

Changeling Chronicles Jump
v1.0
by LJGV/Sin-God

Welcome to *Earth*, jumper! This is a world that, at a glance, seems a lot like a dozen you may have visited at some point in the past. It takes a more thorough glance to notice something… *Off* about this Earth. But seeing as you'll be here for a decade I'm sure you'll have plenty of time to take stock of your situation.

In this world supernatural beings live alongside or not terribly far from humans. There are powerful supernatural entities capable of creating neighboring pocket dimensions that serve as valuable sanctuaries for other supernatural beings, these beings tend to be remembered as gods or referred to with other powerful titles. Humans and monsters share the world, though the lion's share of humans are blissfully unaware of the fact that monsters are real and myths tend to have some basis in facts, albeit distorted due to the passage of time. Supernatural beings strong enough to create pocket dimensions and otherwise deserving of titles such as "Gods" or noble designations such as Archangels are known, to sufficiently enchanted humans, as "capital S Supernaturals", which while vague is more useful than most other designations used to lump them together since each god, archdemon, or faerie noble, or what have you, is as different from each other as every human can be.

Take **1000 Change Points** to fund your adventures.

Author's Note: This is an original setting. I don't know if this is the start of something or just a one-shot, but either way I hope you have fun.

Starting Location

You can start anywhere in the world for this jump. Only the very smallest communities do not have any sort of supernatural presence, and there is often some seed of truth in local legends concerning the mystical, the arcane, the supernatural, and the eldritch. While many humans will go their entire lives with no meaningful contact with the

supernatural it'd take someone truly isolated to never meet a supernatural in some capacity.

Age and Gender
You can pick both your age and gender freely for the sake of this jump.

Origins
Each origin here is that of a species or, at least, in the case of a Changeling, a *type* of being. In future jumps these origins count as alt-forms (or merge with similar species-origins if you have any and would prefer that), and they all benefit from species-related perks. The origins are not intended to be drop-in friendly, but if you can narratively rationalize how each origin works as a drop-in feel free. This will be the most difficult, in all likelihood, with changelings.

Other types of beings exist in this world as well, and they tend to have powers routed in the myths that humans told and tell of them. Some easy examples of this include vampires and werewolves being able to share their state of being with humans, ghosts haunting places they cared about if they have unfinished business, and some dragons hoarding treasures (though each dragon's definition of treasure is a matter of personal choice).

Human [Free]
Human beings. The standard inhabitants of mundane Earths are the, on a surface level, dominant species of this version of Earth. Humans in this world are interesting because they are among a rare few species completely incapable of utilizing any sort of supernatural abilities themselves. Humans, realizing how this gave other beings a very powerful edge over them decided to go about addressing this.

Some committed themselves to science and to exerting control over the natural world. There are certain factions of humans *In the Know* who mistakenly overestimate the effectiveness of this approach and believe that humans must have discovered a sort of… supernatural-killer and that's what allowed humans to spread across the world and to end the reign of supernaturals. This is not really reflective of reality but the illusion of it is helpful to some supernaturals so they don't bother correcting mistaken humans. While there was no singular supernatural killer, there are indeed technological innovations that proved incredibly useful against some supernatural lifeforms, which played a role in persuading the lion's share of supernatural lifeforms to accept the shifting status quo when humans began to turn the tide against supernatural dominance of the Earth.

There are other people who decided to go a different route and discovered something intriguing. Humans are not capable of supernatural abilities and feats by themselves, but they can become capable of great supernatural feats if they barter, bargain, and eventually come to terms with powerful enough supernatural entities. How precisely this works is only understood to humans who made deals and their descendants, and when new humans make deals, they enter a distant community of other representatives of stranger supernatural forces and gain shadowy powers of their own. Among other things, some of the powers that those who make pacts with supernatural lifeforms can

have are things like flight, immortality, or (more commonly) enhanced longevity, and simple superpowers like telekinesis or super strength. Some supernatural beings that strike pacts with humans give them powers that reflect folklore and faith, with some monsters giving humans powers akin to tales of the *Evil Eye* (the ability to curse someone to misfortune through the use of a malevolent glare) or giving them the powers of miracle workers, creating places on Earth where faith-healing works.

Witch [100 CP]
In some myths and folklore witches are humans who have magical abilities innately or who strike up pacts with powerful beings. In this world, neither of those descriptors describes what this origin entails. Witches, here, are members of a distinct species that is altogether non-human, they simply happen to resemble humans as a matter of genetic and evolutionary convenience. The single biggest giveaway that someone is a witch is if they are capable of performing magic, which is not something humans can do (though some humans who have struck up a deal with assorted supernatural forces can do feats that seem like magic). Witches on Earth tend to be rare as most witches live in pocket realms, either ones of their own making or ones owned by someone else (sometimes a witch, sometimes not), and witches on Earth have a number of reasons for being here. Some are long-term inhabitants of this world who cooperate with humans on supernatural matters, others are the children of romances between humans and witches (who are either fully human with naturally high charisma and charm or who are physically hardy witches), and others are witches on missions of various sorts. Magic in this world is fairly standard fantasy fare, and humans and witches work to keep real truths about magic unacknowledged, doing so through various means with some human pact makers even working with scientists and journalists (only some of whom know real truths about the history of the world) to do things to discredit actual news related to magic.

Despite the gendered connotations of the term, there are witches of every gender and sex. Witches have a lifespan comparable to that of humans but can become immortal through magic.

Changeling [200 CP]
Changelings are… a mess and a half. The more powerful a supernatural being becomes the less certain types of classifications begin to mean to them. Stronger supernatural beings become immortal, can grant power to the powerless, can do seemingly impossible feats, etc. Strong enough supernatural beings can have children with any other living being. When such beings have children with other supernatural lifeforms (such as a deity having a child with a dragon or a faerie lord having a child with a witch) their children are changelings, chaotic beings that take the raw power of their parents and transform it into potential. Changelings are protean beings who can steal the power and talents of others with a touch. The power of their parents is too much for their bodies, but over time they can become stronger and more acclimated to their heritage, and as they steal more from others they become mighty in their own right.

When a changeling that has become aware of their nature, a process that occurs automatically at some point in their late teens or early twenties, touches someone (be they human, supernatural, or even non-human natural lifeforms like animals and plants) they can steal from the lifeforms they touch. At first, they can only steal simple things,

intelligence, strength, speed, etc. As they mature and grow more acclimated to their own abilities, they begin to become better at stealing other, more advanced things such as specific memories or skills. Legends persist that some ancient, or lucky, changelings (ones that grew epically strong incredibly fast) can even steal someone's powers or their very form, if they touch them for long enough. Changelings have lifespans that are twice as long as the lifespans of even the healthiest and most hale humans, but obviously some changelings become immortal and thus age means little to all but the youngest or weakest changelings. A changeling's appearance is one of the most explosively chaotic things about them, as their heritage is what informs much of their base physical nature, so many changelings can look human but there are just as many that are physically, undeniably inhuman.

Changelings have a lot of potential but many forces in the world and neighboring pocket dimensions fear them. Smarter supernatural factions and human groups try to recruit changelings. Less smart ones try to kill them.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Secret Keeper [Free]
You are uncommonly good at keeping secrets. On a mundane level this is handy for being a good friend, but on the larger level this means you're quite good at keeping your supernatural side and nature a secret. You can reveal it yourself if you want, but it's now a good deal harder for someone to accidentally learn of the supernatural through you, with people having a powerful urge to rationalize supernatural and inexplicable stuff involving you.

Impressions [100 CP]
You intuitively understand how to position yourself and act to leave impressions of your choice on others. If you want people to think you're an enigmatic figure you know how to be mysterious. If you want to be intimidating you know how to be intimidating. This can be incredibly important if you want to avoid a fight or create an alliance with someone down the road.

Disguise Self [200 CP]
Like many people in this world, you are remarkably adept at hiding your true nature. You are a more-than-passable actor and know what to do to mask things that might hint or even reveal what you really are. *Secret Keeper* is a more passive version of this focused on keeping your supernatural things a secret from non-supernatural people. This is an active talent that can help you fool people, tricking them into thinking you are something you aren't, even if it means tricking supernatural people into thinking you're mundane or tricking people into thinking you're a different kind of supernatural being than you actually are. While not every supernatural has some version of this, you'll find that some monsters of various sorts have the power to take on a human form.

Privileged Upbringing [400 CP]
This is a Capstone Booster
Oh no, you have access to what will always be one of the greatest powers in any urban fantasy setting; a loving family and welcoming community. You were raised by your parents in some meaningful capacity, and, just as importantly, your family matters in a real and distinct sense. How this manifests depends on your origin, with humans being raised in a home that understands that supernatural beings are materially real and present in the world, witches being raised by their parents and taught magic in a formalized, academic environment, and changelings knowing who their parents are and being taught how their powers work from the second they manifest. This also means that you are a person of wealth and privilege, and more importantly, you actually understand your powers (if you're not human) or how to get powers (if you're human) and the true, supernatural state of global affairs. In this and all future worlds you will be born into a position of some level of influence, have access to a formal education relative to your abilities (and both greater knowledge of and control over your powers than someone of your chosen age would normally have), and have a few loving relatives who are ready to look after you and help you.

Human

Adaptable [Free & Exclusive to Human]
You are human. Humans determine what is normal. You do not have to worry about losing your mind at the sight of the full moon, or that a stranger's papercut will cause you to slaughter everyone in a small store. When circumstances change rapidly you can react to them appropriately, even when someone with "greater power" would be driven mad by the silliest, most specific change, and this is a powerful thing. Sure you can't chuck a car at someone, but you can keep negotiating with someone while the sun shines on you. You're adaptable and centered, and people (in the broad sense of the term) appreciate that.

Keep Their Heads Down [100 CP | Free for Human]
Humans keep their heads down and let others go about their business undisturbed so long as it doesn't involve them in some capacity, at least most of the time. You're really good at being ignored by others, and when your actions don't involve someone and they see you doing something they'll be fairly likely to not get involved if they can avoid it. There are limits on this, but for you, those limits are looser than they should be, so long as you don't somehow involve them in your activities. Around you, people are conveniently selfish.

The Numbers Game [200 CP | Discounted for Human]
Humans have the numbers advantage. They have the sheer numbers to overwhelm even entire armies of monstrous beings, which monsters discovered to their chagrin a long time ago. And you know this fact. You understand how to leverage it to your advantage, knowing how to use overwhelming numbers in a range of ways to achieve your goals.

Fortune Favors Man [200 CP | Discounted for Human]
You're lucky in a rather specific way. You have a habit of getting the benefits of lucky breaks that help you out with regard to the supernatural. If you, for example, encounter a vampire either you're encountering a chill one or when something unfortunate is about to happen you get saved by some sort of guardian. This won't save you from true foolishness on your part, or from a strong enough foe, but it can come in clutch and keep you from suffering a fate worse than death, a fate that strips you of your humanity, and at the very worst it'll give you a chance to book it out of the situation you're in.

In The End, You're Just Human [400 CP | Discounted for Human]
You are human (or whatever origin you happen to be, if you select this perk and are not human). You will stay human. People trying to change your species find it impossible to do so. You are immune to things like polymorph magic or corruption that transforms you and changes your species.

Reality Reinforcer [400 CP | Discounted for Human]
Around you the supernatural is weakened ever so slightly, passively. A small area, proportional to your knowledge of the supernatural, is subtly reinforced and it becomes just a bit harder for supernatural shenanigans to happen. It costs just a bit more energy to use magic, it's just a little bit harder for a god to answer a desperate prayer when the praying person is next to you. You seem to be curiously able to spread this field and to increase its intensity once a day, for a period of about ten minutes. How far you can

spread it and how much you can amp it up depends on your knowledge of the supernatural. The more you know and understand about the supernatural the stronger your ability to block it and make it harder to do stuff with will become. This also protects you quite dramatically against efforts to steal things, supernaturally, from you and makes you aware when any such efforts occur.

Academically Minded [600 CP | Discounted for Human]
You have a remarkably keen mind. You have a stunning learning booster that improves your ability to study and learn things to the tune of making you six times as fast at both. You are a brilliant academic as well, skilled at teaching others and more than able to communicate your findings to other people. You are also especially skilled at learning about the supernatural, having unusual luck when it comes to chances to study the supernatural, and learning about them nine times as fast as you learn about other topics.

Scientist Against The Sorcerous [Capstone Boosted]
Huh… This is interesting. Are you a sage by chance? With this, your buff to learning about the supernatural is doubled in potency, and you can pick an area of scientific research to specialize in. Whatever field you pick you will become a world-renowned expert in, and you'll be spectacularly good at figuring out how to use your field of study to interact with the supernatural. If you pick biology you can research supernatural lifeforms in ways that figure out interactions between their supernatural physiologies and mundane lifeforms. If you pick robotics you can design robots that match supernatural lifeforms and even create magitech. Other fields of study have different interactions with the supernatural. You are also good at weaponizing science against the supernatural, able to create artificial tools against eerie supernatural beings.

A (Hu)Man Of Your Word [600 CP | Discounted for Human]
People know they can trust you. Your word is seen, by others, as honorable and trustworthy. When you make promises people instinctively sense that they are worth something. People believe you when you give your word. The more truth you tell the stronger this reputation and ability becomes. You can also gauge how trustworthy others are, and are better at detecting lies when they come from other people.

Power Of Pacts [Capstone Boosted]
You have learned about the art of pact-making. You know how to contact supernatural beings and make deals with them wherein they give you powers in exchange for service, be it long-term or instances of service that they can call upon wherein you are expected to comply or you lose your powers (or face some other negative consequence). Beings that can make pacts with humans can give them powers modeled after their own abilities and scaled in intensity to their own overall level of power. What's more you have a very special version of this gift wherein any supernatural being can make a deal with you, not just ones that have reached the nebulous level of power and identity to be designated as gods and their ilk. Obviously weaker beings will give you lesser power, but they may have terms that are easier to fulfill, and pacts you make (that you fulfill and don't renege on) permanently award you the powers in question, meaning it may be wiser for a jumper to make many easier to fulfill, lesser pacts than harder to fulfill greater ones. You are also somewhat more charismatic and better able to strike fair deals with monsters and supernatural beings of various sorts. Finally your variation of this ability, as a perk, is stronger than the normal power in one important way; you can

help make deals that benefit others, such that you can be a mediator for a deal that grants other humans immortality and powers, and can even empower whole bloodlines. This is a mythic variant of this power, one that has been possessed by great prophets and human heroes in the ancient past and if word of it gets out there will be supernatural beings of every calibre interested in you.

Witch

Witchcraft [Free & Exclusive to Witch]
Magic is the birthright of the witch. You are capable of using the powerful, fairly freeform school of magic available to witches.

Many different beings are capable of using assorted sorts and disciplines of magic. None can use magic quite as freely as a witch, other than some capital S Supernaturals. Witches are capable of using magic as a matter of reflex and willpower, not requiring material components, rituals, or formulaic chants. Witches can learn from other witches and can do formulaic spellcasting, mimicking them and producing results mirroring what they've achieved, but they can also mix and match, infusing their own personal touches into their spellcasting while doing magic modeled after someone else's method of spell casting.

The magic of a witch grows as they grow. As they mature in personality, wisdom, and temperament, their magic undergoes a process of gradual refinement and becomes a reflection of their innermost self and deepest desires. Magic for you, as a witch, comes easiest and is at its most powerful when the magic you wish to enact reflects your interests and passions, meaning each witch is a distinctive and creative caster.

Heart of the Matter [100 CP | Free for Witch]
You are in tune with yourself. You know your heart and understand your emotions. This is essential to some powers and when it comes to abilities that come from the heart you have a strong leg up versus your rivals.

Community [200 CP | Discounted for Witch]
Witches are not common. They're more numerous than changelings, but there aren't millions and millions of them just a few thousand. For this reason witches, when possible, are collaborative and helpful to each other. Witches are still individuals, and can have moral disagreements and pursue goals that put them at odds, but somehow you're especially skilled at embodying the community aspect of witches. The more you have in common with people the more grace they give you and the more likely they are to hear you out. Being the same species as someone helps, a little, but when you have real areas of commonality that are based on more than your species and other things people normally can't choose this gets a lot stronger.

Magical Mercenary [200 CP | Discounted for Witch]
The freeform nature of witchcraft, as a magical discipline, makes it incredibly handy to a lot of different people and forces. Witches are so good at magic that sometimes they can do specific things that even capital S Supernaturals can't do, or are more efficient than their otherwise superior neighbors. Different individual factions reach out to witches regularly, looking to hire them to do various things. You are, even among your peers, quite good at getting magical employment and your employers are far more likely to treat you fairly and actually pay you what they promised. Some truly devious tricksters can still try to stiff you, but they will be incredibly rare and you'll have a minor boost to your luck regarding getting them back for ripping you off.

Studious Sorcerer [400 CP | Discounted for Witch]

Most witches aren't naturally talented at mimicking other witches and doing magic how they do. You are an exception to this, you are more than capable of equaling other witches and mimicking their magical feats perfectly. This grants you enhanced skills when it comes to learning and studying magic specifically and to a lesser extent other supernatural topics. When you remix the magic of other witches the results can be quite powerful.

Matters Of The Mind & Soul [400 CP | Discounted for Witch]
Your mind and soul are unusually resilient things. You have a strong resistance to magic that distorts the senses and to magic that corrupts the soul. You are not immune to these things, but it takes very powerful magic to overcome your natural resistance. You are also resistant to one of the nastier abilities present in this setting; the thieving touch of a changeling. Resistance isn't immunity, but it helps.

Headmaster of Hedgecraft [600 CP | Discounted for Witch]
Are you a teacher? If not you should think about becoming one. You are exceptional at instructing others, a terrifically talented teacher. While you specialize in teaching people about witchcraft specifically and magic broadly, you are talented enough at teaching to be able to teach people anything you understand to a sufficient degree. Beyond that the more you teach people (assuming you teach them things you understand and teach them truthfully) the more they respect you and heed you.

Arcane Authority [Capstone Boosted]
Your powers have taken on a new property. The stronger you become the more authoritative you become. As you grow in power people will learn to respect you, listen to you, and heed you, even when they don't have a real reason to do so. This effect is strongest on people who have reason to listen to you, but even those who have no reason to listen can be persuaded if you are strong enough.

Evolving Magic [600 CP | Discounted for Witch]
Every witch's magic evolves over time. Normally, this process takes years, decades even. Your magic can evolve in weeks, provided you are under pressure. When under pressure, you instantly begin to evolve, and the higher the pressure the more you evolve. This will not allow you to contend with capital S Supernaturals if you are a novice spellcaster, but as you grow into your own powers and acclimate to the nature of the magic that touches your soul you will become incredibly formidable and can, at times, contend with greater supernatural beings. These bursts of evolution will not bless you with their full potency forever, but you always retain some of the boost you feel, and if the pressure you're under synergizes with the magic that touches your soul then you can retain more of the boost. For example, if you are a healer and your magic is strongest when you use it in defense of life and against pain, and you desperately need to heal someone, that situation will result in you not only gaining a greater temporary boost but also retaining a greater portion of that boost permanently.

Mystical Metamorphosis [Capstone Boosted]
Now it's not just your arcane power that evolves under pressure and over time, you do as well. This dramatically strengthens **Evolving Magic** and makes it so that your soul isn't just where magic where is contained (unless you're actively unleashing it), it makes your soul itself magical. This transforms you completely, making you something of a

cross between a witch and a harder to classify supernatural, and can eventually result in you becoming a capital S Supernatural, though how long that takes depends on the life you live as well as any training boosters you may or may not have. One quirk of this perk is that it expands your soul, making it stronger and more potent, and allowing you to more easily acquire full new manifestations of your magic. Your desires can, from time to time, awaken whole new abilities, with abilities related to themes important to your heart awakening with far more frequency, such as someone who yearns for freedom will quickly find themself developing flight and other such abilities with remarkable ease. At the level of power this grants you you can in fact make a pact, though you can only sustain one with just this perk and no training. As you gain more familiarity with your powers and grow stronger you will get the ability to make more pacts. Immortality and a peak-human physique are the very simplest and easiest things you can offer as pact boons for those who do your bidding.

Changeling

Eldritch Touch [Free & Exclusive To Changeling]
This is the dreadful innate power of a changeling. It is the thing that unifies them as something vaguely reminiscent of a species. This profane ability allows the wielder to steal from those they touch, with what they can steal depending on a number of factors, with the most important factor being their own experience with this power. Initially, a changeling can only steal simple things like strength, speed, and durability. As a changeling grows more acclimated to this power, their eldritch touch becomes more insidious, better able to steal knowledge, memories, even years of one's life. Eventually, should a changeling steal enough, they can become capable of stealing altogether more decisive things, such as one's abilities and even their very forms, powers, weaknesses, and all (though if forms include weaknesses then the weaknesses are only active when the changeling has donned the form in question). It takes a long time to reach this level of skill with this power, but jumpers can have access to things like experience boosters, and a reckless changeling can grow in power incredibly fast.

Heritage [100 CP | Free for Changeling]
This is the ability to pick your parentage, in both this and future jumps. Very importantly, for a changeling, this perk allows you to determine who your parents are. One of them has to be a capital S Supernatural (if you take this perk as something other than a changeling than you don't get to select a capital S Supernatural as one of your parents in this jump), with some common examples of such beings including many of the gods and powerful mythical inhumans named in myths and legends.

Think carefully about who your parents are, as you are guaranteed to inherit some of their traits, though you'll only awaken them in their fullness over time. This also determines your initial social standing with other members of the supernatural world, as some capital S Supernaturals are more powerful than others, and some interfere in politics more than others do.

Understanding [200 CP | Discounted for Changeling]
As you acquire more power and more experience, you naturally come to understand others and yourself more. This is extremely significant when it relates to what you've taken from others, allowing you to more properly and thoroughly integrate things you've acquired from others into yourself and make them your own.

Inheritance [200 CP | Discounted for Changeling]
Things that work for your relatives work for you, and you always inherit the greatest and most powerful possible inheritable things from your family members. This gives you the strongest possible edges when you are selecting parents or relatives in future jumps and makes you, from the jump, a powerful member of your species in this and all future jumps. This also makes it far easier for you to unlock powers that you are destined to awaken by virtue of your blood and lineage, as well as buffs them and makes them cheaper in terms of how taxing they are to use.

Possession [400 CP | Discounted for Changeling]
What's yours is yours. People cannot steal from you. Be it memories, your free will, your strength, your possessions, that which is yours belongs to you, and people who attempt

to steal from you, be it through a changeling's touch or mundane thievery, will not only find their attempts ending in failure they'll receive appropriate backlash. How this backlash manifests will be thematic: fitting the method they employed to steal from you, and will leave them vulnerable to other methods of retribution you can choose to employ, which can be quite nasty if you have forms of power, be it political, economic, or actual real power they do not.

Eldritch Aura [400 CP | Discounted for Changeling]
You are supernatural. Fantasy and myth brought to life. You have an aura that strengthens the supernatural, and that makes you much more charming to other supernatural beings as well. This aura's strength is tied to your own, as well as the admiration other supernatural beings have for you. The greater you grow and the more other supernatural beings learn to respect you, the more potent this will become.

Changeling of Myth [600 CP | Discounted for Changeling]
This perk is something scary. It is a dramatic charisma booster that lends credence to the historical-mythological notion that "Changelings" were fey-children swapped with human babies in the hours after their births. The more you steal from someone, anything (even if you aren't a changeling, though this is wildly less powerful than it is for changelings), the better you become at impersonating them and at stealing your way into their lives.

This also makes it so that people who know them who meet you, especially if you try to impersonate them, recognize you as them and see a stranger when they see the figure you're impersonating. This radically improves the ease with which you master your eldritch touch, and can potentially allow you to gain the ability to steal someone's forms and powers even in this jump, which would be a feat of legend (it invariably takes changelings decades to master their powers, if you can master yours in 10 years you'd be a prodigy the likes of which have never been seen before).

Thief of Destiny [Capstone Boosted]
You have set foot on the path towards apotheosis, towards gaining deserved status as a capital S Supernatural. This perk allows you to steal anything from someone, at least once you've mastered your base Eldritch Touch power. This means you can do more than steal someone's form, you can steal their destiny, stealing the tropes and tides of fate that ought to protect them. This even empowers your eldritch touch in a new way, allowing you to steal someone's possessions with a touch. How difficult something is to steal from someone depends on how precious it is to them and the sort of magical protections and whatnot it has, but a skilled enough thief can overcome all sorts of attachments and protections.

Memories Of A Golden Age [600 CP | Discounted for Changeling]
You can take on qualities of the greatest myths and legends you uncover in your travels. As you learn of more and more myths, legends, and tall tales, they seep into you, passively improving the floor of your capabilities. This is better at improving your minimal capabilities, and only improves so much of a skill or ability, but the very nature of this ability is passive and handy for scholarly changelings who aspire to learn the history of the worlds they visit. You are also remarkable at solving mysteries and have

an impressive luck when it comes to learning about the past, affording you more opportunities to tap into this power.

God's Favorite Son [Capstone Boosted]
You remind your parents of a different time. A better time. There is a reason for this. You take after your parents in a multitude of ways, and you can, with time and effort, replicate the feats of your parents scaled to your overall level of power. Their abilities are hidden within the depths of your soul, buried deep in your genetics, and thus usable to you in moments of desperation or moments of triumph. You are also, if you wish, potentially a dead ringer for your parents, both physically and spiritually.

Beyond this you find it radically easier to use the powers of your parents deep within you, finding them easier to awaken, and less straining to use. And you are also far, far more interesting, appealing, and attractive to both other supernatural beings, particularly powerful ones who are very likely to pursue you in a range of ways but especially as champions, clerics, or even romantically.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Human

Folkloric Forum [100 CP | Free for Human]
This website is home to an active chatroom that documents instances of the supernatural. This allows you to be kept aware of when and where monsters, gods, changelings, and the like are breaking the quiet, and fraying, masquerade that keeps humans in the dark. In future jumps this changes appearances to fit the setting, becoming a network of gossips in medieval settings, and something more high-tech in sci-fi worlds. If you are seeking a patron this could be handy. Or if you're seeking exotic specimens for foul sciences…

Judge, Jury, & Executioner [200 CP | Discounted for Human]
This is a curious multitool invented by some skilled human scientist. It has three states. In its executioner state it is a powerful anti-supernatural weapon that always strikes in a way that it deals as much harm as possible to a supernatural being but it can only ever knock out such beings unless they have been found guilty of a crime or are trying to kill you or someone else. In its judge state it can be used to investigate a place or a supernatural to determine their guilt, and if it finds them guilty it automatically enters its executioner state. In its jury state it is a rulebook filled with all laws and expected codes of conduct relevant to an area, and it can be studied carefully to attain meaningful knowledge of a place's laws and codes.

Government Job [400 CP | Discounted for Human]
This is… nice? Potentially? You are now a government employee but not the boring bureaucratic kind. This is a job offer to work for Uncle Sam (or another government, at your discretion) as a sort of supernatural law keeper. This gives you the government's resources and its direct backing to engage in all sorts of law enforcement work but keyed towards protecting people and killing things, and sometimes killing people and protecting things. This gives you a guaranteed, stable income as you do your duties, and so long as you do, once a month, do something related to the government and the supernatural world you are guaranteed your income. The pay, benefits, and resources scale to match your efforts and how much you're giving to this job. In future jumps this item imports as something thematically similar but keyed to the new jump, to a certain extent. This also comes with an office somewhere of your choosing that has plenty of handy resources for would-be monster hunters and paranormal investigators. Go on

jumper, make Uncle Sam proud. The income starts off at a level that you can live a middle class life with just it.

Witch

Familiar [100 CP | Free for Witch]
Oh so you're one of those witches huh? That's smart. This is a familiar, a pet-like creature that is actually a minor supernatural but has the appearance of a cute critter of some sort. This creature is a guardian of yours that feeds on emotional energies and can adopt a number of distinct forms at will that are keyed to different environments and each has a few quality of life abilities such as having a bird form that can fly and speak to deliver messages as well as a rat form for enhanced mobility. This creature is a loyal ally and an altogether strange friend but one that can come through in a pinch. It is also immortal and will respawn a day after it has seemingly perished, no worse for wear.

Heart Focus [200 CP | Discounted for Witch]
This is a mystical focus, something that many modern witches consider old-fashioned. Yours is pretty emblematic of yourself though, and reflects your state of mind and the state of your heart. Your focus makes your magic much easier and when your emotional and mental state aligns with the type of magic you wish to do and you wield your heart focus you find such magic is multiple times easier to use and dramatically more effective. This focus also just generally makes magic easier to use and more flexible when it comes to such requirements.

Witch College [400 CP | Discounted for Witch]
This is fun. You're the headmaster, or what have you, of a college devoted to magic. Given the idiosyncratic nature of witchcraft magic in this setting you'd think that'd be less effective than it is, but an ancient witch set up this place and ensorcled it to help anyone and everyone learn about magic. Within this place you and all teachers you hire are more skilled at your specialities and are better at teaching. This place also attracts other magic users, and subtly empowers them while pushing for people to get better control over their magic. You can teach people any kind of magic you know in here (though different people will have different levels of potential) and also get a hefty passive income.

Changeling

Changed Cloak [100 CP | Free for Changeling]
This is a curious creation of a cunningly creative changeling. This cloak can shapeshift, taking on forms that are informed by what you've stolen and it can change shapes as readily as you can, allowing it to match you in tone and aesthetic with zero difficulty. It is also as durable as the most durable possession on your person, including in an inventory or the like of yours.

Parent's Relic [200 CP | Discounted for Changeling]
This curious relic is something that belongs to your capital S Supernatural parent. It is not something as iconic as Zeus's lightning bolt but is still an item of mystical and theological significance and it is proof of your parentage. It also grants you a thematically appropriate/has a usage that is keyed to the item's nature (such as an

amulet belonging to someone like Odin granting you increased knowledge and accuracy).

Pocket Realm [400 CP | Discounted for Changeling]
This is the creation of a Capital S Supernatural… Or is it? This empty pocket realm is seemingly made for you though who made it is unclear. This place starts off empty and in need of outside decoration but it is a real, full pocket realm you own and can control. This place is a fitting refuge for your allies and for supernaturals that swear themselves to you. There's a lot of ways you could use this, including as a substitute warehouse, a supernatural reserve, and as a place of secret power, among other things.

Companions

Companion Import/Companion Creation [50-200]
With this, you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

Scenarios
All odd-numbered scenarios grant 100 CP and all even-numbered scenarios grant 200 CP upon completion, in addition to other, scenario-specific rewards. Scenarios are thematically linked to distinct origins, but can be taken by people of any origin.

Small Town Spook (Scenario #1)
A human is murdered in a small town, perhaps your hometown or a town close to it. Friends of this human make an unfortunate decision to investigate this death when it is reported as an unfortunate accident by local law enforcement. This ends up in front of you one way or another and you are asked to come with the friends of the human. Whether you encounter a vampire, a werewolf, a fae, or something altogether stranger, all roads lead to the supernatural and this scenario culminates in a clash against a lower-middle level supernatural. This scenario is completed when the supernatural has faced justice, be it through a swift silver sword or the creature has been dragged to a jury of its peers and found guilty of unnecessarily antagonizing humans.

Reward
For saving a life you have gained *Supernatual Spook Senses*. This is a perk that allows you to be more attuned to the supernatural and better at ferreting it out. You are also

strikingly good at persuading local law enforcement to trust you when it comes to the supernatural.

Modern Masquerade (Scenario #2)

A university professor with ties to the local supernatural community decides to try and matchmake between humans who he thinks might make good pact-bound members of the community. None of these humans are aware of the supernatural, aside from you, but when he hosts a masquerade what he isn't expecting is for one of the supernaturals in attendance to have a bit too much fun. A human ends up dead and the supernatural panics, putting more people in danger while they try to mask their guilty conscience. What further complicates matters is that they are a changeling and thus have a slew of nasty powers in their backpocket. Thankfully they are quite young and in a state of emotional disarray they are unable to properly use their powers. You must discover their true nature, survive the night, and see to it that they are brought to justice.

Reward

The professor has earned annoyed looks from all of the people who survived the carnage. You, on the other hand, have earned *Masquerade Letters* which are a handful of letters that explain the real nature of the world to those who read them. This allows people to see through things like witchy magic and other supernatural phenomena, as well as quickly and quietly become cognizant of the masquerade.

Wonderful Witch (Scenario #3)

You are the family friend of a witch couple with a fairly young, around 5 or 6 years old, child. This couple asks you to babysit for them. They tell you that their child has yet to start using their innate magical abilities, something which typically happens at around this age for witches. You sense something funny about them telling you that their child has not yet begun to manifest magic, subtly sensing the… *Chekhov's Gun* of it all. It should come as no surprise that partway through the evening the child's magic manifests. What you see depends on the sort of night the child has had, but to get through the night and complete the scenario you must either get the child to love their magic, or if they start off loving their magic keep them happy for most of the night until their family gets home.

Reward

Emotive Magic is the perk reward for this scenario. This gives you both more control over your emotions and more control over magic, as well as makes you better at expressing yourself and persuading others when it comes to emotional matters. You can inspire with striking ease, and your magic is impressive so long as it draws from the heart.

Big Boulder Brawling In Bogota (Scenario #4)

A powerful witch, who is both an environmentalist and uses her powers to advance her agenda (which is mildly anti-human as well as pro-environment), has forged a pact with a band of earth elementals. She plans to cause a stir by launching an attack on a mine with her allies when different groups of school children are in the middle of a field trip to a scenic tourist destination named the *Salt Cathedral of Zipaquirá* which isn't technically in Bogota but is a few dozen miles away*.

By pure coincidence this occurs when you are in the mine. When it becomes clear that the earthquakes assailing the mines are not natural, your responsibility also becomes clear: you must defeat the boulders responsible for shaking the Cathedral and find and stop the witch.

*This is essentially flavor text and this scenario can just as easily happen in any other popular underground destination such as the Washington Tunnels, the Paris Catacombs, etc.

Reward
By stopping the witch you earn the respect and recognition of other local supernaturals. You also attain one favor from a capital S Supernatural, an archfae whose daughter was in the mines and was saved by your actions. Once per jump you can call in *A Favor* (essentially an item) that lets you achieve one mildly powerful magical effect at no cost to yourself. This can just as easily resurrect someone who died within a week as it can do something like cure cancer or a magical disease, or be used to summon a replenishing bucket of gold.

A Changed History (Scenario #5)
This scenario assumes you are a Changeling, though if you are not it's not impossible to change it such that it works for someone else such as someone whose parents are pact-bound or someone discovering they are a witch. This scenario also causes you to forget who your capital S Supernatural parent is if you'd otherwise know via perks/the details of your build.

Your life changes early in the morning of your most recent birthday. When you awaken you discover your new gifts, namely your ability to steal *things* from others. This also comes with heightened awareness and a newfound curiosity with which to investigate the world as you wonder if you are alone. In the course of the next few days you will notice things, and eventually have an important conversation with a parental figure (probably but not necessarily your parents). They will reveal an important truth: you are something else, and though they weren't sure they can see it now. You will learn about your true nature as a changeling and must figure out who your capital S Supernatural parent is. There will always be a route to do this but it will take hard work on your part. When you discover who your Supernatural parent is this scenario is complete.

Reward
You know your *Personal History*. This is a perk that ensures that you always know who you are and any important details about your background that could matter. This is especially good at ensuring you know your parentage and other such biographical details about yourself. This also serves as a luck booster that allows you to help others figure out their personal histories as well.

World's Best Offspring (Scenario #6)
Hmm… Well this is certainly something. It seems your capital S Supernatural parent is determined to figure out which of their children is the best suited to be their chief

inheritor and as such has invited you to participate in a tournament in their pocket dimension. You must enter this competition and win.

If you are not a changeling you can still compete in this tournament. Perhaps you are a changeling's substitute? Maybe they've asked you to pretend to be them?

Reward
You are now the possessor of a *True Artifact*. This is a mighty item corresponding to your parents' myth, and could be on par with Zeus's lightning bolts, the first flame, the spear of destiny, or the holy grail. This item works at its full power, and is as potent as it feels.

Drawbacks

Another Universe [0 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. Supplement toggle.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 CP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Animal Intuition [100 CP]
It seems that this world is one of *those* worlds where animals are evidently aligned with humanity and serve as living alarm systems keyed to the supernatural. Which now includes you, for some reason. Animals will yap in your presence but not in fun ways. No, animals will target you, even if you're human (blame your jumper nature) with extreme prejudice. They won't attack, at least not unless they are ordered to do so, but if they see you it's on-sight when it comes to them being loud little things. You… might want some earplugs or something, this will get on your nerves if you don't have some countermeasures in place.

I Want To Believe [100 CP]
You are the opposite of skeptical. If anything you're too eager to believe, and are every bit as likely to believe some goofy old myth about vampires not producing reflections in the mirror as you are to believe that some vampires can turn into some forms of animals, which IS true. You've gotta work on not being so naive jumper!

Flat Earth Atheists [200 CP]
What is WITH these humans? Even when you show them personal, factual evidence of the supernatural they will fight like Hell to discredit you, to themselves if no one else. People here REALLY don't want to believe, which can be a problem in a world with a striking number of non-human sophont lifeforms.

Fear & Loathing [200 CP]
People are incredibly afraid of each other. Supernaturals fear and loathe humanity and humanity fears and loathes the supernatural. Factions that seek cooperation are worlds rarer now, and anyone who is a hybrid: an offspring of humanity and supernaturals specifically, is looked down upon. This does encourage more distinction between the two groups, which isn't necessarily a bad thing, but it is quite noticeable.

Rebellious Phase [400 CP]
There are new groups springing up all over the world. These distinct new factions all believe they know better than the current leaders and they wish to overturn the current somewhat balanced state of the world and they are more than happy to resort to violence to do so. As the jump progresses they will become more and more persuasive and will revel in their success and become more open and aggressive over time.

Folkloric [400 CP]
All supernatural creatures now suffer from much more acute versions of their weaknesses in folklore (including you if you aren't human). Curiously this also affects humans, leaving humans (including you if you are a human) worlds more vulnerable to the powerful magic of supernaturals and Supernaturals, alike.

Supernatural Sciences [600 CP]
This is interesting. But dark as Hell. This drawback makes it so that the human sciences that played a role in the creation of the current world order, the one wherein most supernaturals live in pocket realms, is fueled by the blood and energy of supernatural lifeforms. This drawback tremendously empowers humans working for themselves and against supernaturals, but at the cost of making their work require the sacrifice of supernatural health and supernatural lives to operate. Prepare to encounter many more human supernatural hunters than you'd think, dear jumper.

Mandatory Masquerade [600 CP]
Unless you take this drawback the subtle masquerade that is kept over the eyes of humanity is something that can be broken, if you have the power to do so, without some sort of chain-altering consequences. This drawback not only changes that, making the masquerade something you must fight to uphold, but also guaranteeing the rise of a popular movement to end the masquerade. Multiple powerful Supernaturals, the capital S kind, and their pactbound humans will fight like Hell to end the masquerade and overthrow the current world order. If the masquerade is ended, as in a twentieth of humanity learns the true nature of reality, and of supernatural creatures, you will fail this jump.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.3 (02/26/2025)
- Initial Template Creation
- Completion of basic intro text
- Completion of origin descriptions
- Completion of human perk tree
- Shared to different sites & apps
- Still WIP stage, many sections only barely touched if at all

v0.5 (06/30/2025)
- All perks completed

v1.0 (08/20/2025)
- All items completed
- All scenarios completed
- All drawbacks completed
- Jump published

Notes

-This is an original setting jump, one that takes elements from original stories I've written and fuses them together.
-Multiple big inspirations came together for Changelings, which are probably the central draw of this jump. Some of the inspirations are LitRPGs broadly, and the Doppelganger monster from Rosario + Vampire.
-This may well be JUST a 1.0 version of this jump, as I could easily see this getting more scenarios.