a Snow Princess. Turns out he is a children's book author.
She can't do it, breaks up with the guy, to get with the guy that doesn't freak her out by being kind, and wonderful, and understanding like 'Rudy' had.
She gets with the old as dirt (50 to 60, literally twice her age), fatherly, patient, and calm guy. Because she needs to feel safe. And he is, because he is a legendary FBI agent.
He leaves for more crimes out of Miami, offers a halfhearted 'you can come with me', she calls a taxi to go to the airport when she gets a call about how Dexter's stepchildren have been kidnapped. She gives up on Lundy for them.
So, no lover, only work, only family and support being Dexter, the fucking golden boy with the emotional capacity of a teaspoon. Whom she also relied on after he saved her from Rudy, then when she begged him to stay with her that night, he refused (true, it was to kill Rudy, his brother, but… Yeah).
Anyway, with Lundy gone, she focuses on work, she wants that promotion, gets close to it, and then gets close to an informant. Detectives decide to use him as bait, they spread word that he knows what the newest serial killer wants to learn, the said serial killer kills by skinning people, one of his victims was a child that Debra gave her card to by being nice to him. Seeing that he was too young to be in dealing business, wanting to do some good. Mother finds that card the day after the child is found skinned and left on a chair, and of course Debra is guilty.
Informant calls her then, tells her that he isn't leaving because he knows how she risked her important promotion to tell him to run. They have sex. He gets kidnapped by the serial killer. Gets tortured by having strips of his skin being peeled by a knife every hour.
Debra saves him, feels guilty, they get into a relationship. She learns that even if it got out that she is in a relationship with him it would hurt her, because he isn't in the records as an informant. If he was he would be getting paid, have insurance, and a time limit on how long they could keep him working as an informant, and for weed usage he already paid for his crime long ago.
She decides against telling her boyfriend the truth, because the man that didn't put him into the records is her detective partner. He finds out, forgives her.
Time passes by. Lundy comes back. He is retired, following after an old theory of a trio of murders being connected. She is confused and distressed, because she wanted to go with him back then. She is displeased with his reasoning, because, obvious reasons.
We learn then that the torture victim not informant has been home once a month or so due to constantly being on a tourneys and crouise ship band work or something.

She meets with Lundy by accident, he says a few words and she runs away from him, confused as fuck, as she would say.
But eventually they come close again and she decides to leave Anton, and be with Lundy again. Lundy walks her to her car, they discuss whether she is a 'fuckwad'(her words) for cheating on Anton.
Debra: "And now i've cheated on a guy who doesn't deserve to be treated that way. I should have broken up with him first. But I am a fuckwad."
Lundy: "No, you are beautiful. And you were confused. And now you are not."
Debra: "So?"
Lundy: "So we'll set this right, together. Alright?"
Debra: "Don't go disappearing on me again."
Lundy smiled: "Not a ch-
Gunshot
Second Gunshot
Debra falls to the ground, Lundy is in front of her, eyes open, trying to say something but can't, he doesn't move, a figure comes along and searches his clothes and takes his wallet, but Debra doesn't see that.
She is having trouble breathing, clearly in pain, yet she begs with the last of her strength for Lundy to: "Stay with me."

So. What happens when she wakes up next? She is in the hospital. Dexter of the teaspoon of emotional intelligence comes along, Rita manages to silence him before he could unwittingly push anymore of an already shattering Debra's buttons. That is when Anton comes along.
Debra isn't a fuckwad. She tells him the truth.
And she doesn't want Anton to stay because he feels like he owes it to her, Anton leaves, never to be seen again.
One night. She had two great men that both loved her and she lost both of them in one night. She saw one die in front of her and asked the one she betrayed to leave her at her most vulnerable moment.

If Dark Knight's Joker saw Debra then he would definitely doubt his spiel about 'One bad day'.

4) Rita Morgan is a waifu. The cinnamon roll of the series. She is kind, loyal, understanding, loving, and everything else you could want in a waif woman. But she isn't just a waif woman, she is a waifu, meaning she is strong. Maybe not physically (though her ex husband's lawyer would object to that) but her willpower? It is over nine thousand.
This tiny woman stood up to Miguel Prado, the District Attorney and gave him a piece of her mind about how to act towards his wife.
This doe eyed woman stood up to her verbally abusive mother and gave her the tongue lashing she desperately needed, and sent her packing with a very satisfying talk.
This fragile looking woman, when her ex abusive druggie husband threatened her children while drunk, submissively led him to the bedroom, get him to take his shirt off, and while

the hem of his shirt was over his neck she slammed a bat into his head, knocking him out before she gathered her kids and fled the house.

5) Angel is the best person in the show. He is the dad, the wise teddy bear giving advice, the guy who tries to help everyone and be the best man he can be. Even if it isn't easy. Also he is pretty unlucky with the ladies.
To quote Dexter wikia: **In a rare moment of honesty, Dexter tells Angel that if he could be like anyone - like a "real person" - he would want to be a man like Batista.**
His marriage ended because he cheated, his wife wouldn't have learned of it if not for him confessing to his wife the day after his infidelity, he spent months trying to earn her back until she talked to him and convinced him that their marriage had been falling apart for years, and they separated.
He spoke against his partner Doakes in court because it was the right thing to do, but it was a coverup operation, which meant he did the wrong thing by doing the right thing, everyone in the precinct started calling him a snitch, a squealing pig.
He found a gal in Dexter's ex, Lila, also known as the Gross English Titty Vampire, and since she seemed interested in him and Dexter said she was too dangerous but Angel took that as Dexter not being interested in her so he went after her. She made him paint her house, they drank wine together, had rough sex, and then she fainted in the bathroom. Test results said she was roofied. There is evidence of rough sex that can be considered as evidence of rape. Meaning everyone was thinking she was raped by Angel.
Only after she kidnapped Dexter's stepkids, and tried to burn both them and Dexter together did the suspicions drop. He tried to grasp onto religion to fill in the void of loneliness, he failed. He tried to hire a prostitute, she turned out to be a vice cop, and he got insulted again.
He had a few relationships over the seasons but it all failed one way or another, some were even good but they all failed. In the end he retired after buying a restaurant.

4) Miguerta. The bitch. The worst character in the show, and I don't know whether I mean that as in she is a bad character or as in an evil character. Because both works and fits her to a tee. She is the character that is written like a different person each season.
Season one, horny cougar after Dexter's meat, bitch to Debra, and gloryhound.
Season two, loving friend to Doakes and **ABSOLUTE TWO FACED BITCH**(gotta admit the reveal was impressive, no I won't reveal it here).
Season three, a good friend and good detective (as in good at her job).
Season four, a good girlfriend.
…
You know I thought she would have something more to describe her. She is just inconsistent, too dependent on outside factors, she likes publicity, likes talking to the news, and bossing people around. The bitchy boss basically.
THEN AGAIN… I kinda get it, you need to be bitchy to keep your wits when you are the head of a TV Series police force, the way characters go above and under the law to get things done… Yes, Miguerta is kind of right about her act.
She also has too little pride yet somehow also too much arrogance at the same time.

5) Joey. Criminal origin cop. He is charismatic, knows the streets, doesn't do things by the book, steals money from crime scenes, and in general stinks to high hell like a dirty cop in everything he does. We don't know whether he is though. But we do know he dislikes people disliking him, has a habit of wanting to be on everyone's good side, and remembers it if someone rebuffs his attempts.
He is also arguably the hottest male character so he has that going for him…

And more characters, but the majority of them can be seen by a quick stroll through the wikia and the few that can't be are quite generic.