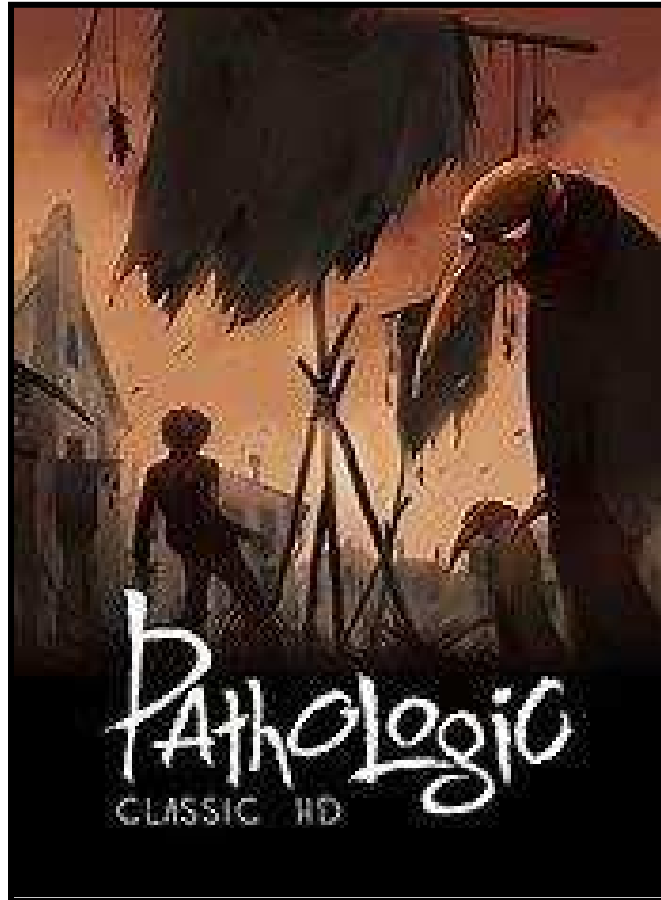


Pathologic



“This Is Going To Suuuck”

By: u/PriorPossible834

Welcome to the Town dear Jumper, are you ready to face hell?

A horrific illness will soon ravage this sleepy Russian village and it will be up to you and two others to resolve it within twelve days, lest the sickness spread and bring untold casualties to this world. You don't necessarily have to do anything but survive for a little over a week... but I wonder if you'll be willing to stand by?

You have **1000 CP** to create your new life in this world.

Origin

Bachelor

You are a scientist, and an envoy of the modern world to this backwards and traditional Town, you will use the methods of science to save as many lives as possible.

However your greatest enemy will be the customs of this place to which you are an outsider, navigating the cultural norms of the village will be a challenge, and this challenge will almost certainly hinder your abilities to develop a treatment.

Haruspex

You are a traditional healer, a surgeon and a herbalist born within this Town. You will use traditional and spiritual methods to create a Panacea and truly cure the disease.

However you will stand accused of a vicious murder and will have to face off against the Law as you work to heal others and clear your own name.

Changeling

You're the Changeling, a mysterious being, a saint to some and a witch to others, you will use the supernatural powers of the healer to grant clemency and judgement to those around you.

However you have an Evil Twin... so to speak, a wicked being who will continuously ruin your reputation and potentially get you burned as a Witch.

Perks

All perks from **Outside** of your origin cost you **3x** the listed price. You get a 50% discount on all perks associated with your selected origin, however there are **NO** Freebies.

Bachelor

Educated Man (25)

You're a fully trained modern Doctor with the same skills as the canonical Bachelor Danil Dankovsky, in future Jumps you will receive a similar knowledge of the available medical science.

High-Minded (100)

You have the cold blooded ruthlessness needed to truly *fight* this plague. With this Perk you'll be willing to make any difficult decisions you find necessary without being burdened by unnecessary guilt after the fact, in addition any of these ruthless actions will have a disproportionate benefit for you.

An Ounce Of Prevention (300)

Danil's ultimate solution for the plague would be a Vaccine for those not yet infected and a quick death for everyone else... Even if you don't agree with the second half of that plan, it will be helpful to be able to create these kinds of vaccines for yourself, right?

You now have the ability to create vaccines for any ailment no matter how supernatural in no more than 12 days, with additional samples this process can be sped up dramatically.

Undying Leviathan (600)

Similar to the Perk above but more based around Dankovsky's true ambition, the defeat of Death itself. You... have not truly obtained victory but this perk is a strong first step in that direction. You are capable of creating a serum from the cells of human beings, the older the person these cells are drawn from the more potent the serum produced.

When taken this serum inoculates the recipient from Death Itself, making them age slower, take less damage from attack or accident, and become almost impervious to illness. However this is not permanent and requires regular doses to maintain.

Haruspex

Menkhu (25)

You, like Artemy, are one of the town's self taught physicians skilled with life-saving if crude surgery and with the use of herbal remedies, these things do not function by scientific physical means, but rather through the spiritual lens of the Kin who believe that all things are connected.

You are able to use these connections to create sympathetic tinctures from portions of the human body; these allow you to cure the infected person of many diseases if the disease is 'anchored' in that part. You are also able to create tinctures to reveal the infection granting you the knowledge needed to fight back.

These tinctures are created using the infected cells of a sufferer of the disease, the longer they endured said disease the more value their cells hold as treatment.

While these skills may eventually lead to a cure for the Plague that ravages the town it will be a long and difficult process, as no human body can endure the infection long enough to produce more than a palliative upon harvesting.

Speaking With The Enemy (100)

Like Artemy you can hear the ‘voice’ of the Plague as if it were a person within your mind speaking to it and potentially persuading it to change its course- or at the very least understand its methodology. You are now capable of applying this philosophy on a slightly broader scale speaking to other diseases as well as natural phenomena and fundamental laws as if they were beings- and through linguistic persuasion potentially slightly changing how said laws or phenomena operate. With sufficient charisma... well who knows how far this could go.

The Protector Of Children (300)

The Haruspex is a kind man, in his own way- and he can be cruel as well, and certainly ruthless when his own life is on the line- but in the end his sole desire is to create a future for his home. And through the guidance of Isidor Burakh his father he can do so. His father kept a list of twelve children he believed to be the future leaders of the Town, these young ones were given into Artemy’s care after his father’s murder. These children became the Surgeon’s ‘bound’ and they were all protected by the will of the Haruspex. You may endow this effect more supernaturally, granting a Blessing to those below the Age of Majority that protects their happiness and safety- this blessing becomes stronger the fewer it is applied to, and its potency scales to your personal power.

The Gentle Hand Of A Surgeon (600)

The Bachelor would abandon the Town and its people to a slow death, he would slaughter his patients in the name of some ephemeral utopia- Artemy Burakh is not such a man, he believes in giving life- in creating a miraculous panacea to heal all the suffering he can. You have the same power, the ability to cure any poison or illness if given enough time to study them- this will not prevent them from being infected again but it will save their lives. Given the supernatural nature of the Haruspex’s wisdom this power can also work to cure Curses or other magical ailments under the same conditions.

Changeling

Wisdom Beyond Mortal Ken (25)

You know things... you are one of the few actors permitted to catch a glimpse of the script, when you see someone new a sentence will appear within your mind, this will be poetic and philosophical but when meditated upon will reveal valuable insight as to the people around you.

Whimsy (100)

You are truly and simply... unpredictable, there is something about your nature that defies foresight and omniscience such powers simply sliding off you as if you were a non-factor- with this effect the Changeling was able to confuse even her world’s gods, and you will be capable of the same.

Hands That Heal (200)

Your hands can perform miracles, when you touch those you consider to be innocent you may cleanse them of their ailments and injuries, all who see this power will be filled with awe and many will begin to consider you some manner of divinity- if you do not consider the target innocent however this power will not affect them.

Hands That Judge (300)

Your hands pass divine judgment, when you touch those who you truly consider wicked they will die, any who see this power will be filled with awe and many will begin to consider you some manner of divinity- if you do not consider the target wicked however this power will not affect them.

A Miracle (600)

Once every 10 years you may bring forth a miracle, offering a supernatural solution to a problem you couldn't solve on your own. However this new solution will still require a great deal of effort on your part, this merely offers you a chance even against impossible odds.

Items

Bachelor

Scalpel (75)

It's a scalpel, in addition to being useful for medicine it makes a decent improvised weapon. This one will fully repair itself within 24 hours if it is damaged.

Modest Food Budget (100)

You have an allowance of money that replenishes everyday and can be used to buy three square meals a day... provided there's nothing extreme like a pandemic going on.

Position Of Trust (300)

You are respected and trusted by the Kane family and the Governor- these people will heed your suggestions and provide you with much needed aid as long as you remain in good standing.
In future Jumps you can place yourself in a similar position with that setting's authorities.

The Spire (600)

A vast monolith of strange geometry emerging from the earth of the Town, it is a thing of mathematical perfection amongst the natural and muddled angles of said town. The Spire has fairly inexplicable powers, however we know that it can keep its residents safe from the Plague and even house the souls of the dead (with Simon Kain the patriarch of the Kain family using it to hold his own soul after his death.)

As for what else it can do? Well... that's for you to discover, it represents the power of intellect and philosophy and may develop other powers related to those concepts with time.

Haruspex

Surgeon's Tools (75)

You've got the best available Surgical Tools for the time period. In future Jumps these will be updated or downgraded appropriately.

Hideaway (100)

You have an old abandoned warehouse on the outskirts of town, no one will come here if they don't have specific reason to know you're there making it an excellent hideout for someone on the run from the law.

The Bull (300)

The corpse of a Bull, using it's blood you will be capable of creating **one** panacea every Jump, this Panacea can cure any illness or curse- if you have the skills of a Menkhu this panacea is also a good place to start with developing your own cure.

The Abattoir (600)

This slaughterhouse is the economic backbone of the Town and of the Kin's religious practices, the old laws of Miracles and Blood are alive and well within the Abattoir letting you achieve impossible things, speak with the dead, or revive them as long as you pay a toll of blood. This place is the embodiment of the heavy oppressive magic of Blood And Sacrifice, and you may discover more powers like these in time

Changeling

Wooly Hat (75)

A beanie made of warm wool, this will grant you resistance from the cold- enough that you could potentially survive in places like the train station or graveyard even in the dead of winter.

Caretaker (100)

You're in the care of a relatively well off family, they'll do what they can to provide for you and they'll care for you like you're part of the family. In future Jumps you can place yourself in another family structure like this.

Not A Witch (300)

This card (signed by whatever religious authorities were available) confirms that you are NOT a witch, a demon, or a monster. This will convince people to judge you by your actions rather than by whatever superstitions they ascribe to (though positive superstitions will still apply)

A Graceful Union (600)

At the end of the Changeling's route the Spire and the Town would be able to coexist, as a reward for choosing this Origin you're able to bring this to pass receiving a weakened version of the two above origins Capstone Items along with the Town itself.

Companions

Old Friends (25 CP)

You may import any of your old companions into this Jump for the listed price, they'll receive **150 CP** to spend but they will NOT receive a Origin.

New Friends (25 CP)

You may take anyone from this world with you who agrees to come for the listed price.

The Gods (2345 CP)

You may take one or both of the omnipotent sibling gods who rule this world, you may NOT use Banked CP or Universal Drawbacks for this purchase.

Scenario

The Cure

You must defeat the plague that has ravaged this town, utterly eradicating this disease and saving millions of lives will earn you the following reward.

Reward: Worse Than The Disease

You will receive a permanent advantage going forward, one tenth of your Unspent CP from this Jump will be added to your CP Stipend in every single Jump going forward... this is not optional, enjoy looking at whatever strange number comes out.

Drawbacks

Picked A Bad Fight (+25)

You'll lose a fight at some point in this Jump, it will be something that you feel like you *should* have won- like the first fight in a Video Game, and it'll be embarrassing for you the rest of this Jump.

Executors And Tragedians (+25)

You will find yourself followed around by these strange creatures, they'll make comments about you and your situation and most likely scare you to death a couple times.

Mark Immortel (+25)

Everytime you fail at anything in this Jump you'll be summoned to the stage with Mark Immortel who will berate you for your failures- you can't harm him in any way and he's far too secure in his ego to be emotionally attacked either.

Extended Stay (+50)

You'll spend a full 10 years in this Jump, you may take this drawback multiple times to lengthen your stay by another 10 years but each time you do this the CP gain will be **Halved**

Priority Target (+50)

The plague is a sentient magical force, it's the Earth trying to cleanse itself of people not connected to the Kin- and now this arcane plague hates you SPECIFICALLY and will direct its resources to destroy you.

Expect to be chased around by clouds of noxious gas or if the plague evolves too much Angels made of Blood.

Low Immunity (+50)

You have a weakened immune system, this makes it easier for the plague to infect you.

The Ripper (+75)

You stand accused of Murder, all law abiding citizens will attack you on sight and they will not stop until you manage to escape or kill them- if you kill them they'll attack with greater ferocity next time.

Reputation Lost (+75)

Whenever you're not around someone their opinion of you will gradually worsen, they'll begin to hate you if you don't do something to better their opinion of you every 24 hours.

A Good Doctor (+75)

You're an altruist and completely unwilling to make morally questionable choices that hurt other people even if it costs you your own life and chain.

Hyper-Inflation (+100)

All options in this Jump cost twice as much.

Secret Tier (+600)

You may instead get 600 CP for this Drawback but in exchange it will be taken with you to all future worlds- you CAN Revoke it later for the small price of **1200 CP**

You Have The Plague (+100)

If you don't manage to cure the Plague and yourself by the end of your twelve days in this Jump you fail your chain.

Sickened Bound (+100)

Someone that matters to you will catch the plague, they will not be able to be cured until the very end of your twelve days in this Jump, If they are *not* cured at that point you will fail your chain.

Notes

- I would like to formally apologize for the use of 25 and 75 as measurements of CP in this Jump- it just felt in the spirit of the game to be a massive prick.
- u/PriorPossible834, u/FancyFireDrake, and u/onyx0117 are officially granted full access to creative mode for all Jumpers while using this document, because I made this abomination and I and my friends won't suffer through it- 'That's not fair' I hear you say... you're right but refer to the above argument about why it's really meta and clever for me to be a giant bastard.
- As thanks for reading this far down in the notes subtract **400 CP** from your starting budget
- I've done the math, you can't afford the Sibling Gods, and if you find some exploit they'll give you super cancer.
- And now... my genuine thanks to the people who enjoy my work... and my formal pledge that I won't be doing anything like this again.

- If you meet the Sibling Gods and legitimately convince them to come with you through the 'New Friends' companion option that does NOT count as an exploit and you will not receive Jumper Grade Super Cancer.