



Jump by QafianSage

What if there was a world, before the world we know? A world of which only faint echoes remain, hints in scripture and misinterpreted fossil records. A world of wonders and horrors, of dragons, giants and angels fallen from the grace of the Creator to become purveyors of secret and sinful knowledge. Of humans whose lifespans stretch into centuries, and whose skills grow with time until they seem almost magical. Of beauty and depravity.

A vanished world, wiped from the face of the Earth by the hand of the Almighty.

This is the antediluvian world, as imagined by the digital artist Matt Rhodes. At least, that's what it is in our reality. Here, for you, it's all too real. You'll be here for ten years, jumper - try to get out before the rains start.

Take 1000 CP.

## Path

Choose one Path.

**Righteousness:** Though the machinations of the Watchers have accelerated humanity's progress forwards, they have also plunged the world into an age of horror, oppression and the bloody-handed worship of false gods. You are one of the few who still cleave to the ways of the Creator, and Their plan for the world.

**Wickedness:** The wonders of the Watchers have lifted humanity from barbarism and into an age of glorious and terrible civilizations. You have decided to ride the wave that lifts all - sin is just a word, and faith does not warm the body, while gifts of gold and secret knowledge cannot be doubted. What fool would choose otherwise?

# Lineage

Choose one Lineage.

**Human:** You're a human - but not a human as we know them. Maybe it's something about the atmospheric conditions, or maybe just proximity to the moment of creation - but whatever the case, humans in the antediluvian world can live for many centuries, honing their skills and adapting their bodies over time.

**Nephilim (200):** And it is said that the Sons of God descended to earth, and saw the daughters of men, and saw that they were fair, and took for themselves wives - and of them were born the Nephilim; hybrid giants. You are such a one; between nine and fourteen feet tall, possessed of great physical strength and no lack of intelligence or cunning. Your skin is pale and your hair red, a sign of your hybrid nature. Like the humans of this era, your lifespan is measured in centuries.

**Watchers (400):** When the Serpent fell, he took many angels with him - you were one of their number; one of the two hundred who came to Earth to teach and guide humanity down into sin and the power of the Serpent - though you may or may not have kept to that road.

Your memory of the Creator's realm has been dimmed by your new, physical being, but your knowledge of the deep secrets of creation has not been so limited. You were there when the world itself was formed, and you are not merely your flesh. You are humanoid, around nine to twelve feet tall, but more slight in build than the mighty nephilim. Your eyes are serpent-like, with red sclera.

You need not sleep and will not die of old age, though you can be injured or die from violence. By drinking blood, you can rejuvenate your body and somewhat accelerate your healing, though some wounds will be too deeply scarred to heal from.



# Age, Gender and Location

You may choose your age and gender at will, and may enter this world as a drop-in, or with an existing history as you choose.

Though you may travel far afield, you will begin in a land that will one day be called Antarctica, before ice closes over and grinds the cities and towers of this era into rubble.

Choose a location corresponding with your Lineage and Path, or roll 1d6 to choose at random.

1. **The Shipwright's Kingdom (Righteousness):** A secluded valley, high in the mountains, and a refuge from the bloody and chaotic world beyond.
2. **The Hunting Grounds (Nephilim):** Dangerous and unpopulated jungles beyond the mountains, inhabited by dragons, deadly flora, and a wild giant and his human acolytes, obsessed with hunting the greatest game of all.
3. **The Outskirts (Human):** The outskirts of civilization, bridged by great roads and inhabited by many small cultures of nomadic or semi-nomadic humans - as well as no small number of bandits and other dangers.
4. **The City of the Smith (Wickedness):** Built on an island in a great river and founded by Tubal-Cain, a descendant of Cain and acknowledged as the greatest smith in the world, this is a hub of industry, feeding the arsenals of war across the world.
5. **The Temple of the Stars (Watcher):** Set high on a mountain, here the Watcher Kokabel leads his human and Nephilim followers in bloody-handed worship of the stars, conducting profane rites in their name.
6. **Free Choice:** Pick a location of your choice within this world to begin your time here.



# Perks

## General

### **Take Away From Thee All Sickness (Free)**

The antediluvian world is filled with beings of great vitality, whether the mighty Nephilim or the more understated vigor of humans who live for centuries. Diseases have risen to the biological arms race, and there exist plagues and infections which would be utterly deadly to modern humans. Fortunately, you are not a modern human; even by the standards of the antediluvian world, your resistance to disease, and capacity to rapidly develop lasting immunities, is immense.

### **Everything Beautiful In Its Time (Free)**

The antediluvian world is harsh, violent and bloody, and few live out the full spans allotted to them - whether by sacrifice, war or the depredations of dragons or Nephilim. But that does not mean that all work and endeavour has been worn down to mere utilitarian practicality. Practical creations *exist*, of course - but when people have centuries of life to fill, they like to fill those years with beauty. Henceforth, when crafting objects, structures or tools of any kind, you will be able to balance artistic value with practical use, without needing to compromise on either side.

### **And They Shall Dwell Safely in the Wilderness (100)**

The antediluvian world is a deadly place, filled with enormous and often-hungry flora and fauna. Perhaps you're not at the level of one who's ranged the deadly wilds for decades or centuries, but you have a finely-honed sense for danger in wild places, can identify safe food and water, hunt lesser creatures, find or make shelter, and generally survive in the wilderness. You're probably not up to hunting dragons, but at least if you lose the road, you have a good chance of finding it again.



### **Let Us Beget Children (200; Discount Humans, Free Watchers)**

As the Watchers came in to the daughters of men, for love or for lust, and begat them mighty sons and daughters, so may you. You are capable of having children with almost any living being, and those children can always be safely carried to term - by you, another, or via more esoteric means. Moreover, these unions often bring forth unexpectedly potent results - as human and Watcher produced the Nephilim, so it may be with you. Your children will not necessarily have your powers exactly (though other effects may allow them to inherit these), but will always come out the better - though sometimes the stranger - for whatever mixed heritage they might have. You may toggle this effect at your will.

### **The Tree of Knowledge (200 or 400; First Discounted)**

With not only decades but centuries to perfect their skills, the people of the antediluvian world can develop capabilities that would seem almost magical to a modern observer - and, indeed, to their fellow people. Choose a skill or area of activity suited for the milieu of this setting (e.g. metalworking, animal handling, hunting, war, stoneworking).

For **200 CP**, you have a degree of skill in that area comparable to several decades of compounded practice, and a body sculpted by that practice. A shepherd would intimately know the quirks and behavioural cues of all manner of animals, while a hunter would be able to survive in the wilds with ease, and take down prey seemingly beyond their reach.

For **400 CP**, your skill has been perfected over centuries, allowing you to perform feats that would seem almost magical. A shepherd could understand the feelings of their flock to the point that they seem telepathic, while even a hunter as large as one of the Nephilim can vanish into the foliage like a ghost. Your body may have adapted to your skill in ways that start to push the limits of the human form, like a hunter becoming digitigrade like a beast, and developing inhuman bite force and reinforced claw-like nails.

This perk may be taken multiple times at different levels, but subsequent purchases are not discounted.

Taking any version of this perk also unlocks the capacity to develop any of your skills to this near-magical level, with enough time, dedication and discipline.



### **They Shall Never Perish (600; Discount Nephilim, Free Watchers)**

The death of the body is not the death of the spirit. When the flood-waters rise, the Nephilim and the Watchers shall perish - but their spirits remain, ready to contact those who open their minds to the realms of the spiritual in ages to come. So it is with you. Once per jump, if you are slain, your spirit persists upon the Earth as an immaterial presence, unable to affect the world save by contacting and influencing those in altered states of consciousness - deep dreaming, psychedelic trances, or religious ecstasies. You might be able to influence or possess particularly sensitive or vulnerable individuals - or even fully re-incarnate into a body made and prepared to host you, by one with the right knowledge and means.

So long as your spirit remains free in this state, or you return to life in some way, you are not considered to have died for the purposes of failing your chain - but if your spirit is bound or destroyed by the end of a jump, this will still constitute a chain-failure.

## **Humans**

### **In Our Own Sight as Grasshoppers (100; Free Human)**

In the antediluvian world, humans are far from the top of the food chain. In the wild, they are prey for all manner of prehistoric creatures - while in the cities they are often hardly less in danger; made slaves by their fellow man, or toys of the Nephilim and their fallen fathers. You have the talent of humility, the ability to bend and move with the demands of authority, and to pass beneath the notice of your 'betters' when you wish to do so. This offers no safety from harm which comes for your whole group - but when a giant comes looking for a new pet, or a dragon for a snack, you probably won't be the one they pick.

### **Who Is Too Poor for Such an Offering (200; Discount Human)**

Not all places are equally blessed - but the Creator's hand shaped every mountain and valley, every foetid swamp and sunlit upland. Whatever your expertise may be, you have a talent for adapting your skills to the use of whatever resources are to hand. Build in stone in the mountains, make armour from dense felt when you have wool in abundance, or bend and steam titan bamboo for ramparts in the forests. Even if you travel to wholly new locations, you'll quickly be able to identify new materials to which you can apply your knowledge - and perhaps even make new discoveries or inventions in the process.



### **We, Being Many, Are One (400; Discount Human)**

Dragons and Nephilim are mighty beyond the reach of mankind, and the Watchers have understanding beyond human ken. All that humanity has to carve out a place in this savage world is their numbers. You can take best advantage of this - you are excellent at coordinating and coordinating *with* others, on a personal and a collective scale. People under your watch or auspices seem to come together more seamlessly than they might otherwise have done, helping to build things far greater than any could alone, whether physical construction or the buildup of knowledge over time.

### **In the Image of God Made He Man (600; Discount Human)**

In a world this grand and terrible, it's almost easy to forget that it was humans, not giants, dragons or fallen angels, for which the world was made - and which will endure long after the earth is wiped clean. You have within you the true spark of potential the Creator placed within mankind; perhaps a reflection of Their transcendent creative powers.

As you travel through this world, and others, you will certainly see many wondrous and terrible things - and always, you will be able to learn from them. This does not guarantee that you will be able to use any power or magic you come across, but the world - all worlds - will open up to you as sources of inspiration. The vainglorious pyramids of the Watchers will help to teach you the secrets of geometry and architecture, the glass creations of Shamshiel inspire new applications of hue and colour, whether in camouflage or art, and even the profiles of the human form might reveal useful waveforms.

In short, with enough dedication and time, you can learn almost anything you are physically capable of attempting merely by observation, as if you were being taught - and even when that's not the case, you can draw inspiration for other skills, powers or technologies, and pass on these techniques to others.

## **Nephilim**

### **Your Fear and Your Dread (100; Free Nephilim)**

You have a sense for how to dress or adorn yourself to produce a desired effect in an audience, whether to attract, awe or terrify - and more than that, you have a natural charisma, a turn of phrase and a presence that goes beyond mere scale and into something more, seeming to amplify any such forceful social influence that you attempt. In the right time, at the right place, with the right equipment and the right words you could make an army break without killing a single man - though this perk doesn't do much for more subtle social endeavours.

### **Men of Renown (200; Discount Nephilim)**

The deeds of the Nephilim are beyond those of merely mortal men. Tales of whatever deeds and prowess you display openly have a way of spreading further and faster than might be expected - all the more so if you help them along. A reputation and a legend has its own value, of course, but you will find that you can effectively shape such legends as well - and more than that, they will begin to attract followers, would-be apprentices and even groupies to you; people who want to be a part of your legend and to bask in your reflected glory. What you do with your adoring fans is, of course, up to you.

### **Lord of Hosts (400; Discount Nephilim)**

Though the Nephilim are mighty, there are a hundred or more humans for every one of the giants. You, though, have a particular talent for exerting control from such a position; through a combination of awe, worship, legends of invulnerability, and targeted examples made of those who disobey, you can hold thousands under your personal sway - and can spread the same throughout a wider society by raising up subordinates, satraps and other functionaries who similarly act as islands in the sea of humanity. With this, you need never fear an uprising from those beneath you, though they might outnumber you a thousand to one.

### **Giants in the Earth (600; Discount Nephilim)**

Even amongst the giants, there are those who tower above their fellows. Warriors who stride the battlefield as veritable idols to the god of war, or dragons which hold whole kingdoms in thrall of their terror. You are such a one; exceptional in size, strength and physical might even by the standards of the demi-divine. If an ordinary Nephilim stands around twelve feet tall, you might stand closer to sixteen or eighteen. You can overthrow defenses fashioned against ordinary dragons or monsters of the wild with relative ease, or slaughter hundreds of human soldiers with the right weapons and armor. Or perhaps you might turn your gifts to more creative ends, and raise towers, walls and monuments on a scale fit to awe even your fellow Nephilim.

Even beyond your impressive might, though, your sheer vitality verges on the supernatural. So long as your body and vital organs are not outright destroyed, you can summon up the sheer grit and inhuman will to continue and survive - though no more often than once a year. Furthermore, though you may still scar and won't regenerate parts entirely lost to injury, disease or other harm, with enough time you will regain full or near-full functionality.



# Watchers

## **Be Not Afraid (100; Free Watchers)**

The most cunning and persuasive tongue in the world does no good if none will listen to you. Fortunately, save in the most exceptional of cases - for instance, when one side has just seen the other murder someone important to them - you will be able to open dialogue and persuade others to hear you out. This is no guarantee that you'll be able to reach an accord or bring the people you speak with around to your side, but you will almost always be able to speak and be heard, and that is a beginning. This perk also reduces any negative effects your appearance might have when speaking to or attempting to persuade others.

## **Multiply My Signs and Wonders (200; Discount Watchers)**

The gap between truth and perception is an abyss, and one into which you can insert whatever you wish. You are a master of manipulating perceptions of yourself and your abilities - you know how to lead others to underestimate you and think you harmless, and how to use your knowledge or simple tricks or displays of power to convince the ignorant to take you for a sorcerer, magician, or even a god. You are particularly good at convincingly taking credit for the work of others, or for natural phenomena. This skill applies beyond your own person; you know how to manipulate the perceptions of knowledge you spread and of your followers as well, using things such as clothing, mystery cults and similar to lend an appearance of mystical significance, imbue them with an aura of fear or dread, or make them more attractive to ordinary folk.

## **And Azazel Taught... (400; Discount Watchers)**

When the Watchers came to the first humans, they were white-knuckling spears in the undergrowth, hiding from dragons. The Watchers taught them all manner of secret knowledge, propelling mankind into sin, but also kickstarting civilization. You could replicate the same feats, able to rapidly and effectively teach advanced knowledge, skills or powers to those totally unfamiliar with them, so long as they have the basic physical ability to understand and make use of them. You couldn't teach a dog to build a rocket, but within a few years under your tutelage a caveman could be building temples based on advanced architectural principles.



But such teachings need not only be gifts. You are also adept at using a combination of teaching methods and careful selection of exactly *what* you teach to produce specific outcomes and attitudes in your students, so that your teachings become a 'carrier' for the models of society you wish to establish. Use your knowledge to bend a kingdom towards destruction, shape it into a hub of trade, or slowly transform it into a den of depravity where bloody-handed sacrifice is offered in the name of false gods. People can turn away from the paths you lay out for them, but this will be the exception rather than the rule - unless some outside power pushes them to break with the ways you have taught them, or tremendous stress on your societal order finally leads to a rupture.

### **Eye-Witness of the Inconceivable (600; First Free, Further Discount Watchers)**

Choose a facet of the world's order; the weather, minerals, plants, light, electricity or something else. Whether by being a direct eye-witness to the process of creation, or a close student of one of the Watchers, you have an intimate and near-complete understanding of that facet of reality, on an almost spiritual level. Though this grants you no inherent power over your chosen element, you can easily devise new techniques or technologies to make use of it, or which are related to it.

This allows you to stretch the boundaries of possibility, making things which ought to be impractical or near-impossible, and to bridge the gap between the sciences of the material world and more arcane and spiritual disciplines. After all, the Watchers incarnated themselves into human forms, and later devised a way to share some element of their being with their Nephilim offspring.

Finally, your existing knowledge serves as a foundation upon which to build more. With sufficient study and dedication - taking many centuries, or the tutelage of someone else with such knowledge - you can reach the same degree of understanding of other facets of the world. Who can say what wonders, and what terrors, you will devise?

This perk may be purchased more than once, each time choosing a new area of study to have mastered.

For Watchers, the first purchase of this perk is free.



# Righteousness

## **Do Not Bow Down Before Their Gods (100; Free Righteousness)**

This is a world caught in the coils of the Serpent, being slowly dragged down into destruction - but there are a few who keep the faith, in the name of a distant prophecy. You have the ability to resist the awe or intimidation of great displays of power, to hold onto your principles and truths you know, no matter how you might be lied to or pressured - and, just as importantly in this world where defiance is often met with torment, you can keep your resistance hidden. You can encode it in symbols your oppressors will not recognize, mouth prayers to false gods with seeming sincerity while holding true in your heart, and will not unduly suffer in your mind or heart for what you must do to resist or deceive those in power over you.

## **The Integrity of the Upright Guides Them (200; Discount Righteousness)**

In a world beset with lies and deceit, truth has all the more power. You're very good at seeing through deception and lies of all kinds, as well as recognizing when someone is trying to influence you one way or another. By the same token, if you deal uprightly and honestly with others, you will tend to earn respect for it, making others more trusting of you, more likely to want to deal with you, and be less willing to break promises and oaths made to you. Still, this has its limits. If you keep pursuing seemingly-mad goals, people may still lose faith and trust in you.

## **Blood of the Covenant (400; Discount Righteousness)**

While anyone can hold the faith, context and incentives weigh more heavily on a societal scale. With time, even light pressures can bring about great changes, until a civilisation has wholly forgotten its roots. Not so with you and yours; People who follow you, or ideals you lay out, willingly will find the moral and cultural strength of their groups increasing. People tend to be more honest and honorable, hold to just or holy laws without need for harsh punishments, and pass down their histories, traditions and knowledge diligently - even when by all rights they ought to defect, bend or break under pressure, or have the chain of knowledge shattered by oppression or other such stresses. Even if only a single family survives, they will be able to pass down all that is meaningful to their children in turn - so long as they do not turn away.



### **They Shall Inherit the Earth (600; Discount Righteousness)**

In this age, the glory of the Watchers and their followers seems to grow with every year - yet, it shall not be them who hold dominion over the Earth in times to come. With this perk, you and groups you lead or participate in will be granted three blessings.

Firstly, you will find that your enemies often become weakened by their own efforts, or outside influences - if you can fight, hide or simply survive for long enough, you'll be able to find openings to strike, or simply to step into the gaps left behind.

Secondly, the more moral and faithful you are and act - the more you hold to justice, honour and fairness, or to faith in a righteous higher power - the more you experience a subtle kind of protection; fate and luck bending towards guarding you and yours from your enemies, though this will never be a complete defense.

Finally, you will find that your faith in higher powers is often rewarded. You have an easier time getting the attention and favour of truly divine beings, so long as you hold to their principles, and even in worlds where any god or gods are seemingly absent, you may occasionally be sent visions or dreams which warn of future disasters. These signs will guide you in ways to escape or protect yourself and your followers from them - even if these disasters would seemingly encompass the whole world. There's no guarantee you'll actually be able to follow this guidance, but you'll always have at least some chance to escape and survive.

## **Wickedness**

### **Harden His Heart (100; Free Wickedness)**

This is not a kind world, and to survive within it, one cannot always be kind. You are able to 'harden your heart' to suffering - your own and others. While in this state, you will be more jaded, able to suffer pain and degradation without lasting psychological harm, as well as able to do the same to others, deadening any sensation of guilt or empathy in the moment, or even afterwards if you so desire it. You can enter or leave this state at will.

You also have a notable tolerance for drugs, alcohol and poison. Sure, it means you'll need more to get fucked up, but it's better to take the snake-venom when you want it than getting a 'free sample' on an assassin's knife - or a drunken tongue letting something slip when you really shouldn't.

### **For the Serpent Was More Cunning (200; Discount Wickedness)**

Sometimes, what is thought or seems to be true, is more important than the truth itself. You are an excellent liar and deceiver, able to convince people of falsehoods or present false attitudes with ease. This extends beyond yourself, too, into larger-scale deceptions - tricking enemies into thinking an army is larger than it is or took a different path, or building idols with hidden spaces for people to speak with the voices of the gods. Perhaps more important than being an excellent liar, though, you have a talent for working out just what people want - whether pleasure, escape, wealth or simple safety - and using that as a foundation to

persuade or manipulate them. Whether you actually have the power to grant their wishes... That's another matter entirely.

### **The Idols of the Nations (400; Discount Wickedness)**

Though all living things have free will, the decisions they can make are constrained - by their circumstances, by their understanding, and by their environment. You know how to use these tendencies, harnessing artistic expression, urban planning, social organization and other grand-scale approaches to shape the minds of those who live within the structures you create, physical or otherwise. Grand palaces, temples, idols and statues of heroes and gods can evoke feelings of awe and fear, walls and levels of a city instill an acceptance of caste structures, the style of arms and armour used by soldiers can intimidate enemies and citizens alike into submitting without conflict, while designed religions and cultivated social structures dictate behaviour even when no-one is watching. In short, you're a master of propaganda and social control via ideology and control of people's material circumstances.

### **When the Wicked Rule (600; Discount Wickedness)**

In a land of fallen angels, cannibalistic giants and false gods, it takes a certain kind of person to rise to the top. You are just that kind of person - a consummate plotter, politician and statesman, able both to lay detailed plans far into the future, and adapt them from moment to moment as events arise. You are a great orator, able to whip people into a fervor - or persuade them one-on one. Weaving lies, truths, propaganda and charisma into a cohesive whole, it's surely only a matter of time before you rise to the apex of the antediluvian world.

On the other hand, the apex is a dangerous place to stand - a narrow point, and the only way is down. You'll find that you have an especial talent for keeping others in your power, regardless of whether or not you officially occupy the highest station. It's easy for you to keep those beneath you competing for your attention and favour, rather than uniting to overthrow you and take your place, and as a vizier, advisor or court-sorcerer, you would be able to keep a king or false god easily under your thumb, acting as your puppet while attracting any negative attention that would be thrown your way.



# Items

## General

### **Century Bracelets (Free)**

It is a common custom in this world, given the longevity of many of its inhabitants, to wear 'century bracelets' for every hundred years of life. These are a direct way of showing a person's age and degree of experience - and can serve as a bracer in a pinch, besides. You have a set of these bracelets, customized to you. In future jumps, you will be able to use these as proof of your experience and skills, accepted as someone might a qualification.

### **Tools of the Trade (100 or 200; Discounted with Tree of Knowledge)**

Choose a field of activity - smithing, farming, weaving, soldiery. You have a set of tools and equipment suited to that craft, and which are made in such a way that they will last indefinitely without taking damage from use.

For **100 CP**, these tools are well-made and suited to allow you to exercise your skills fully, but not particularly exceptional.

For **200 CP**, they are instead truly exceptional, and tailored specifically to you - perhaps with handles grown into shape over many years, for a perfect fit - or forged by the hand of the smith-'god' Tubal-Cain himself. Not only are they beautiful, but they are practically unbreakable

If you choose appropriate tools for a field of skill you have via **Tree of Knowledge**, this item is Free if taken at the 100 CP level, or Discounted from the 200 CP level.



# Humans

## **Garments of Skin (100; Free Humans)**

As Adam and Eve made clothing to protect them from the elements, so have you - though the craft has come a long way since then. You have the clothing and equipment to give you a reasonable chance of surviving in the dangerous wilderness of this world - a cloak with large eye-markings on the inside to intimidate predators and which can double as a tent cover or camouflage, a hammer and pitons to help climb trees and cliff faces, bags for food and other necessities, knives and more. The same clothes can also be used to help you blend into more 'civilized' environments.

## **Old and Faithful (200; Discount Humans)**

It's dangerous to go alone - so don't! With this, you have a companion (technically a follower) in an animal trained to help you. By default, this is a large dog, of the kind used by outland shepherds to guard their flocks and trained over many years to watch for and fight against dangerous animals, but there are many other possibilities. Perhaps a swift-footed gallimimus mount, a watchful Haast's eagle, or a tamed sabre-toothed cat? Whatever form your companion takes, they are uncommonly intelligent, obedient and absolutely loyal to you, as well as having a pretty good understanding of human speech (even if they can't speak themselves).



## **Mobile Home (400; Discount Humans)**

Neither the cities of men and giants, nor the wilderness between, are safe. Even the road has its fair share of dangers - so why not take your home with you? With this item, you have a great prehistoric beast, perhaps a sauropod, an enormous tortoise or turtle, or a mammoth. On its back, a small but cozy shelter is built, enough to live out of comfortably for years at a time, and to carry plenty of goods for trade. Alternatively, perhaps your home is more in the vein of a boat or wagon, pulled by a prehistoric creature. Whatever form it takes, this will be a sanctuary in dangerous places, a way to get around - and on top of that, the animal which carries it will be a powerful deterrent to most predators, as well as a loyal companion, if perhaps not quite as smart as others might be.

### **Sefer Halriyn (600; Discount Humans)**

This is a treasure indeed. Perhaps you gathered it, or perhaps some other did, but wherever it came from, this unassuming scroll in a waterproof case contains detailed knowledge taken from across the antediluvian world - the teachings of the Watchers on every subject, from metallurgy to meteorology to war, are contained within this scroll. Of course, this doesn't represent the extent of their knowledge; it's shallow and broad rather than deep and narrow, comprising what has been taught to humans - but even so, this is a treasure trove of knowledge, gathered from opposing kingdoms who have been spurred into hatred and war since their inception. Perhaps in your hands, these scattered pieces could become far more than the sum of their parts.

## **Nephilim**

### **Sign of Power (100; Free Nephilim)**

Symbols have power - albeit a more subtle kind than demi-divine might. Choose a specific symbol or motif which represents you; two horns around a sun disk, an abstract sign, a particular letter. Whatever form it takes, in this jump and future ones, this symbol will be associated with you. The knowledge that it represents you will spread quickly, and others will hesitate to use the same symbols or attempt to counterfeit you. The greater your reputation, the more weight your symbol will carry; it can act as an emblem of powerful authority for your followers if you are known as a king or lord, give comfort and reassurance if you are known as a hero (or spread fear and dread if your legends paint you as a monster), and if you are revered as a god it will become a holy sign, prayed to by your devotees.

### **Household (200; Discount Nephilim)**

Though not all occupy positions of respect, many Nephilim - through combination of their parentage and their native physical advantages - have achieved rank and respect in this world. Accordingly, this item provides you with a staff of several dozen servants, dedicated to you and your service. They are skilled (though not to the level of **Tree of Knowledge**) in various useful trades, from cooking to cleaning to textile manufacture, and will work together like a well-oiled machine to ensure your needs are taken care of. They are also pretty quick studies, physically fit and excellent at working together and with you - so if you want to train them for other purposes, or put them to work as assistants or labourers in your own crafts, they will be well-suited to that as well.



### War-Dragon (400; Discount Nephilim)

Perhaps you're actually related to this great beast - on the Watcher side of the family, at least. Perhaps you tamed it somehow, or simply came to an agreement. Whatever the case, this dragon is loyal to you, intelligent as a human, and is willing to serve as your mount and companion. Effectively, treat this as a Nephilim with **Your Fear and Your Dread, Giants in the Earth** and **Revelation 12:3**. Also comes with a saddle fitted to your size, and weapons able to be used from your mount's back.

### Host of War (600; Discount Nephilim)

You have at your command one thousand human warriors and ten Nephilim fighters. All are skilled warriors and veterans of many battles (as the 200 CP level of **Tree of Knowledge** for 'soldiers'), are armed and armored as appropriate (as the 100 CP version of **Tools of the Trade**) and all are deeply loyal to you, willing to follow you against your enemies and fight tooth and nail to bring about your dreams.

Alternatively, this same host may be turned towards another purpose - instead of being soldiers, your followers have a different focus of their skills instead.

This item may be purchased multiple times.

## Watchers

### Wondrous Raiment (100; Free Watcher)

It is befitting for even fallen angels to clothe themselves in wonders and miracles. This item comprises a set of clothing which, while somewhat impractical, deftly represents any authority or especially noteworthy abilities you have (or may claim to have), in such a way as to better elicit awe, fear and reverence from those around. One who masters lightning might bear curling antlers of fulgurite and copper jewellery, while a Watcher who deals in light and optics bears splendid regalia of glass and gold, portraying them as an angel of the sun.

This item also comes with more *tangible* representations of your knowledge-as-power - weapons, tools and 'sorcerous' trinkets. If you have **Eye-Witness of the Inconceivable**, you have such tools for each of your specialties; if not, choose one such specialty. Examples of such trinkets might be hidden capacitors and copper wiring to allow you to deliver deadly shocks or short-range blasts of lightning, or high-invisible blades of imperishable glass or prisms which can clothe you in haloes of light.



### **Acolytes (200; Discount Watcher)**

When the Watchers descended, they took to themselves students as well as spouses. Such are these to you - a dozen highly-skilled assistants, followers and magician-priests. They seek tutelage from you, but have learned a substantial amount already; they can help you in creating new devices, handle daily work that is too profane for one of your stature, and otherwise assist you in your labours. Each can be considered to have the 200 CP level of **Tree of Knowledge** in a craft or skill relevant to any higher knowledge you might possess - if you are a master of optics, some might be glassblowers, others gem-cutters or workers in precious metals, still others architects whose work can bring your own to a greater scale, and so on.



### **Laboratory-Temple (400; Discount Watcher)**

What is a sorcerer without their tower? This great edifice is a throne fit for a fallen angel; a mighty temple-complex (perhaps a tower, perhaps some other design). It is moderately fortified, but the true value of this place is the many facilities within, suited to produce all manner of advanced creations and devices, or conduct further research into the deep secrets of creation. Laboratories, workshops, residence areas and more can be found throughout its structure - though not suited to production on a mass scale, mass production would only cheapen the wonders you might bring forth. Moreover, the cellars of the temple contain stocks of rare minerals, metals, woods, chemicals and other resources needed for such craftsmanship. The stores aren't unlimited, but restock monthly - and once you leave a jump, will remain stocked with similar rare materials in future.

### **Chief of Tens (600; Discount Watcher)**

When you descended to Earth, you did not do so alone - or perhaps you somehow earned their regard. Whatever the case, nine lesser Watchers follow you loyally; or at least, as loyally as fallen angels can be. Perhaps it's some remnant of their former, regimented existence in the heavens. Each has **Be Not Afraid**, as well as special knowledge similar to **Eye-Witness of the Inconceivable** - but that knowledge is more limited and focused, each

into a facet of your own specialty. If you took the domain of 'medicine', one might specialize in 'poisons', one in 'surgery', one in 'mind-altering substances' and so on. You can spread these sub-specialties across multiple domains, if you have them. If you do not have **Eye-Witness of the Inconceivable**, each lesser Watcher has a similarly-limited specialty, in an area of your choice.

The lesser Watchers also have effects similar to **Multiply My Signs and Wonders** and **And Azazel Taught....** However, both are limited to their areas of specialty.

## Righteousness

### **Symbol of Faith (100; Free Righteousness)**

Sometimes it's the little things that matter most. You have an amulet or symbol of a hidden hope; it's nothing magical in itself, but while you have it and can look upon it you find your will and ability to endure hard times without wavering are enhanced. By default, this symbol takes the form of a bronze medallion, depicting a snake being crushed beneath a heel, and biting it in turn - but you may choose what it depicts.

### **Sefer Hanok (200; Discount Righteousness)**

The Watchers are deceivers, and even with the long lifespans of the antediluvian world, the tales they tell have spread far and fast. This unassuming text may be to those lies as a sword is to a veil of cloth: Within it is contained the true history of the world, from its creation to the present day, albeit focusing more on significant events and figures in a fairly distant fashion than precise enumeration of history.

In each further jump, you will add a further volume to your collection, including similar secrets of the new worlds you enter. It will not include every detail, nor utterly dispel the mists of history, but will certainly give pointers on what things might have been covered up by deception, or where to go looking for more clues.

### **Keep Thy Flock (400; Discount Righteousness)**

Adam was commanded to govern the beasts of the field, and so many of his lineage have been shepherds - and so are you. With this item, you gain possession of vast flocks of useful beasts; theosodon bred for great quantities of strong wool, flightless birds whose feathers fetch high prices, triceratops farmed for their horns, hide and as beasts of burden. Besides the farm animals, this item also includes a scattering of more directly trained animals - sheepdogs, watchful birds - and enough skilled shepherds to keep your herds in line and process their goods. Tend to your flocks diligently, and they could be a source of no little wealth.



### **Great Shepherd (600; Discount Righteousness)**

Not all the kingdoms of this world are dens of iniquity. A few, here and there, keep to older ways - and such is this. You are the acknowledged ruler of a small but self-sufficient kingdom. Your realm contains plentiful natural resources, enough to support a substantial population in comfort. Though not strongly urbanized, it contains several strong towns and a fortified capital, as well as watchtowers, alarm stations and other defenses which, in combination with the natural difficulty of the terrain surrounding your domain, will make it very hard to conquer or spy upon. At the heart of your kingdom is a humble but strong fortress, built to hold against assault if need be - but also functioning as a comfortable home for you, your family and retainers, and a simple temple to the true divine.

In terms of population, all of your people are human, and have the 100 and 200 CP **Human** and Righteousness perks, while some - maybe one in ten - have the equivalent of the first level of **Tree of Knowledge** in areas relevant to their professions. A handful of especially notable individuals, typically in leadership positions, have the second level instead.



## **Wickedness**

### **Ornaments of the Body (100; Free Wickedness)**

In the ancient world, one's clothing was a common way to display wealth and prestige - and so it is here. You have several sets of valuable and beautiful clothing and jewellery, designed to best show off your qualities - if you are strong, it will help to demonstrate your strength; if you are beautiful, it will accentuate your beauty; if you are skillful it will display your skill.

Additionally, this item comes with a set of tools for body-modifications like piercings and tattooing - so beloved of the Watchers and their followers. They will always be sterile, and remarkably painless when used - as well as seeming to help a body be extra-accepting of all kinds of modification without negative effects. There is also a set of miraculous pharmaceuticals included which, if applied to tattooed skin, can leach out ink, or cause the body to return to its original state after a piercing or similar is removed.

### **Wages of Sin (200; Discount Wickedness)**

The Watchers taught humanity many things - but always, their teachings bent towards ruin. With this item, you have a comprehensive selection of such things. Weapons mundane and esoteric, poisons and drugs of all kinds, and the means to convey them, all ready in their racks or bottled for use. These are all of excellent quality - though not quite to the extent of Tubal-Cain's mastery in the weapons, or with quite the esoteric qualities a Watcher with expertise in medicine or poison might concoct for their own dedicated use. Nevertheless, quantity has a quality all its own, and with this repertoire you need never kill a man the same way twice.

Also included are a collection of ceremonial weaponry, and a sacrificial altar or pit of your choice, embellished such that with only a little pomp you could create a true spectacle of death.

### **Worldly Wealth (400; Discount Wickedness)**

How can towers be raised and palaces be furnished, if not with the treasures of the earth? With this item, you have possession of a mountain rich with ores and minerals of all kinds - iron, gold, silver, copper, tin and more. Besides metals, the mountain also contains many different kinds of useful stone and other minerals. Mining infrastructure is already established, along with many useful tools and devices to aid in the work - and a large workforce to help it get done. These reserves could fuel great building projects or industrial

In future jumps, this item will also include new, rare mineral resources, such as mithril or lyrium, though still in relative proportion - the rarer the mineral, the rarer it will be here as well.

### **False God (600; Discount Wickedness)**



A sizable and prosperous kingdom reveres you as a god; not the distant, all-powerful kind, but a living, breathing divinity that walks amongst the people - or at least, whose palace can be seen atop the capital city. Speaking of, you have a magnificent palace-temple dedicated to yourself, a well-fortified capital with significant industry and trade connections, with great statues and depictions of your deified self, and several outlying towns with similar fortifications. Though your kingdom may not necessarily be the largest or best in offensive wars, a combination of Watcher-derived weaponry, fortification and adequate defensive forces (plus a fair number of Nephilim warriors) give it a strong enough defense.

The population of your kingdom worship and revere you; all have the 100 CP **Wickedness** perk, and most are human. About one in ten have the first level of **Tree of Knowledge**, while a handful have the second level of that perk. About one in every five hundred or so in your kingdom is a Nephilim - often in positions of prominence or nobility.



# Companions

## **The Family of Sin (400 CP; Discount Wickedness)**

It would be an easier, simpler world, if the wicked could not feel love. You are a part of a strange but nevertheless loving family; a Watcher, a human, and their Nephilim child. You gain two Companions by taking this, each of one of the two Lineages you are not (e.g. if you are Human, one would be a Watcher and one a Nephilim). Each has 800 CP to spend, and may take up to an additional 500 CP in Complications, and both take up one Companion slot.

## **The Faithful Spouse (400 CP; Free Righteousness)**

Perhaps they are kin to the Shipwright, wed with his blessing, perhaps you rescued them from the clutches of the Watchers, or perhaps they were the prince or princess of some kingdom of sin before you persuaded them of a different way. Whatever the case, you have found a true soulmate. They have the entire **Righteousness** perkline, 400 CP to split between their **Lineage** and **Tree of Knowledge**, and a further 800 CP to allocate as you will. Perhaps more importantly, the love between you will never fade or become less so long as you do not betray it, only take new forms through the years, and you will always be able to support one another emotionally, keeping each other's spirits up no matter what happens.



## **The Giantslayer (100 CP)**

In a distant land, high amidst the snowbound peaks, as in so many others, giants ruled over men. They were cruel, boastful and consuming; they devoured men and women and their works, and demanded more to feed their appetites. But in this land, there was one who stood up. Once a humble smith's apprentice, albeit with the red hair and substantial stature of distant Nephilim ancestry, he took hammer and chisel to his masters, and slew them in the night, and then on the field of battle. While he was mediocre as a smith, he was a masterful warrior, and in the centuries since has honed that craft to a razor's edge. Gigantic in his melancholies and his mirth, and terrifying in battle, he wanders the world, wielding his tools still against the giants in whom he sees an echo of the tyrants of his youth.



### **The Huntress (100 CP)**

Once a disciple of the Hunter, the Huntress split from him long ago, seeing little reason in his worship and emulation of the beasts he hunted - though they were worthy of respect, it was as a human that she would hunt them, not as a beast amongst beasts. Since that day, she has honed her skills in hunting and archery, and after seeking tutelage from Sariel of the Moon, is considered by some a lesser goddess of the moon and the hunt. She habitually wears a mirrored cloak which transforms her into a shimmering shadow in the jungle night, and her bow and the strength she has to draw it are both legendary, able to hit minute targets at a distance of a mile or more.

### **The Gourmand (200 CP)**

Once there was a Nephilim; a scion of Azazel, taught much of the metals and of mining, and given authority to oversee the mining operations of his father. Nevertheless, he found little interest in this work, and neglected it in favour of sampling the dishes and pleasures of his station. Soon, though, he began to become jaded - surely, there had to be more out there. He began exploring new culinary ingredients and approaches, ordering his household to find new and more interesting foods - but before long, he began to participate himself, learning techniques supposedly 'below' one of his noble station, cooking great feasts to adorn the palaces of his brethren, hunted or grew his own ingredients, and studied the ecologies from which they arose. Eventually, his passion consumed him and he gave up his station entirely, embarking on a pilgrimage across the lands to see, and taste, all there was to see.

### **The Sun's Daughter (200 CP)**

Once there was a Nephilim; a favoured daughter of Shamshiel, who taught men the secrets of light and optics, and to worship the sun as the giver of life. She worshipped her father as well, as she haunted his dark halls, lit only by the grace of his works and inventions, and as her siblings left, one by one, to seek their own lands and dominions. But there, in the dark, she learned other things as well: Her mother taught her of herbs and plants and all their myriad uses, from drugs to poisons to entheogens, and her father's control taught her to lie and deceive. Armed with this knowledge, she escaped her father and fled to a distant island, where she has settled in relative contentment, honing her craft. Still, she longs to see more of the world.

### **The Father of Inks (200 CP)**

He fell with the Serpent and his followers, and swore to sin with the rest of them. He taught mankind to make marks and sigils with pen and brush, with ink and chisel, and with blood. He taught the recording of thought on paper and history upon stone, and he taught the glorification of what ought not be glorified. Yet, as the years wore on, he came to look with less and less contentment upon the world he and his fellows had created, and to retreat more and more to his great temple-library, where he kept the histories of all that came to

pass, graven upon stone and clay and jewels of great worth. He watches, and thinks, and waits for the stroke to fall, and dreams of a world where his knowledge and his records might be of use and worth, beyond the plots of higher and lower beings alike.

### **The Maiden of Owls (200 CP)**

She was there in the beginning - or, she thinks she was. She is both old and young; a companion to Adam before Eve was brought out of his side, and brought forth only scant years ago. Memory and selfhood swirl and blend and are made indistinct by the arts which have returned her - or re-created her, or made her again. Her name once was Lilith, who defied Adam and fled the Garden into the waiting arms of the Watchers. She was taught much, and grew wise and terrible, and bore many monstrous children, but she was human, and so died in time. But there was love for her - of a kind - in her teachers and her lovers amongst the Fallen, who wrought her new flesh in their own image, or perhaps simply made a she-Watcher and told her she was Lilith, and used their arts to give her some vestiges of her predecessor's memories. Is she the first? The tenth? The fiftieth? She does not know, and does not trust the Watchers to tell her the truth, and so she has fled again, with the scattered knowledge she still recalls, once more to find her own way in the world.

### **Canon Companion (100 CP)**

If you meet a character in this jump and can convince them to come with you to new worlds, leaving their own behind as a companion on your journey. When the rains begin to fall, you might have more takers.

### **Companion Import (100 or 400 CP)**

Import one of your existing companions into this jump, with a budget of 800 CP to spend, and the ability to take up to 400 CP in Complications.

For 400 CP you may instead import up to 8 such companions, with a budget of 600 CP each.



# Scenarios

You may take as many scenarios as you wish, so long as you can find a logical way to complete them all concurrently.

## Sic Gloria Transit Mundi

This is an age of false gods and monsters; of fallen angels, giants and titans of skill. What better setting for a legend?

This scenario is simple: In order to complete it, you must perform deeds so great that their legend survives the flood, and will be told for at least a thousand years thereafter. Whether the deeds you perform are virtuous or horrible, whether you are remembered as a hero or a monster, is up to you.

### **Reward: Graven in Stone**

Legends of your deeds will persist in all future versions of Earth - maybe not precisely as they really happened, but interpreted or re-interpreted into the mythology of different cultures. You will feature in holy texts, graven on the walls of temples, and told of in oral traditions for millennia to come.

You won't necessarily be recognized as the same person as those legends in these future jumps, but you will be able to better call upon that legacy in social situations - people with respect for your legendary actions might have some respect for you in turn, and you could perhaps begin a cult by claiming to be a reincarnation of yourself.

## King of Kings

Scattered across the antediluvian world are dozens, if not hundreds, of petty kingdoms, ruled by Nephilim and Watchers and great and cruel men and women, building monuments to their own glory and power. They war upon one another for territory, resources, and to capture sacrifices for their bloody rituals, and each claims supremacy over the others.

To complete this scenario, you must silence such spurious claims. Whether by abolishing them by main force, subjecting them to tributary relationships, diplomacy or some other means, you must conquer this antediluvian world and cause all significant kingdoms and domains within it to acknowledge you as their ultimate ruler. Whether you do this in your own name, or that of a higher power, is up to you.

### **Reward: All the Kingdoms of the World**

The rewards for your conquests are simply that you may keep them - carrying your domains (however large they may grow) with you from this world into others. You may insert the whole or only chosen parts of your domains into further jumps, either appearing there when you enter (stretching space to accommodate; no unexpected earthquakes or the like), or having always been there - perhaps undiscovered, or simply having not affected the normal plot too much.

**Bonus Reward: Redeemer**

If you choose to accept it, you could strive for an even higher goal - to avert the Deluge, and preserve the best of this antediluvian world, without the worst. To accomplish this goal, all Watchers must have been slain or have forsworn their oaths to sin and instead work to serve humanity and mend the harm they have done, while Nephilim will be held to the same standards as their human foremothers in terms of faithfulness to the Creator. Overall, at least half of humans and Nephilim must be 'righteous' by the time of the Creator's judgement, in order for the Deluge to be averted.

If you can accomplish this, you will earn two rewards: Firstly, similar to *Forty Days and Forty Nights*, in future earths you may have the results of your actions be apparent: Human lifespans have not shrunk, Nephilim and perhaps some Watchers remain, and the technologies of the antediluvian world were never lost. Secondly, in future jumps, you will always have a chance to earn forgiveness, for yourself and others, from divine beings or powers. This is no guarantee that you will actually be able to complete whatever penances they demand, but the possibility will at least be open.

## To a Better World

**Requirements:** The Deluge happens during your stay in this jump.

The end is coming; a flood that will destroy the world. All will be swept away, save what remnant can find some way to escape.

To complete this scenario, you must either convince the Shipwright to allow you, and who and whatever else you bring with you, to board his ark with him and his family - or you must construct an ark of your own; some vessel or way of surviving a deluge which will wipe out all life on land, covering the world for forty days and nights so that even the mountaintops are submerged, while the world is wracked by cataclysmic storms. Divine favour will make it a little easier - but not much.

**Reward: Forty Days and Forty Nights**

For completing this scenario, your primary reward is simply that whatever you brought aboard the ark, will survive into any future Earths at your will - so long as there is the vague possibility of a breeding pair, in the case of living creatures. Want to visit sci-fi futures where Nephilim live alongside humans? Where the secrets of electricity were retained by ancient peoples? This is how.

**Bonus Reward: Ark Eternal**

If you constructed an ark yourself, and managed to survive the Flood, in future jumps, if some great calamity befalls the world, or a part of it, if you work hard enough you will always be able to save some remnant of what was, so that it may bear new fruit in times to come. You may still fail, but you will always be able to at least make the attempt to survive, and help others to do the same.

## Reign in Hell

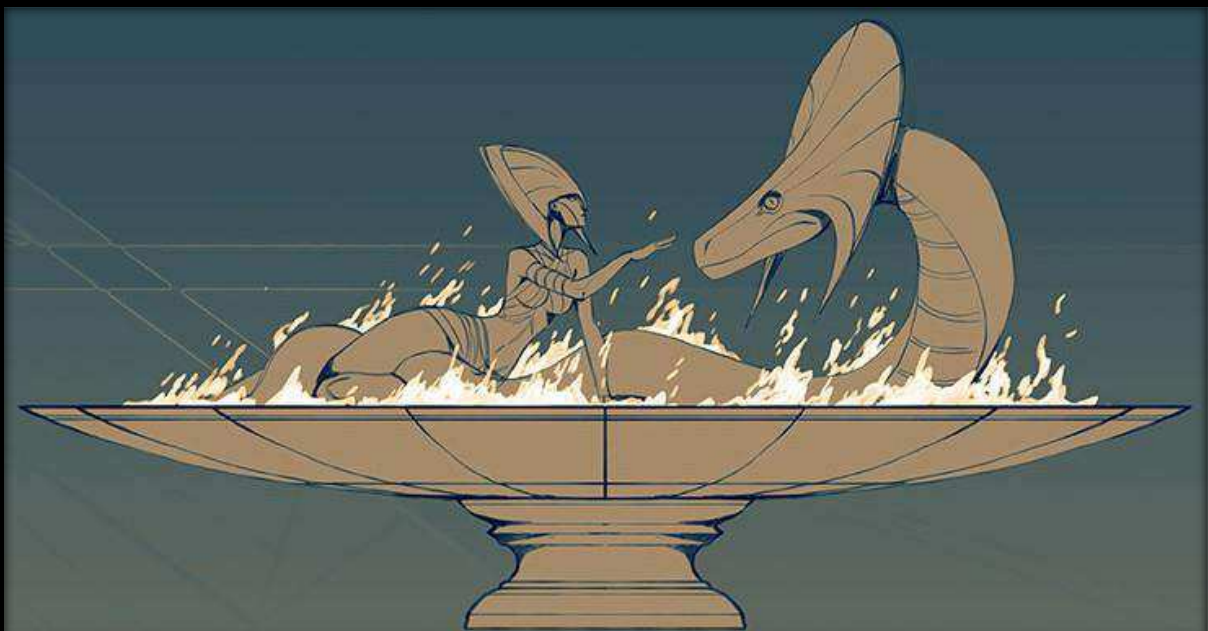
The Serpent and his agents on earth, the Watchers, have no higher goal than to damn the souls of humanity, proving themselves superior once and for all.

To complete this scenario, you must eradicate faith in the Creator amongst humans and Nephilim, and ensure it does not arise again, so that all their souls, for whatever generations remain to them, shall be given over to the Serpent and his followers. Whether you do this by temptation, straightforward pogroms, or simply by offering another, preferable way doesn't matter for most - but beware. The Creator has chosen the direct line of Adam, in the form of the Shipwright, to carry Their faith into a new world. Efforts to stamp them out directly will be brought to nought by twists of fate and luck - only by temptation, or entrapping them in their own honor and laws, will the Shipwright and his people be brought low. If you can make them sin and forsake the Creator, They will forsake them in turn.

### **Reward: Pandemonium**

As a reward for your great work, the Serpent has bequeathed to you your own hell-realm - a spiritual dimension of your own, whose geography and environment you can control, and to which you may direct all souls which have sworn themselves to you, or which worship you. Spiritual beings, such as souls, demons or angels, act as though physical here, and though they can suffer, they cannot be killed by conventional injury - they simply heal with time. Physical beings which come here are as vulnerable as normal.

To begin with, your hell-realm is about ten miles in radius, but the more spirits inhabit it, the larger it shall become, able to accommodate them all. As a spiritual realm, although it may seem to have matter (metals, stone etc) which can be worked as normal within the realm, these cannot be taken out of it - though spiritual resources, such as mana, can be.



# Complications

No Complication limit. 'Jumper Only' Drawbacks also apply to any imported Companions (but not ones from this jump).

## **Revelation 12:3 (0; Watcher or Nephilim Only)**

Instead of having a humanoid appearance, you may instead be a 'dragon' - Nephilim dragons are hybrids of Watcher and some other prehistoric beast, while Watchers may take on strange forms of their own, like great feathered serpents.

You are as intelligent as ever, can speak, and have greater physical power than a humanoid form, as well as natural weapons and armour. You can largely decide how you look; take some prehistoric beast - a dinosaur, a titanoboa, a crocodile, a direwolf - and make it bigger and more fantastical. Nephilim dragons will be more physically powerful than Watcher ones.

The downside of this choice is that you lack opposable thumbs and an easy way to directly interact with much of the advanced technology of this antediluvian world. But then, that's what slaves and worshippers are for.

## **Threescore Years and Ten (+100-600; Jumper Only)**

This Complication may be taken at different levels, each extending your stay in this world by an amount listed below, for that amount of CP. You may either move the date of your arrival back, or the date of your leaving forward, or both. Bear in mind that there is going to be an apocalyptic flood soon...

**100 CP:** Ten years.

**200 CP:** Sixty years.

**300 CP:** Ninety years.

**400 CP:** Three hundred and ninety years.

**500 CP:** Nine hundred and ninety years.

**600 CP:** One thousand, six hundred and forty-six years (arrive as Adam and Eve leave Eden, or remain until the rise of the Neo-Assyrian empire and the writing of Homer's epics around 802 BC).

## **Bleeding Heart (+100)**

This is not a kind world, and even the righteous may find themselves having to do things which they find difficult. Whether it be killing someone, deservedly or not, leaving someone behind to draw off a giant or a dragon, or praying to a god you don't believe in, you will find it very hard to quiet the demands of your heart, or the guilt afterwards. This doesn't mean you won't be able to do these things, but it will make it harder to reconcile with yourself afterwards, and might result in hesitation at a vital moment.

### **All the Acquisitions of Men (+100)**

It is said that the appetites of the Nephilim grew and grew, until they consumed all that man made, and finally man himself. You are cursed with a similar hunger - your greed and gluttony only grow when fed. You will never feel entirely satisfied with what you have, always driven to try something new, a little more extreme. If you do not keep these appetites under control, who can say to what depths you might sink.

### **They Would Not Listen (+100)**

No matter what you do, you will not be able to convince anyone beyond your Companions or close friends and family members of the coming Deluge, unless they already know or have received the revelation from a source other than you. The same applies to those you can convince.

### **Seed of Temptation (+200)**

Nothing is more dangerous than believing yourself invincible. Though you may think otherwise, you are more vulnerable to deception, persuasion and temptation than you believe. Perks to the contrary can help with this, but they are less effective than they might otherwise have been - dangerous, in a world filled with liars and deceivers.

### **Clever Girl (+200)**

Most Nephilim born into animalistic bodies are cunning, but not truly intelligent - perhaps simply a lack of learning, or for some other reason. This one, however, is intelligent, cunning, and hungry - for you, specifically. A mighty dragon will be hunting you during your time in this jump; if you kill it, this will earn you some reprieve for a few months to a year, but its offspring or a replacement will come hunting you in turn. It will use any means open to it - brute force, trickery, threatening others into giving you up - all for the sake of devouring you.



### **Hunted (+200)**

There is a man - a Nephilim, rather - who has dedicated his long, long life to the hunt. His very body has re-shaped, becoming a digitigrade walker as he works to mimic his favoured prey, the dragons. To him, to pursue prey to its death, acting at the limits of his capability, is both worship and worthy of worship. And what rarer prey is there than one from another world altogether? In short, the Hunter and his acolytes have chosen you as their sacred prey, and nothing will induce them to stop. Each of the human acolytes is superhumanly skilled in their own specialties, and the Hunter more than all is a master of stealth, survival, ambush and all manner of traps and weaponry.

### **Apple of Their Eye (+200)**

Perhaps it's a fascination with a being from outside the work of the Creator, or maybe for some other reason - but whatever it is, a Watcher has decided to fixate upon you. Their intention is to corrupt and enthrall you to their designs - either to finally kill you in the hopes that your soul will be damned with them, or to take control of you and use you as a way to escape to whole new worlds. They will employ all the knowledge, trickery and cunning at their disposal to bring this plan to fruition, playing on your hopes, fears and desires. Also, you won't remember taking this Complication.

### **Laid in Chains (+200; Jumper Only)**

Instead of beginning in your starting location, you will enter this jump having been captured and imprisoned in the bowels of a Watcher's tower-complex, prepared and awaiting sacrifice. You have at least a few days, perhaps as much as a month, to affect some kind of escape - but you will not have any of your items. Perhaps you can talk your way out if you interest the Watcher enough, or find some way to sneak past their (expertly-trained and ever-watchful) guards?

### **We Who Are About to Die (+200; Jumper Only)**

Instead of beginning in your starting location, you will enter this jump having been captured and sent to one of the many gladiatorial fighting-pits which dot the cities of the Watchers and Nephilim. You will be able to earn your freedom - but only by achieving the championship. To reach that point, you will have to overcome wild beasts, skilled warriors and Nephilim fighters - and eventually, dethrone the Triceratops himself, a legendary Nephilim, massive even for his own kind, who has never known defeat in the ring.

### **Alone in the World (+200 or +300; Jumper Only)**

For whatever reason, the tribes and kingdoms of humanity have turned against you, abandoned you or cast you out. You will find yourself outcast and reviled in any large-scale society you try to join. You may still find acceptance with smaller groups and bands, with individuals, or with groups you have purchased in this jump, but beyond that you can only count on rejection, prejudice and exile.

For an additional **+100 CP**, **even** groups you have purchased in this jump or brought with you from others will abandon you, or not be able to enter this world. If you have **Great Shepherd** or **False God**, you have the land and the physical structures of your kingdoms - but they are abandoned, save for perhaps a few small settlements. Only your Companions, close friends and family members will stick with you.

**Mere Illusions (+300; Jumper Only)**

The Creator brooks no mockery of Their ultimate power. Upon entering this jump, any perks, powers or items which represent supernatural powers alien to this world will be sealed away, and you will not be able to access your Warehouse for the duration of your stay here. The same goes for any items representing post-industrial technology. However, this Complication does nothing to prevent you from using your knowledge of more advanced technology - you'll just have to build it from the ground up.

**Angel of the Lord (+300; Jumper Only)**

There is an angel at your heels - a being of light and power, determined to destroy you and yours, whether for your wickedness, or to try your faith before the world, as Job will one day be tried. Either way, it is ruthless in pursuit of its goals, and possessed of significant power. It can fly great distances at tremendous speed, alter its appearance to hide its angelic nature, possesses great martial strength and skill, and can borrow divine authority to work miracles - to call storms and dangerous weather, drive animals to riot or impart supernatural fortune to those who fight with it. Although these miracles cannot generally be called on the scale of personal combat, it wields a sword of fire able to cut through all but the best earthly arms with ease. It will try to use more subtle means to undo you and your works at first, but become more direct over time. Its body can be destroyed, but it will return in time - or perhaps be replaced by another angel.

**All Against All (+300; Jumper Only)**

By default, the antediluvian world is in a kind of savage equilibrium; with kingdoms separated by great stretches of deadly wilderness, war between city-states is sporadic - though certainly deadly. With this Complication, however, the Watchers have been more successful in preparing the way for deadly conflict. The kingdoms of wickedness will be more powerful, and set implacably against one another, spending lives like water to destroy their fellow man, and the Watchers feed conflict from behind the scenes, devising ever-deadlier weapons and whispering in the ears of kings and false gods. The antediluvian world will be in a state of true chaos and constant conflict for the duration of your time here - unless you can somehow bring some measure of stability.

**Stick and Stone (+300; Jumper Only)**

Where are the shining, decadent cities, and the great works of man and Nephilim? Cast down into the dust long ago, or they never rose at all. Perhaps the Creator held back the Flood for many more years, or perhaps the Watchers were simply much more successful in driving the degradation of humanity. Whatever the case, the world you enter is not one of grand works, but of wild and dangerous survivalists, deeply tribalistic and worshipping terrible gods in worse rituals, while preyed upon by roaming Nephilim and dragons. Only small enclaves sustain some vestiges of civilization - and many of those are just as dangerous, driven to fanatical, cultish devotion to whoever or whatever can protect them.

# Ending

As your time comes to a close here, you will face a choice. Do you wish to

**Stay Here**, to cultivate whatever remains of this world?

**Go Home**, returning to the world from which you came?

**Continue** to new worlds, and new adventures?

Whatever you choose, you will take with you all you have gained, learned and lost during your time here and before.



# Notes

## The Difference Between Tree of Knowledge and Eye-Witness

These perks can seem quite similar - e.g. what's the difference between someone with 400 CP Tree of Knowledge in 'generalship', and someone with Eye-Witness in 'war'?

In short, while both perks provide both knowledge and skill, these are weighted differently. Tree of Knowledge represents decades or centuries of practical experience in a career or craft; skill, refined to a razor's edge. There's a lot in that that's implicit or not really teachable without experience - the kinds of things you feel, rather than know. It includes plenty of semantic knowledge, of course (a general with decades of practice is probably going to know the names of plenty of tactics), but it doesn't necessarily include theoretical knowledge.

This is all very well for doing stuff on a practical level, but isn't the best-suited to major leaps in invention. Eye-Witness is the inverse - while it does include some skill, that skill is largely theoretical. A Watcher with intimate understanding of war and weapons would know the ideal martial forms to use with a shortsword, and how to forge one, but may or may not actually be able to execute those forms in a fight, or effectively train an army. What Eye-Witness excels in, on the other hand, is allowing for invention and creativity in a whole different way - you don't just have what you know works, you understand *why* things work, and so can formulate new inventions and ideas with much greater ease. Sure, you could stick with shortswords - or you could create weird sonic weapons that liquify your enemies' organs if they get too close.

## On Eye-Witness of the Inconceivable

Some examples of the kinds of things you might be able to do with different 'facets' from this perk follow. In general, think of weird, fringe science theories and such:

- **Electricity:** Transmit electricity wirelessly and harmlessly over long distances; create efficient batteries and energy collectors with primitive materials; use arrangements of copper rings and hidden capacitors to deliver deadly shocks with a touch.
- **Acoustics:** Create bells, musical instruments or even songs whose tones elicit specific emotional responses from animals or humans, create devices whose sound disintegrates nearby flesh or stone, create devices which when affixed to a heavy object cause it to vibrate so that it 'bounces' on surfaces, making it easy to move.
- **Optics:** Create transparent materials of impossible toughness; use mirrors or lenses to create shimmering camouflage or project false images; build lenses which allow their wearers to see things normally invisible.
- **Minerals:** Create metals and alloys with extreme properties; grow artificial gemstones of enormous size; create stone-like materials which are near-impossible to destroy by direct force.
- **Ecology:** Accelerate and supercharge the growth of plants via special fertilizers; shape the ecosystem of a valley over many years to become obedient and submissive to anyone wearing a certain sign and hostile to anyone without; banish certain creatures from an area with specific sounds, smells or other stimuli.

- **Biology:** Create normally-impossible hybrid beings, growing them artificially or via pregnancy; brew diseases tailored to certain species or which only spread within certain areas; cure diseases and afflictions which would normally be terminal.
- **Atmospherics:** Accurately predict the weather; create hot air balloons or other flying machines; manipulate weather patterns via grand structures which alter the courses of the wind, fires to create thermals, cloud-seeding and so on.
- **Pharmaceuticals:** Create medicines, potions or vapours from natural materials which evoke powerful emotions, altered states of consciousness, or even induce major changes in the body; create poisons activated by very specific actions or stimuli, or after specific periods of time; breed plants or animals whose tissues, venoms or similar contain potent effects.
- **Linguistics:** Devise codes, phrases, languages or systems of writing which shape thoughts in certain ways, or resist interpretation from people without certain psychological traits or experiences; rapidly learn languages without interpretive help; create inks with unusual properties, whether in terms of appearance, visibility or even biological (e.g. which have particular bodily effects when used in paints or tattoos).
- **Mathematics:** Calculate the courses and phases of celestial bodies; perform complex mathematical operations in your mind; make uncannily-accurate predictions of macro-scale future events, based on current knowledge.

Though I've focused on descriptions of technology in this perk, the understanding it grants can be applied as much to magical endeavours as well. A mastery of electricity might let you stretch lightning-bending to manipulate electromagnetic fields, for instance.

### **On Sizing**

There's a lot of disparity in size in this world - between humans, Nephilim and Watchers, as well as within those categories. Assume that any items bought here, or elsewhere, can be resized as appropriate to your forms.

### **On Tools of the Trade**

This is a pretty open item, but as a rough rule of thumb it'll give you all you need to practice your skills effectively (within the milieu of the setting). For instance, a soldier would get arms, armour, and what they need to carry their gear on their back; a mason would have chisels, hammers, clothing suited for a work site, plumbines, compasses and geometrical equipment, maybe an abacus to help with complex calculations etc.

### **On Sefer Hanok**

To give an example of the sorts of things this book might reveal, it might give some details of Rashek's mortal life (Mistborn Era 1), include details of the Breaking of the World (Wheel of Time) or an account of Isildur's use of the One Ring (Lord of the Rings).

### **False God vs Great Shepherd**

In short, the kingdom provided by False God is richer, larger, more industrialized, worships you and is populated by people willing to do all kinds of horrible things, but less cohesive and a bit less defensible, while that provided by Great Shepherd is smaller and less rich, but tends towards better natural resources, is more self-sufficient and is significantly more cohesive/less prone to internal troubles.

### **Laid in Chains, Dragon's Lair and We Who Are About to Die**

These Complications can all be taken together, in which case they happen sequentially (e.g. you achieve victory in the gladiator pits, but that makes a Watcher interested enough to choose you for the 'honour' of a sacrifice'), or one happens at the start of your jump, and the others are situations you will find yourself in at some point later on.

### **On Properties**

Unless stated otherwise, any Items you have purchased which represent locations or holdings may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location. Alternatively, you may choose to treat such properties as 'new finds' - for instance, rather than your False God kingdom being imported wholesale into a new jump, you'll find a similar kingdom who will come to worship you as a false god.

### **The Creator**

For the purposes of this jump, the Creator/God is not considered omniscient, omnibenevolent or omnipotent. They are immensely powerful, but only act through either bending fate or luck, sending visions and messages - or through grand-scale miracles, calamities and cataclysms, like parting the Red Sea, sending the Plagues of Egypt or pillars of fire, or of course the Flood.

Likewise, They can survey the world in general, but not in hyper-specific detail - for that, they must send angels in spiritual form to observe and report back.

In short, they can be tricked, lied to and otherwise overcome - but are often vengeful and jealous.

### **On Companions:**

- **The Giantslayer:**

- Human
- All Things Beautiful In Their Time
- Take Away From Thee All Sickness
- And They Shall Dwell Safely in the Wilderness
- Tree of Knowledge (Fighting), at the 400 CP level
- Let Us Beget Children
- In the Image of God Made He Man
- Your Fear and Your Dread
- Men of Renown
- Giants in the Earth
- Do Not Bow Before Their Gods
- The Integrity of the Upright Guides Them
- Century Bracelets
- Tools of the Trade (Fighting), at the 200 CP level, taking the form of supernal armor, and a legendary warhammer
- Garments of Skin
- Mobile Home, in the form of a carriage pulled by two gigantic goats
- Symbol of Faith, in the shape of a necklace depicting an iron hammer

- **The Huntress:**

- Human
- All Things Beautiful In Their Time
- Take Away From Thee All Sickness
- And They Shall Dwell Safely in the Wilderness
- Tree of Knowledge (Hunting, Archery), all at the 400 CP level
- Who Is Too Poor for Such an Offering
- Men of Renown
- Multiply My Signs and Wonders
- Do Not Bow Before Their Gods
- Century Bracelets
- Tools of the Trade (Hunting, Survivalism, Archery), at the 200 CP level, taking the form of a bow and arrows made by Tubal-Cain, and other such tools of similar quality
- Garments of Skin
- Household
- Wondrous Raiment, a cloak of mirrors which acts as optic camouflage in almost any environment
- Acolytes
- Ornaments of the Body
- Wages of Sin

- **The Gourmand:**

- Nephilim
- All Things Beautiful In Their Time
- Take Away From Thee All Sickness
- And They Shall Dwell Safely in the Wilderness
- Tree of Knowledge (Hunting, Survivalism, Cooking), all at the 400 CP level
- Who Is Too Poor for Such an Offering
- Your Fear and Your Dread
- Men of Renown
- The Integrity of the Upright Guides Them
- Century Bracelets
- Tools of the Trade, for all Tree of Knowledge skills, at the 200 CP level
- Sign of Power
- Household

- **The Sun's Daughter:**

- Nephilim
- All Things Beautiful In Their Time
- Take Away From Thee All Sickness
- Tree of Knowledge (Animal Handling, Medicine), at the 400 CP level
- Your Fear and Your Dread
- Men of Renown
- Multiply My Signs and Wonders
- Eye-Witness of the Inconceivable (Medicine)
- Century Bracelets
- Tools of the Trade, for all Tree of Knowledge skills, at the 200 CP level
- Sign of Power
- Household
- Wondrous Raiment
- Acolytes
- Laboratory-Temple
- Ornaments of the Body
- Wages of Sin

- **The Father of Inks:**

- Watcher
- All Things Beautiful In Their Time
- Take Away From Thee All Sickness
- Tree of Knowledge (Archivist) at 400 CP
- They Shall Never Perish
- Be Not Afraid
- Multiply My Signs and Wonders
- And Azazel Taught...
- Eye-Witness of the Inconceivable (Language)
- Century Bracelets
- Tools of the Trade, for all Tree of Knowledge skills, at the 200 CP level
- Wondrous Raiment
- Acolytes
- Laboratory-Temple
- Chief of Tens
- Ornaments of the Body
- Wages of Sin
- Sefer Hanok

- **The Maiden of Owls:**

- Watcher
- All Things Beautiful In Their Time
- Take Away From Thee All Sickness
- And They Shall Dwell Safely in the Wilderness
- Tree of Knowledge (Stealth) at 400 CP
- They Shall Never Perish
- In Our Own Sight as Grasshoppers
- In the Image of God Made He Man
- Your Fear and Your Dread
- Men of Renown
- Be Not Afraid
- Multiply My Signs and Wonders
- And Azazel Taught...
- Eye-Witness to the Inconceivable (Biology)
- Harden His Heart
- For the Serpent Was More Cunning
- When the Wicked Rule
- Century Bracelets
- Garments of Skin
- Old and Faithful, an enormous and uncannily-intelligent owl
- Sefer Halriyn, with mastery of its contents
- Wondrous Raiment, a cloak which allows the wearer to alter the silhouette of their body, and to glide some distance
- Ornaments of the Body

# Credits

All art in this document, as well as the world concepts and creations, are the inventions and property of Matt Rhodes. You can find his portfolio [here](#) and [here](#), his Patreon [here](#) and videos going deep into his creative process [here](#).

I sincerely encourage everyone who reads this jumpdoc to look him up - his work is super cool, and it deserves more eyes on it than it's got.

Furthermore, a disclaimer: I began this jump at a point fairly early in the *Dead Gods* creative process (March 2025), so elements here may or may not be accurate to the final product. I'll probably update this as time goes on, if and when my ideas get disproven by the direction Matt takes his work.

Matt, if you see or hear of this and want me to take it down, I'm very happy to do so. Your work just inspired me, and I wanted to help in my own small way to bring it to a wider audience.

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