

CAIN



Jumpchain Compliant, 1.0
by Sovereign Eel

*You have a single purpose in this world:
to hunt down all sins
and execute them with **extreme prejudice**.*



You receive 1000CP

==Origins==

Whichever origin you pick, you're one of a few humans with a high enough concentration of 'Grace' (or psychic potential) to manifest powers and be able to see **Sins**- the monsters born from human failure and disaster. How your life went after your awakening, however...

CAIN: Exorcists are the tools of CAIN- less than human, bound to work for the secretive international organization CAIN as a weapon. You were likely taken in by the men-in-black or other Exorcists after you awakened your powers, or possibly after you managed to survive manifesting a Sin. Your work is handling both rogue psychics (known as Binders) as well as investigating and killing Sins before they can mature and cause widespread calamity.

UNDER//HEAVEN: A clandestine organization officially doesn't exist. Rather than seeking to exterminate Sins, they take control of them as weapons and resources. Rumors are that they instigate the birth of Sins or even create them artificially- using them to further their goals. Most of the organization is graceless mercenaries and cultists, with Binders reigning at the top.

INDEPENDENT//DROP IN: A freshly awakened Psychic, not yet found by either faction. If you lie low, maybe you can evade all this conflict and the long shadow of CAIN. Freedom will be hard to earn, and without training, your powers risk running wild and awakening a Sin.

General Perks

Grace [Free]- Most humans have some varying amount of Grace, which makes their emotions bleed into the passive psychic field of humanity, uncontrolled and generally without much impact other than the occasional Category 0 Sin or Anomaly. You, however, have a high concentration of it- allowing you to access a variety of psychic powers as your strength and skill with them increases. You also get an angel-or-demon shaped benign tumor on either your **heart** or your **brain**. You get to choose which.

You also start with the ability to **Blast** concentrated psychic energy at things at range, as a basic expression of psychic powers.

Skills [2 Free- 100 per additional purchase]- If you're going to be surviving through the harsh life of an Exorcist or a Binder, you'll be needing some useful skills. One purchase gives you basic training, another makes you an expert in the chosen skill.

Force, the application of strength, short-range combat skill.

Conditioning, athletics and agility. Parkour, endurance, speed.

Coordination, of the hand-eye kind. Shooting, catching and throwing.

Covert, operate silently. Sneaking, lock-picking, stealing.

Interfacing, with technology specifically. Hot-wiring, repairing, driving.

Surveillance, looking for hidden clues, tracking, tailing people.

Investigation, examining things in detail, researching, calculating.

Authority, enforcing your will and leading. Organizing, intimidating.

Negotiation, swaying others. Bribing, lying, bargaining,

Connection, empathy, reading others. Networking, empathizing, intuition

Category [1 Free, 200 Additional]- 'CAT' is the ranking metric for both Sins and Exorcists. On a scale from One to Seven, their abilities and psychic powers are graded- a CAT 1 Sin may be able to affect a small room all at once with their psychic powers, while a hypothetical CAT 7 Sin's psychic powers would stretch beyond the horizon. Luckily, no Category 7 Sins have ever manifested, according to CAIN. A human's physical abilities do not improve when their CAT increases.

You begin at CAT 1 by default, but may spend points to raise your Category up to Five. Your CAT score may optionally be represented by your origin as veterancy.



Blasphemies

Manifestations of your psychic powers, drawn forth from the inner sea of your mind. While CAIN neatly categorizes into 12 restrictive, sanctioned categories, rogue Binders have shown that the powers can be much looser, more unique- and much wilder- when not shackled by the authorities. It may incur more risk- but the power, most would argue, is very, very worthwhile.

You acquire one Blasphemy for free.

Additional ones cost 200



AEGIS- Projecting localized psychic fields of immense density. Forming shields around yourself or others, locking people in cages of force, creating cutting fields around your weapons or forming invisible structures are all possible. Some exotic variants can even change the properties of solid material by inverting the fields, softening or shaping material.

ARDENCE-Control of potential energy.

Extreme heat and/or cold- often unstable and likely to cause collateral. Destructive blasts, melting structures, targeted explosions, forming vacuums. More esoteric forms may involve affecting the weather in large areas.



FLUX- Time manipulation. Poorly understood and immensely dangerous, this Blasphemy can open rifts into the near future and past, reverse the passage of time on object, or at high levels even stop time and affect causality. However, the use of these powers causes the user to become temporally unstable, risking vanishing for long periods, alteration of the self, and other side effects

VECTOR- Manipulation of forces and velocity. Slowing down approaching projectiles, applying incredible speed to objects, lessening gravity's grip. With skill, it can be used to finely manipulate objects from afar, and even large scale battlefield effects become possible.





GATE- Warping space. The creation of portals and pocket spaces, as well as changing topology- suddenly shortening or lengthening the distance between things, the creation of mazes, or instant teleportation. More esoteric uses might involve things such as reflecting limbs and objects across space to create duplicates.

SMOTHER- The application of unreality and abstraction. Removing qualities such as weight or sound and features such as doors or windows from objects, removing friction, invisibility, disabling technology. If pushed, may cause the user to lose body parts in the process in 'exchange' for greatly increased power in its application.



SHADOW- Stalked by a hungry shadow. You have a psychic emanation that follows you, invisible and intangible even to other Exorcists. It's not bound to tell you the truth unless you use your powers- But it usually possesses clairvoyance, allowing for feats such as running hypothetical paths through courses of action, flashes of precognition or acquiring information about targets.

EDIT- Altering the way things are. Shapeshifting within human possibility, altering your own 'backstory' to seamlessly integrate into groups, manifesting items, swapping people with alternate versions. More esoteric forms can alter the properties of matter or create 'doppelgangers' of others or themselves.





BIND- Allows one to bind Sins to their service, transmuting them into useful forms, using them as long-range reconnaissance familiars, manifesting their Palaces to trap other Sins or the even more heretical art of fusing with a bound Sin, gaining power at the risk of mutation. Highly illegal, punishable with immediate execution unless one is employed by CAIN.

PALACE- The manifestation of an inner version of a Palace, much like the Sin's own. Bring people into your mental palace, access the information of the psychic gestalt consciousness, let allies rest within to heal and recover, manifest mental constructs as living entities. Manifestation of Palaces in the real world by psychics is under investigation.



JAUNT- Telepathy and possession. Projecting oneself as a ghost, taking over humans, animals or corpses, stealing someone's mind into your body, clearer sight of the sea of consciousness than other psychics. More esoteric uses include necromancy to access a cadaver's memories and mind control/puppetry.

SYMPATHY- Sympathetic connections and impressions, psychometry. Improving skill use with resonances, amplifying the properties of objects to supernatural levels, turning items indestructible, viewing the 'memories' of objects. More esoteric uses include psychic animism, asking objects to carry out tasks for you or aid you and allies.



It was hot.
I sat outside and listened to the cicadas.
Their noise was deafening.
I thought to myself,
"For 17 years they are dormant.
Nobody thinks anything of them.
Then, and only then,
their glory is enough
it outshines God himself."

CAIN

Registered Exorcist

Low Maintenance [Free for CAIN- 100]: Registered Exorcists must work with the most minimal resources- freshly-deployed ones don't even get fitting shoes. You're capable of making do with scrounged equipment or what you can carry on your person, improvising on the field and making good use of what you have on hand. You're also pretty good at dealing with hunger or lack of sleep.

Hardliner//Demon [Discount for CAIN- 200]: You're good at dealing things by the books- or at least good at not getting caught. Pick one:

>> Hardline: You know the book of procedures for your work front-to-back. The classification of Sins and the trauma they usually each arise from, proper ways to manipulate and lead civilians and unpowered humans in the field, and ways to keep your powers from overflowing on the field. You may not shine bright, but if you survive, you might get to rise high in the ranks.

>> Demon: You don't play by the rules. You're great at acquiring black market goods CAIN would never let you get your hands on- psychic stimulants that recharge your powers quickly, getting discounts, looting and pawning off the right things to make just a bit of extra cash without being caught. You're playing with fire, but who doesn't need some comfort in their life?

RESIST [Discount for CAIN- 400]- To push beyond your limits is to risk acquiring a mark of Sin- a mutation showing the progress of your descent into becoming the kind of monster you hunt, spiraling down further and further until your execution or disgrace. A strong will, however, can manage to restrain the overflow of psychic energy after pushing past one's boundaries and avoid mutation- and you've got just such a will, making you exceptionally good at resisting unwilling changes to your body.

Virtue [Discount for CAIN- 600]- You're top-of the line. A genuine survivor and master at Exorcism, so much so that even CAIN will allow you a little bit more freedom, for a while. Your psychic talents have already developed enough to either acquire a unique Blasphemy all your own or push one of the sanctioned ones beyond its limits- allowing you to take on missions solo that would require several weaker Exorcists. Not only that, but you're very capable at training people with unstable powers to control and master them- helping them avoid some of the dangers and risks of their abilities.

Most Virtues are frozen cryogenically and only defrosted for missions. What freedom you've gained only goes so far. All eyes are on you.

FACT: Exorcists with sin marks have limited lifespans. They are indelibly stained.

UNDER//HEAVEN

Kill all apes

Unrestrained [Free for UNDER//HEAVEN, 100]- What shackles other exorcists binds you no longer. You've become much more able to let 'loose' of mental restraints, more easily pushing through your own anxieties, hangups or inconvenient moral lines when you need to act.

Beast//Shadow [Discount UNDER//HEAVEN, 200]- Living on the underside of society has taught you some ways to get ahead. Pick one:

>> Beast: Your emotions run wild- and the wilder they rage, the more the inner sea of your soul rages. When letting yourself act unrestrained and your emotions are running high- or when you're severely injured- psychic energy suffuses your body, granting your powers a second wind and even coating you in enough power to harm supernatural entities like Sins with your bare hands.

>> Shadow: You're always striving forwards- pushing yourself to the next limit, the next opponent. You thrive in a rivalry- whether it's with an ally or an enemy, you find it easier to rise to their level, pushing past injuries and learning their strengths and weaknesses. With careful study, you might even begin to learn powers of theirs you're capable of doing... And, crucially, you have an easier time figuring out how to turn these rivals to your side.

Sorcerer [Discount UNDER//HEAVEN, 400]- Heretical arts may be banned by the people 'in charge', but you face no such restrictions. You're good at experimenting with your powers and broadening their uses- letting you adapt new uses for your Blasphemies with less time and effort and push yourself and your powers much harder at the cost of burnout and backlash. You also become better at researching the occult- such as the methods used by UNDER//HEAVEN to produce artificial low-power Sins.

Xenoflesh [Discount UNDER//HEAVEN, 600]- Profiting off humanity's Sins is UNDER//HEAVEN's greatest strength. That's why you've taken it to its logical conclusion. By grabbing hold of a bound or weakened Sin, you may forcibly fuse it to yourself- either taking on its traits and strength or using it as a vessel for your own temporary transformation into a Sin form fitting your own flaws and needs, gaining a tremendous increase in power for as long as you can hold the transformation. You also gain the ability to influence mutations your body acquires, strengthening them or modifying their functions.

Additionally, if you acquire a Sin mark from pushing your power beyond its limits, you may choose where on your body it manifests. Wear your stains with pride.

Mimes, in the form of God on high,

INDEPENDENT

Murder and rumble low

Agenda: Survive

Avoid Notoriety [Free for Independent, 100]- Laying low as a rogue psychic is massively important. Without a network to support you, any of the vast conspiracies and organizations looking out for people like you to exploit could find you at any time- That is, if you weren't so good at hiding. You can suppress your psychic powers and even hide some minor mutations effectively, letting you pretend to be human. You also become quite good at lying through your teeth.

Guardian//Loner [Discount for Independent, 200]- You've learned to cope with the lack of large-scale support when dealing with the horrors of the world, in your own way. Pick one:

>> Guardian: When you've got someone on your side, you don't leave them behind. You've become adept at protecting others- whether it's taking care of teaching them useful skills, or stepping in when they make mistakes on the battlefield, keeping those you care about safe. When they're in danger, you can push through pain or injuries that would make other exorcists faint.

>> Loner: People won't have your back. That's a fact of life in this kind of world. That's why you've learned to work alone, and work well- laying traps and ambushes, pushing through stressful situations while keeping your cool, and gathering a wide array of skills so you don't have to rely on others.

Human Element [Discount for Independent, 400]- At the center of a Sin's emergence is a human. While execution or subjugation are common responses, there's other methods of overcoming the stain of humanity. With research, care and insight- and weakening the Sin- you may help the host of a Sin's mental state recover, forcing the Sin to recede into their psyche, allowing them to reach a full recovery in time. Post-Jump, this may work on other transformations and states derived from trauma and despair. Survivors may awaken latent powers, as well.

Gathering [Discount for Independent, 600]-Your untrained, unrestrained power bleeds off into the psychic sea. You can sense people with similar awakened or latent powers to yours in a large area around you, like faint lights in the dark- and you'll find that those who have nowhere to go will often be drawn to you, instead- providing you a steady supply of possible comrades, servants or rivals.

With this, maybe you can mount up enough of a resistance that you can afford standing up to those who'd try to use you.

Additionally, you may awaken troubled people to the powers of this world's Exorcists in worlds beyond this one.

Items

May be purchased multiple times.

Comfortable Shoes [Free all but CAIN, 50cp]- Comfortable, well fitting shoes and clothes befitting your origin. Tends to take far less wear and tear than you'd imagine, given all the horrors.

Minor Kit [50]- A small item you may pull out from your pockets or bags at a moment's notice, regardless of if you packed it with you- perhaps bonded through a psychic connection. May be things like driving gloves, packs of cigarettes, a notepad and pen.

Weapons [Free for CAIN, 100]-A melee weapon and a ranged weapon of your choosing. Nothing cursed or occult, but functional and easy to maintain, capable of being used for fieldwork with little issue. CAIN's free purchase cannot buy heavy weaponry like snipers or rocket launchers.

Style [100]-A wardrobe of clothes in a style of your choosing. Overcoats, suits, cassocks and nun habits are common wear for skilled Exorcists, but you may optionally choose the gangster-style wear and pale masks of UNDER//HEAVEN, or a strange variety of cosplay gear.

Tool Kit [200]- A set of tools for one specific purpose that you always seem to have somewhere on-hand. Includes options such as a forensic kit, clerical equipment, medkits, field survival kits or ward-setup kits.

Occult Kit[200]-Minor occult items. Fruits that help heal injuries when crushed, cursed salt that drives away humans when used as a ward, strange medicine that can bring back the very freshly dead. Consumable, but a purchase ensures you'll find ways to either make or acquire more.



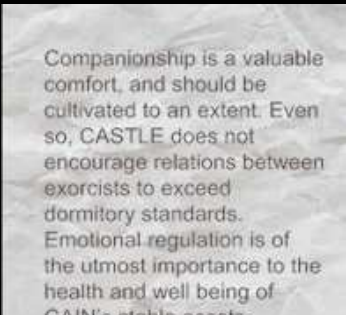
Companions

Rough Mentor [Discount for Cain, 200]- This man is tired. Really tired, down to the most worn of his bones. A veritable veteran in Exorcisms, he was picked up by CAIN as a child 30 years ago, and has managed to thread the line between 'useful enough' and 'too useful' for a long time, maintaining his position in active duty partly due to a desire to help new members deal with the stresses and pressure of this life. He's taken a liking to you, and probably has quite a few tricks to teach... and maybe a few bits of advice on how to make your life more bearable, against CAIN policy. What they don't know...

Killer Bee [Discount for UNDER//HEAVEN, 200]- A rogue Binder- a formerly failing idol who'd faced discrimination in the industry, having manifested an Idol-type Sin in the form of a monstrous bee, turning people into adoring drones. She was found by UNDER//HEAVEN after having manifested Much to their surprise, the newly awakened psychic had been wrestling for control with the Sin, and with their aid managed to bind it into a powerful familiar. Now freely able to bind with it to borrow its mind-control and charm abilities, she's all-too-eager to worm her way into the hearts of her beloved audience. And yours.

Masked Rider [Discount for Independent, 200]-This dashing rogue of uncertain gender sails through the night on the back of a motorcycle, crimson red scarf flowing in the wind. After a run-in with UNDER//HEAVEN's illegal Sin experiments awoke their psychic powers, they hide their face, fighting against evil in the darkness. Their unusual Blasphemy focuses primarily on enhancing their own body, allowing them to perform incredible feats. They're quite a goofball, as you may imagine.

Companion Import/Creation [200/400]- Perhaps you want someone different? Are you looking to have your own team of exorcists come along with you in future worlds? A 200CP purchase grants you 1 companion with 800CP's worth of perks and items. A 400CP purchase grants you 4 companions with 600CP each to fill out your squad.



Companionship is a valuable comfort, and should be cultivated to an extent. Even so, CASTLE does not encourage relations between exorcists to exceed dormitory standards. Emotional regulation is of the utmost importance to the health and well being of CAIN's stable residents.

Drawbacks



Stress [+100]- Your body and mind can't keep up as easily. Whether your training wasn't quite thorough or you've got some sort of old scar keeping you down, you find it's easier for you to accrue mental strain or injuries while doing field work, requiring more time for recovery. CAIN members may struggle with schedules not letting them rest, UNDER//HEAVEN may find other members taking advantage, and Independents who may need to keep on the move may find themselves too exhausted to fight off enemies if they're not careful.

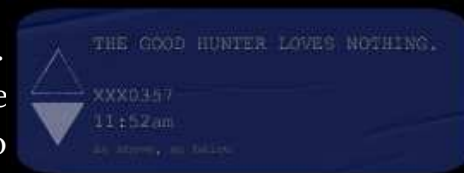
Love Troubles [+100]-Ho boy. While it may not necessarily be 'love', you find yourself forming strong emotional attachments easily- a strong rivalry, too much empathy for the host of a Sin that's likely to die, romantic feelings for an enemy or an ally... You'll probably get into quite a bit of trouble untangling these issues.

Catholic Upbringing[+200]- Your psychic powers awakened at a young age- and CAIN's shadow soon swallowed you whole. You were raised to believe firmly in

the doctrine of the organization- that you're not even human, a weapon made to wipe away the stains of humanity's Sins before being replaced or discarded. If you're not a member of CAIN, you've gone rogue- expect them to try to find you and execute you at all costs.

Additionally, you probably have some regular catholic trauma.

Psychic Instability [+200]-Containing your power is a struggle soul roils and rises with your strong emotions, lashing out aro harder to keep hidden in intense situations, and possibly attracting deeply unwanted attention to you depending on your Origin- or disciplining from above. It becomes harder to regulate the output of your Blasphemies, trending towards the strongest manifestations when not carefully used.

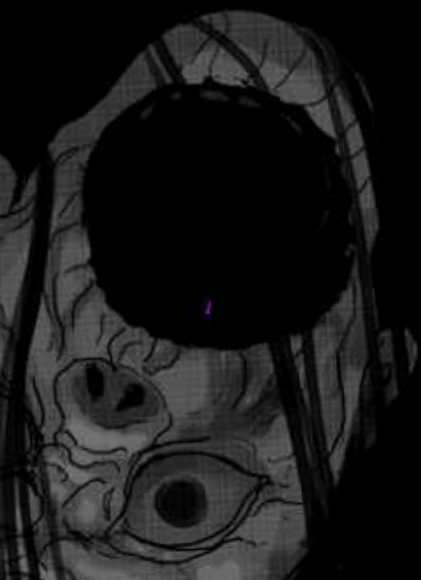


Doomed [+400]- You've already pushed too far past your limits once. Your body bears a mark of sin- an indelible mutation that permanently lowers your ability to handle pushing beyond your limits without incurring further marks, and- eventually- will cause you to become a Sin yourself if the mutations get too extensive and you give in. By taking this drawback, your ability to resist acquiring Sin Marks is lowered- You'll have to avoid pushing beyond your limits if at all possible, if you want to avoid disaster.

Shattered Veil [+600]- CAIN's containment has failed. The sea of human consciousness has spilled over, washing over the world as a Sin Event became impossible to contain, killing thousands and awakening thousands more. Society is in chaos, and even CAIN's wide-scale memory manipulation can no longer keep everything hidden. Powers are rushing to take control over Exorcists and Sins, a mad race the position of rulers of whatever comes after this chaos. And you'll be in the midst of it, trying to survive- or even to claim that very same rulership- in this chaotic world.

Notes:

Made by Sovereign Eel. Much love to my wives and friends.
Becoming a Sin and losing control of yourself is a loss condition, but finding some way to remain 'yourself' would let you continue the chain. Somehow.



This jump is for version 1.0, and thus may contradict future information. We'll see what comes out and how much of this jump needs to be updated then. Cheers!