

Scapegoat V 1.0 by Cross_Thanatos

A short introduction

Welcome jumper to The universe of Scapegoat in this world mages are real and they are in new york They call themselves mancens or enlightened and live in a secret society called the enlightened society, now after a short period of relative peace the five families the most powerful groups of mancens in the world are about to come into conflict good luck jumper you will need...

+1000CP

Gender

feel free to change your gender for free as it is very easy to do that in the enlightened society anyway.

Backgrounds

Drop-in Free : *You come out of nowhere with your items powers and everything else good luck. Roll 1 D10 +15 for your age*

New Mancen 100CP : *A novice in enlightened society learning the secrets of magic and families. Roll 1 D10 + 15 for your age*

Old Mancen 200CP : *You are one of the old monsters that pulls the strings in the enlightened society most Mancens cannot reach their age. Roll 1D10 + 50 for your age*

Eidolon 800CP : *You are a Eidolon The final step of a Mancen When they break their mortal Shell and become Personified Ideals / Eldritch Abominations Generally Eidolons cannot come to the human world unless invoked and it seems that this is the case. Age is irrelevant.*

Location

New York City

General Perks

Enlightment- 100 CP : *Congratulations jumper looks like you're a mancen / enlightened although you can only do a few tricks without a tradition,mandatory for New Mancens and Old Mancens*

Double Enlightenment-200CP :

congratulations double jumper it seems that you are one of the rare mancers that can practice more than one magical tradition, This perk can be purchased more than once.

Backgrounds Perks

Drop-in.

Where I am? 100CP (Free Drop-in) : *Its nature as a jumper makes it extremely difficult to locate by any means, whether technological or magical, you can enable or disable this perk completely or for certain people of your choice.*

Anomaly 200CP : *You're not from here, are you? when purchasing this perk you will be seen as a companion by Eldrich creatures, aliens and other things of the kind remember that they are not your friends or companions they will just see you as something like themselves.*

I'm everywhere 400CP : *You can ignore any and all defense, barriers and negative effects based on space just by ignoring*

them note if the effect is produced naturally by the environment you are not immune so nothing to jump into a black hole okay!

AS ABOVE, SO BELOW 800CP : *A lot of Enlightened Society wants the power to alter the world. Do you know why that is? It's because we get powers from other realities and altering the world alters those other realities, the places where our power comes from. Wheth-er you think you're getting power from the Astral Plane, the Spirit World, or Heaven above - As Above, So Below. The steam that leaks from the city's manholes forms the clouds that hold up Heaven while the underground trains cross the rivers of Hades. Change the steam, change the trains, and you've changed a thousand realities - and if you make your own reality, and change it, you can change the world when you get this perk you can "touch" the other realities and plans and when you move those realities you change the main one, destroy something on the other side and you destroy on that side also build something on the other side and you build on that too The theoretical limits of this capacity are unknown.*

New Mancer

Raw Potential 100CP (Free New Mancer) : *You learn fast and do better as long as you train and practice everything you do will improve, especially if you have a master in the subject training you.*

It's just a child 200CP : *People make mistakes and so do you, by catching this perk every time you make a mistake you will be more easily forgiven by others.*

A good teacher 400CP: *As long as you want and are willing to learn a master in any subject that you want to learn will appear and take you on his wings he will have other apprentices who will help you in your studies and be nice to you. This Perk is synergistic with Perk Raw Potential.*

A New way 800CP : *Your creativity is something of legend you can discover unique and incredible new ways to use your item powers and combine powers and items in new and unique ways your powers now have a thousand and one uses With enough time you may create a new tradition of magic.*

Old Mancer

connections 100CP(Free Old Mancer) : *You have friends and acquaintances everywhere who are willing to do you some small favors*

The voice of experience 200CP : *Whenever you give sincere advice or warning you will be taken seriously no matter who you say it to, When you suggest an idea or solution to other people they tend to embrace the idea.*

The old way 400CP : *You are a master of your tradition (Traditions if you have the Double enlightenment perk) your spells are extremely powerful and versatile and your years of training and study do not abandon you if you come across new magic systems you will always have a base of where to start and you can even combine and use various magic systems to the best of your abilities*

Half-Eidolon 800CP : *After a long time of practice and hard work you are there now you have come as close as possible to being an Eidolon and still retain your humanity all your powers as a mancer are at a level that most of your fellow Mancers can only dream of your body is in an almost Eidolon state causing most of the damage to your body to be irrelevant and only spiritual attacks can do you real damage, as a side effect of this process you can sometimes "see" the other dimensions in places where for others there is nothing making normal people think you're weird.*

Eidolon

Eldritch Physiology 500CP (Free Eidolon) : *Okay, we're starting to get to the OP part, with this perk you get a completely immortal body and no need for sustenance, your body is also extremely difficult to damage and can interact with beings and objects of other dimensions and realities without fear or side effects*

Ideal personified 800CP : *You are the perfect embodiment of your ideals and desires and you have the power to support that for example The Eidolon Fenris had as ideal in his rise to Eidolon to become the Apex predator because of that he is now immune to physical damage*

he can locate anything he deems to be prey the list goes on, When taking this perk you must choose an ideal and you will gain powers and abilities to perfectly embody that ideal

Did anyone call me ? 300CP : *You have a Summoning / Banishing ritual that once done can summon you or your avatar with a certain percentage of your power the more powerful you are the more difficult and specific the ritual should be to summon or banish you and depending on the conditions in which ritual was done only your avatar will be able to go*

This perk is mandatory for Eidolon and if you are banned during your 10 years here this will be considered a failure to jump.

The Five Families

A Mancers without a family is like a bird without wings, the families take care and protect the Mancers and they do the same for the family good luck in your choice

(Family traditions are free if you join that family and all the family perks you choose cost 50% of the total price if you are part of the family)

NIGHT DOCTORS

Members Called: Night Doctors, Doctors, Docs

Organization: Medium hierarchy; fairly technocratic.

Goals: Cure The Death

Traditional Preferences: Alchemy's been traditionally preferred; they've also been extremely fast at adopting Technology.

Family Perks

TRADITION OF ALCHEMY 200CP: *One of the most versatile and powerful traditions an alchemist can make pill potions and lots of other things the great advantages of an alchemist is his versatility and ability, Master Alchemists can possibly do anything given enough time resources*

the great disadvantage is that an alchemist's formulas are linked to his soul and the more alchemists know the formula the weaker it is to teach disciples is possible and important however mass production is impossible.

Night Doctor 400 CP : *You are a doctor of the night the healer of the enlightened society your medical abilities are legendary with a combination of pure ability and alchemy you can work miracles in medicine with little or no effort as you learn new abilities they will be added to your medicine.*

Immunity 600 CP : *You are immune to poisons and side effects from medicines and drugs, and your blood is now at your choice an elixir of life that heals disease and wounds or an elixir of death that causes disease and destroys living organisms.*

The Cure 1000 CP : *After an extensive experience of years and combining thousands of formulas from several generations of alchemists you have reached the desire of the doctors of the night for true immortality no matter what happens your body is now immortal just be careful yet many ways to stop you and as a bonus the doctors of the night now see you come as their Emperor God and the family will follow you in your future jumps I'm sure you will find a use for a bunch of crazy scientist (Alchemists)*

NOWHERE PEOPLE

Members Called: **Nowhere People, Nobodies, Nowhere Men/Women**

Organization: **Low hierarchy, with some respect for seniority.**

Goals: **Create a library with all the knowledge of humanity**

Traditional Preferences: **Fond of the Renascent Tradition, which many suspect they invented; forbid Illusions**

Family Perks

Tradition of Souls 200CP : *When someone dies, their soul is separated from their body and rendered imperceptible to the senses; this is where Ghostwalkers come in.*

Also called "Mediums" or "Necromancers,"

Ghostwalkers talk to the dead, and not just talk; they can also control the dead, charge the dead with tasks, gain the dead's abilities (allowing themselves to be possessed by the dead) or

force the dead to "pass on" into another world. Particularly skilled Ghostwalkers can even act, in a limited capacity, as the dead for a while; they can separate their souls from their bodies

and explore this world and others via "Astral Projection."

The Tradition Of Souls enables resurrection, but within Enlightened Society, the practice is forbidden. The terror brought on by the awakened dead is too much, and far more concretely, the price is too high. Death will take nothing less than a life for a life and often

demands far more than that: cities have burned because naive Mancers have taken the loss of their siblings badly, and even entire nations have crumbled.

nobody 400CP : *You are just one more in the world, nobody who would suspect the postman, the beggar on the street or the maid just don't arouse suspicion and I'll take care of the rest.*

Spy network 600CP : *You have a network of elite spies who can acquire any information you want even though they cannot give you a free quote The price charged will vary depending on the world you are in and the importance of the information*

The library 800CP : *You now have access to the most important place for people from nowhere The Library This place contains 90% of all knowledge of humanity and the remaining 10% are secrets of the highest degree of enlightened society you now have access to this place through wherever you are and the library's knowledge is updated according to the world you are in*

As a bonus if you bought the spy network they now work for free

THE ANCIENT REGIME

Members Called: Aristocrats,Loci

Organization: Lots of hierarchy, with exchanges of oaths and noblisse oblige.

Goals: Maintain the prosperity and stability of their own domains

Traditional Preferences: Well-known for their mastery of Demense; of the Five Families, they've been the most resistant to Technology, though they haven't actually banned it.

Family Perks

Tradition of Demense 200CP: *You know that guy you always see at your favorite corner diner, who seems like he's been there since forever? Maybe he has. Know enough about a place and it becomes yours -first the waiters know your name, then they know your order, then they'll just happen to have your order up whenever you get there, then maybe one waiter will start confiding in you... then maybe one day you realize that as long as you stay in this diner, you'll never change, you'll never age, you'll never die unless the diner dies.*

Most Loci, though, stay away from that level of power, loath to be bound wholly to one space; instead there's a round of bars where the bartender always knows their name, always

knows what they want to know, and always knows their favorite drink or maybe they've created a map of all the cell phone dead zones in the Upper East Side and if the map is accurate enough -well, one day they erase a patch of cell phone coverage and create a dead zone all their own.

Locis are those that maintain and make the fortresses and arcane prisons, manipulating the space at their pleasure and working with everyone inside the great weakness of this tradition is that once outside the domain the loci is not so incredible and also the other mancers are resistant to the magical effects of the domains of a loci

Noble 400CP : *As a member of the old regime you are a noble that means that you now have political power and wealth that many can only dream of in life you also receive a territory in new york that you may or may not turn into your domain*

Expensive gift 600 CP: *Nobles like to give and receive expensive and luxurious gifts now as one of them will you receive convenient gifts with some frequency a herb missing from your potion? what a coincidence you just received as a gift, But remember that gifts come and go and you must give a gift of equal value to the one you received or you will not receive any more.*

Royalty 800CP: *Regardless of how it happened you have now become the adopted son / daughter of the old regime's leader this means that all members of the old regime are your loyal subordinates and once the current leader closes and becomes an Eidolon you will inherit the old regime As a bonus if you got the Perk Expensive gift you don't need to give a gift in return*

NEW ABACUS

Members Called: Cyberpunks, Cypherpunks, Cyberwhores, Belles.

Organization: Basically no hierarchy.

Goals: A lot the most recent are the recognition of human rights and criminal codes for sentient A.Is

Traditional Preferences: Technology, intensely, though they've been trying to branch out more recently.

Family Perks

Tradition of technology 400CP : *technology is the newest of the six magic traditions it was born only in 1970 and has already won many fans To put it simply Technology takes*

complex electronic machines and lets them do things they shouldn't do things like super advanced machines. One of the simplest examples of technology in action is an invention that leaked the Smartphone to the public

Fix a broken smartphone. Turn a working smartphone into an AI. Put together sunglasses that let them see into the

infrared spectrum. Replace a prosthetic arm with one that shoots lasers... i could stay here all day more in short imagine a cyberpunk machine probably "Tecnomancers" can do it too and sometimes better especially in the case of Artificial Intelligence.

One man's treasure is another man's trash 400CP : *As long as you are willing to search you will always find a stray iron full of material for you to play with.*

Machine power 600CP: *All of your technological creations are much more powerful and capable than the original A virus made to invade a normal computer can invade a protected computer a virus made to invade Trump's computer can hack alien technology. You can turn this Perk on and off at will*

Deus Ex Machina 1000CP:. *Holy shit! After a long time of research and work of hundreds of Tecnomancers you threw your soul into the machine now you are a sentient Artificial Intelligence that can make an Android body for yourself Couple that with your enhanced Tecnomancers powers and soon you will be able to have power equivalent to or greater than Eidolons As a bonus, all technomancers come to you as their God and will follow you on your eternal journey.*

If you are in the vibe I can give you a Waifu which is actually an Artificial Intelligence created to suit your tastes

GAME HOUSE

Members Called: Game-Masters, Players, Mephistos

Organization: Extremely hierarchical,
but with a very changeable hierarchy: Gamemasters must obey their superiors without question, but may at any point replace their superior by defeating them in a game of an agreed-upon arbiter's choosing.

Goals: Nothing

Traditional Preferences: Gamemasters are said to traditionally favor Contracts, though all Traditions are allowed in the Game House. Your worth (and the worth of your Tradition)

is in how much you win.

Family Perks

Tradition of Contracts 200CP: *Contracts are simple to create; all they take are a stylus and tablet, or, in these modern days, paper and ink or an iPad if you are even more modern. The premise, too, is simple: you can trade anything you own to anyone and if they'll sign a Contract then it will be done. Of course, certain Contracts extract prices from the Mancers who make them - one Mephisto might lose the feeling in their fingers, while another might forget a month's worth of childhood memories. But surely you can make it worth their while?*

With all the prices paid for making contracts, you'd think Mephistos would look broken. In fact, it's precisely the opposite. Mephistos look polished to a fault and the more experienced the Mephisto, the more polished and perfected they look

On the subject of Mephistos, it's worth mentioning that it's entirely possible to trade away your soul: you own it as surely as you own your own voice, and it's not without value - there are many unscrupulous who would seek it, even at tremendous price. Still, it's illegal to sell your soul: though you can sell your life into slavery or sin, there's something about making such sad trades eternal - your soul, in servitude, forever bound on earth, bought and sold and traded like an armoire or a recipe - that squicks

even the hardest-hearted Mancers. "Debts should end with death," so many say, and never mind the unsavory experiments you can do with bound souls.

Poker Face 400CP : *You have a still expression, a half-malicious, half-playful smile. Any method used to get information from you will go wrong not only that any method used to find out if you are telling the truth or the lie will go inconclusive or will say that you are telling the truth of your choice.*

Game-Master 600CP : *The world is a board and each creature is just one more piece and you know how to play with those pieces. You are a master at manipulating the crowds you determine who wins and who loses you who determines everything even though no one knows it's you.*

Luck Devil 1000CP : *You did! I don't know how but you did you beat the master of the house and the bet was the leadership of the family and all the powers of the master*

All your Charisma and Luck Perks are improved. All limitations and negative effects of the tradition of contracts are revoked. All Game-House members that include mancercs from all traditions are your subordinates

And if you're that kind of person I can give you a woman dressed as a bunny, or a man dressed as a bunny. I'm not here to judge your fetishes.

No Family

Tradition of Illusion 500CP: *Probably the most powerful and pure form of magic an illusionist can create things out of nothing all he needs is faith Basically an illusionist tells a lie and she turns the truth the farther the lie is from the truth the more faith he needs to make it happen*

Minor Illusions are playthings. Claim you have more money than you do and if enough people believe you, then you do. Claim you've been to Vietnam and if enough people believe you, maybe you'll have memories of the place. But not all the magic is minor - serial killers have been created this way, as have countless treasures. The Baghdad batteries, the Dead Sea Scrolls, the atom bomb - all of those started out as Illusions. Or did they? You know you can't trust a liar, and Illusionists are notorious for claiming various treasures that aren't theirs as their own. Or are they?

Items

General

Seal ring 50 Free for New and Old Mancer : *A ring used to mark Messages items and other things with a non-copyable mark that represents you*

Mage Robe Free : *Dude you are with magicians in new york just go on the wave.*

Drop-in

The silver mask 100CP : *A mask that disguises the user's identity by disguising both physical and spiritual traits*

New Mancer

Magical Smartphone 200CP Free for New Mancers: *A cell phone with a lot of "magic" applications with varied functionality includes more examples are not limited to: Fast Internet on a global scale, Body temperature control, An exclusive chat for Mancers.*

Old Mancer

Old Glasses 200CP Free for old Mancer : *A pair of two enchanted glasses to see and identify spells and magic items*

Eidolon

Holy book 300CP : *a book containing the method to invoke You anyone who stays with the book for a long time begins to develop an obsession with you seeing it as a kind of God.*

NIGHT DOCTORS

Fisrt Aid kit 100CP Free Night Doctors : *A first aid kit containing potions tools, pills to heal and heal wounds.*

NOWHERE PEOPLE

Book of Dead 200CP Free for Nowhere People : *A book capable of keeping souls in the form of jewels in its pages, the number of pages is unlimited.
The book has a search function for specific souls*

THE ANCIENT REGIME

A good wine 200CP Free for ANCIENT REGIME: *Choose a type of drink now you have 12 bottles of the highest quality possible of the selected type of drink they will reappear at a rate of 2 per day*

NEW ABACUS

Android Maid 200CP : *I'm sleepy and out of ideas this is the best for now.*

GAME HOUSE

Suit 100 CP Free for Game House : *A total of 12 suits each with a design and color of your choice they will always be clean and always comfortable to use If they are destroyed they reappear a day later at their residence.*

Mephisto Pen 500CP : *This fountain pen writes the lines of destiny.*

No Family

Simple bag 100 CP : *a bag that will always have what you need as long as you have faith and can go through the bag.*

Companions

Import 250CP for companion: Why come to this world of political intrigue, mad magicians and Eldritch Abominations alone? Bring everyone with you! You companions get 1000CP for Themselves e can not take Drawbacks

Drawbacks

Project Ascension + 500CP : *It all started when New Abacus introduced their supercomputer, the Quagmire, to Enlightened Society: a sort of "cult" formed around the supercomputer, consisting of not just New Abacus members but Nowhere People, Night Doctors and even a few Game House members. Eventually they decided they needed to revolutionize Enlightened Society - but to do that, they needed more Technomancers, those who shared their ideals and were willing to sit at the feet of the Quagmire and learn technology from a computer. Hence Project Ascension was born.*

Project Ascension was, in essence, a large-scale recruiting scheme. People from the mundane world who seemed as though they might hold promise saw their identities "revoked," or erased in the mundane world. They subsequently entered a underworld of other "revoked" individuals, where they were observed and tested, with the most promising among them selected for recruitment into Enlightened Society.

And so this cultish knot of Technomancers - who called themselves "Ascensionists" to differentiate themselves from their non-Quagmire-obsessed brethren - grew their numbers quickly, too quickly, and with their fast-swelling ranks came fast-growing power. And with fast-growing power came sloppiness and mischance, and when the Quagmire was finally destroyed, apparently by a defecting Ascensionist, no one was surprised.

Now hundreds of mentally unstable and extremely well-trained Technomancers are on the loose in New York Result of the great catastrophe that was the project

Erasing the truth + 1000CP : *one of Three truths of enlightened society is KILL NOT, LEST YE SHALL BE KILLED*

A bit portentous yes - but stringently enforced. Any member of Enlightened Society who deliberately kills another member of Enlightened Society quickly wastes away. Mercy kills included! Those who succumb to this terrible Truth become incoherent before they die, reporting horrible visions of Hell and screaming as they go, so we wouldn't recommend it as a way out! By taking this Drawback I will erase this truth that keeps 50% of the illuminated society alive good luck with this shit

The awakening of Eidolons +1500CP : *The best known Eidolon in New York City is commonly called Fenris. Supposedly he (it?) was a mortal magician well over a thousand years ago, and is known in Eidolon form as the embodiment of an apex predator. When awake, Fenris single-mindedly stalks, kills, and some say devours his quarry, and then either finds another quarry and eventually goes back to sleep. While able to have a conversation, Fenris does seem*

confused and easily distracted when not hunting prey. In living memory, Fenris has been woken twice by New York Mancers: once during the War of Three Bridges in the early 1980s, and again in 2018 in an attempt to shut down the Technomancer's "Project Ascension." After

the second incident he was not “put down” again and as of the present day, Fenris still stalks the streets of New York. In early 2019 he was joined by a second Eidolon (likely the product of the failed “Red Hook ritual”) known to New York City Mancers only as “Baba Yaga.”

Upon taking this Drawback a third Eidolon will appear in New York and the last city that had 3 Eidolons did not live long to tell the story. Your task is to protect the city of New York during its 10 years here if more than 60% of the city is destroyed or more than 50% of its population is killed this will be considered a failure of its jumpchain

Scapegoat +2000CP : *A Scapegoat is a former member of Enlightened Society who has had their mind edited, their memories wiped, and been re-released back into the mundane world. Most Scapegoats meet tragic ends. Most Mancers were deeply unhappy and didn't fit in in the mundane world: Enlightened Society gave them purpose and a place, and a Family far closer than their own. To lose that — everything you gave up your life for —and be left with nothing but years, sometimes decades worth of missing memories — is widely considered a fate worse than death. Death, at least, means you might become a ghost, with memories of the world: becoming a Scapegoat means you've lost your past forever. It's not just the memories that Scapegoats are made to do without: in order to protect the process Scapegoats are put through a ritual which makes it impossible for them to ever interact with a member of Enlightened Society again — even to the point of seeing them on the street.*

Jumper I really advise not to catch this. When you take this Drawback all the mancens of the enlightened society will come together and hunt you down to perform the scapegoat ritual.

THE END

GO HOME : *Maybe you are tired of this tiring journey and want to go home*

Stay : *Maybe a new york full of magic, technology and other things pleased you*

Move On : *There are always new worlds to see and you want to find them*

Notes

Hi Cross_Thanatos here and I just wanted to say that doing this was hard work and that this is certainly not the final version finally just give me a Feedback on reddit so I can adjust the prices and improve it here.

And also forgiveness for the poor English I am Brazilian