

Chilling Adventures Of Sabrina Jumpchain



v1.0

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Greendale is about to get a lot spookier now that you're here, jumper. This is a small town somewhere in New England, located not far from the small, sleepy town of Riverdale. Greendale and Riverdale have a bit in common, both being fairly peaceful seeming communities with darker, bloodier histories than one would guess if they stopped in for a quick bite and a night at a bed and a breakfast. That said, you'll get all the time in the world to experience the stranger side of this small town and its supernatural denizens in the

decade to come. You arrive here the day before Halloween, a holiday that is very popular in towns like this.

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

Starting Location

Roll a 1d6 to determine where you start, otherwise pay 50 SP to choose your Starting Location.

The Spellman Mortuary

You enter this jump standing on the road leading to the Spellman Mortuary, a business owned by sisters Hilda and Zelda Spellman. This is the home of the Spellman family and is a business that does well enough, even if it is a rather grim service that they provide to the good people of Greendale.

Baxter High

This is the local secondary school. In the days to come this place will be the sight of a good deal of supernatural mayhem and sorcerous silliness, but right now it seems like a perfectly normal high school.

The Academy of the Unseen Arts

Located in Gehenna Station, this is a boarding school for those who have become witches and warlocks. This building, built using the spooky shapes of sacred geometry, has a long and macabre history. Being here as a non-magical being is a risky move, but coming here as a witch or warlock means you're likely to find a community that you may struggle to find elsewhere. Thankfully, if you're not a witch or demon at least, when you arrive no one else is awake but if you don't leave quickly that may swiftly change.

Edge of Greendale

You begin your jump at the edge of Greendale. This community, right next to Riverdale, is filled with creatures both supernatural and mortal, and due to its proximity to a gateway to Hell has a long and grisly history.

Riverdale

You start the jump on the wrong side of the bridge, in the neighboring community of Riverdale. Riverdale is home to some of the characters from the eponymous sister series, and a handful of characters in said series are themselves supernatural.

Free Pick.

Oh hey, look at you lucky! You are free to choose where you begin this jump, from the list of available options.

Age and Gender

Your age is your choice. If you wish you could be a fifteen year old preparing to enter your sophomore year of high school, or you could be in your mid-twenties (or much, much older if you're a non-human) and be a rare adult moving into Greendale, coming back to be with family, or just visiting.

By default your gender is whatever you were previously. If this is your first jump, your gender is whatever gender you were, according to yourself, before you initiated your chain.

Origins

All origins are able to be taken by anyone of any age.

Special note:

The **Witch/Warlock**, **Eldritch**, & **Spellman** origins all come with the physiology of a witch, which will follow you along your chain whenever you adopt these forms. In future jumps your witch physiology will be an alt-form you can take at will (barring drawbacks, obviously). Witches in *The Chilling Adventures Of Sabrina* are humanoids who closely resemble humans (who they refer to as “Mortals”) but appear to be a different species altogether in the goofy fantasy sense of the term “Species”. Among other differences between witches & humans is the fact that witches have longer pregnancies & longer lifespans, though the second one may well be a facet of their magic rather than some sort of hardcoded biological facet of their bodies. There are also different types of witches, with the witches whose powers are given to them by Satan being considered Satanic Witches, while Pagan Witches are empowered by the Old Gods. Satanic Witches are vulnerable to holy and sacred things. Due to revelations in *Riverdale*, it is canon that humans can become witches, and they are, in-universe, explicitly said to be distinct from humans.

The **Hybrid** origin also gives you a unique physiology. Sadly, the actual canon we have is not super specific about the whole deal of a Hybrid, specifically a child of a human and a fallen angel, but among other things magic comes much easier to **Hybrids** and more powerful feats are both do-able and can be done freeform. At the apex of her power, Sabrina is capable of healing people and controlling weather without any sort of material components or incantations, which should give you some sort of framework for a Hybrid’s more freeform power.

Witch/Warlock:

You are a witch, an individual whose power is derived from a combination of your genetics and you having made some sort of agreement with a cosmic being. You have put your name in the Dark Lord’s book or otherwise have gained the approval of some divine being so that you can use its energies for your own purposes. You have the ability to use magic, at least to some minor extent, though the main font for a witch’s power has to come from a celestial or divine being willingly allowing you to use its power. You have minor physiological differences from mortals such as an extended lifespan and longer pregnancies. Anyone who takes this origin can use Archieverse magic. You are also welcomed into either the Church of Night or you have a place in Dr. Carcosa’s Traveling Carnival & Phantasmagoria.

Spellman:

You are a Spellman, a cousin of Sabrina, Ambrose, Hilda, and Zelda. This means you come from a prestigious supernatural family and are likely either a talented rule-follower like Zelda or a spectacular spitfire like Sabrina and Ambrose. You are welcome in the Spellman Mortuary and can find part-time work helping out with ease. This also means that you are a

magic user, and start off as a member of the Satanic Witches, though whether or not you have signed your name into the Book of the Beast depends on your age (If you're younger than 16, you're too young to have signed your name).

Outsider (Drop-In):

You are some sort of non-native to Greendale. This in all likelihood means that you're from Riverdale, or that you're from somewhere farther away. And people from further away who visit Greendale tend to come to the community for a reason. Typically they are not here for reasons that are benevolent... **This option requires the Folkloric drawback.**

Townie:

The good people of Greendale are hard-working, honest sorts. The town is small so the community is tight knit. With this you will have a family and a history in Greendale. Some families have histories that touch on and involve the supernatural. Occasionally someone's family will even have unique supernatural gifts or curses of their very own.

Eldritch:

You are a follower of something... twisted, ancient, and inhuman. You are at least knowledgeable and very possibly affiliated with something downright *Lovecraftian*. Perhaps they see something affable, or at least conducive to their goals, in you because they are willing to use you as an agent. For now, at least. **This option requires the Lovecraftian drawback.**

Hybrid (200 SP):

Oh. You might need to track down a relative. You're certainly owed an explanation or two. You are not a mortal or a witch. Or rather you aren't entirely mortal and you aren't entirely a member of the Church of Night. You walk between worlds, and you are strikingly similar to a certain little witch on the cusp of her 16th birthday. For years you have courageously tried to have a normal life, even while dealing with pressure from the supernatural half of your lineage to leave behind normalcy and mortals. And now you know why... The world better be ready, you're here now and you're coming into your own power. You can and will find a new way forward, a third path. You can choose to be related to Sabrina, potentially even being her twin, and the Spellmans or you can choose to be simply another hybrid.

Perks

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

General [Undiscounted]

Balancing Act [Free]

You are very good at balancing a double life. This can be applied to balancing your mortal identity and your... less than mortal identity, or it can be just as easily applied to things like balancing one's work and social life, or balancing friendships and homework.

Magical Magnetism [100 SP]

You, like many of the protagonists in these kinds of shows, are above average looking and have a special skill at attracting the romantic interests of those around you. You are not a

10/10 with this alone, but you are, on your worst day, an 8/10. Even compared to others like you you have a strange skill at getting magical beings and those with ties to magical beings like hunters of the supernatural to be interested in you, by accident at times.

Transient Attitude [200 SP]

Like many magical creatures and witches you have the ability and attitude needed to be among those with *different* physiologies and lifespans than you. Witches and other less-than-mortal (or more-than-mortal depending on your attitude) beings often warn their young about how hard it can be to bond with mortals and watch them age and die. From now you have the right attitude to be able to befriend genuine, non-powered humans and have meaningful relationships with them that are not soured by your temporary, in their lives at least, nature. You can befriend mortals without worrying about the ends of their lives saddening you to the point of despair, and you are human in ways that are fundamentally beneficial to you such as being flexible mentally and possessing a firm identity without being proud.

Familial Legacies [400 SP]

This is a Capstone Booster

Family secrets aren't often revealed when they should be, but sometimes they'll be revealed when they need to be. This is invariably the case with you. It seems that any secrets your family is keeping hidden from you will get revealed whenever doing so would be critically necessary for your continued wellbeing. The precise form this takes will invariably differ from jump to jump, but in this one it usually takes the form of exposition or discoveries that occur right before something disastrous could happen that can be thrown off course by this new knowledge.

This can even happen when you should have died, and instead of jump or chain-failing you'll be knocked unconscious and have an experience with a relative of yours in the afterlife that'll teach you something valuable. Afterwards you'll wake up and find that only minutes have passed. If you are a drop-in you'll instead meet someone benevolent (to you) and have an encounter with them that'll leave you wiser and give you critical knowledge. This only works as a 1-Up once per jump/once per ten years (whichever comes first).

Witch/Warlock

Inverted/Counter Culture [100 SP]

Witch culture in this setting is often an inversion of things from the world of mortals due to the primary witches in the setting, the Satanic witches, drawing power from Satan and being opposed to the False God. Witch culture is often violent and hedonistic and as part of being a witch you're much more used to these things. Violence does not bother you, nor do you hesitate when you feel the need to use violence yourself. You are also not bothered by things like nudity and public or shared displays of passion and have a knack for such things, particularly when it comes to using magic to achieve them.

Theming [200 SP]

Pick an area to focus on. You are capable of creative displays of power when it comes to this area, and while this isn't as broad as the mastery of magical disciplines showed off by some,

such as the Spellman family, within your specific area it's hard to touch you. If you pick blood you're an expert hemomancer, if you pick dreams you're a wickedly skilled foe when your enemies fall asleep. You can also pick things like foresight with this and become an oracle through it (able to discern lies, and have prophetic senses that let you peer into the future), letting you pull off the same feats as Urban Grandier.

Supernatural Diplomat [400 SP]

You are quite good at diplomacy when it comes to the things that lurk in the dark. You have a gift for predicting how monsters of various sorts will react to things and are good on your feet, as well as have a habit of making a good first impression. That last bit is very important when it comes to convincing a demon not to kill you, or an angel to wait a beat before making you say the Lord's Prayer.

Researcher [600 SP]

You are more academic than most witches, and you have a special propensity for research. You are academically minded and could make for a passable scientist in terms of your thinking style and passion for understanding the nature of things. You are quite able to make hypotheses and can predict the effects of witchcraft without even casting spells if you put your mind to it. With this you can create new spells, and share your knowledge with other witches.

Ritualist (Capstone Boosted)

Your interest in research has led you to a particular specialty: rituals. Rituals are a type of ceremonial witchcraft that is less convenient than some of the simpler spells that witches can pull off but can be stronger for it, or draw on the power of multiple witches in ways that some spells don't. You are very good at all aspects of this, and can even invent rituals yourself through time and effort, coupled with an encyclopedic knowledge of things like magical power, and the facets of different mystical items. Your rituals for contacting *other* powers are especially good, and they could be used in a lot of ways if you want to interact with things like the pagan gods or the other big powers in this setting. You are also more skilled at learning from the magic you see and figuring out how to reverse engineer it.

Spellman

Personality [100 SP]

Your family is made up of witches and warlocks with strong personalities. Be it Edward Spellman's beliefs in equality and, for witches, relative progressivism, Hilda's kindness towards other witches and mortals, Zelda's elitism, Ambrose's risk-taking nature, or Sabrina's skepticism, there are powerful personal traits that define each Spellman. You are no exception to this, and your stronger quirks are more accepted, especially the stronger you are and the more of a reputation you build for yourself. You can get away with a lot, even by default. You are also very artistic in some manner of your choosing.

Favoritism [200 SP]

Something about you resonates within the hearts of those in power. People with authority really, really like you and are inclined to treat you with kid's gloves when it benefits you. This is especially pronounced when it comes to punishments and you can get away with a lot

with it. The severity of your punishments, at least when they come from an official governing body or some other such authority, will be dramatically reduced, such that if your mischievous schemes fail and no one gets hurt even your most dramatic acts will only get you house arrest at worst.

Reputation [400 SP]

Your family has a reputation among other witches, and you will find that you have remarkable skill at gaining a reputation yourself. You benefit from both your family's reputation as skilled followers of the Dark Lord, and from the specifics of whatever reputation you earn for yourself. In future jumps your family name will always have a history that benefits you in some way, and you retain your ability to quickly gather a specific reputation.

Wicked Witchcraft [600 SP]

Everyone in the Spellman family seems unusually blessed by the Dark Lord and you are no exception. You are very skilled at witchcraft and able to perform a frightening array of spells with ease in such a way that even as a child or teen it would take multiple witches coming together to stand a chance against you.

Magical Maestro (Capstone Boosted)

There is one magical discipline you are stunningly, discipline-definingly good at. You could be a once-in-a-lifetime-ly skilled conjurer like Edward, a deceptively subtly powerful potion-maker, able to do and undo all sorts of magic and bottle it up for later, an expert at astral projection, a frightening firestarter even capable of unleashing hellfire, or otherwise a terrifying expert at a broad discipline of magic.

Outsider

Enigmatic Air [100 SP]

You are quite adept at being noticed, and mysterious, when you want to be. Somehow you can naturally fascinate others and draw out heightened reactions from them, though this by itself doesn't serve as any sort of guarantee that the reactions you elicit are positive.

Inhuman Attribute [200 SP]

You can select one attribute, such as your durability or strength, to propel to inhuman heights. This is a stat of yours that will always be beyond mortal levels, such as post-human strength or speed.

For example, you could have vastly enhanced durability, letting you survive many things that would be dangerous to a mortal. This is great enough to allow you to endure things like crossbow bolts, and small caliber bullets. Enough such injuries may slow you down, but to actually kill you will take supernatural assaults or heavier weaponry than anyone unprepared to face a real monster could be expected to have on hand.

They Can't Be A Monster! [400 SP]

You are exceptionally good at hiding any facet of yourself that would be considered supernatural. This means you can instinctively tell how to hide that you're a werewolf, or a

vampire, or secretly possessed by an incubus. You are so good at this that you can hide it from other supernatural beings, though sufficiently powerful magic or sharp enough senses and a keen mind can figure it out if you aren't careful. You are exceptionally good at hiding it from mortals, however, and can easily keep them in the dark so long as you don't want them to figure it out and you don't blatantly use your most overt powers in front of them. This also lets you hide more monstrous forms behind a veneer of normalcy, letting you look mortal while not depriving you of your powers.

Supernatural Identity [400 SP]

You are a member of a minor supernatural species, perhaps you are a goblin: a shapeshifting creature with a vaguely humanoid true form with great speed and strength and the ability to take on the form of wild animals, or maybe you are a hobgoblin; a creature with pointed ears and frightening speed. This won't be anything as powerful, in terms of potential, as a witch, angel, or demon, but it is still something fiercely mighty in its own ways.

Your Angel [600 SP]

You are an emissary, an angel, a being created by the so-called "False God". You have the full suite of angelic abilities, able to do things like use an angelic equivalent of witchcraft (which can be especially nasty to Satanic Witches and other such unholy beings, causing them intense pain and even knocking them out), send ghosts to Heaven, and restore the holy status of once sacred sites (or uplift places, bestowing sacred status on them). You have a pair of sacred, white wings that you can hide or reveal at will, and can even do things like turn water into holy water. You are also resistant, but not immune, to unholy things like the magic of Satanic Witches, but something infernal or otherwise unholy that is potent enough can deal devastating harm to you, such as hellfire. This is an alt-form you can don at will, barring something like a drawback preventing you from accessing it, and every angel that appears onscreen in the Archiverse is human-looking aside from their wings.

Or Your Devil [600 SP]

You are a demon, a member of a group of malevolent supernatural beings characterized by their affinity for corruption, destruction, temptation, and their malevolence relative to humanity. Like angels and witches, demons have their own form of magic which they can use with terrifying ease to exact destructive and/or subversive goals. Demons are also notorious tricksters, deal-makers, and schemers who can do things like strike deals with mortals, and devour the souls of mundane beings. You are also capable of possession, in which you seize control of a being and, at a bare minimum, get to exert influence over them. In many cases, especially if you're dealing with a mortal, you can take control of them outright. You are vulnerable, at least when exercising your nature as a demon, to things like demon banishment spells, exorcisms, specialized equipment like a witch whistle, and the holy and sacred powers of angels. In a manner identical to the Angel perk, this is an alt-form you can don at will. Most demons look obviously inhuman, but sufficiently powerful demons can either resemble humans, like Caliban, or easily don human-like forms, and you are one such demon.

Mystical Magnanimity (Capstone-Boosted)

You have begun to learn the sacred process by which you can share magic with others. This is an extremely draining ability, and right now you can, at best (with just this perk, at least),

share magic with one or two other people, but as they grow in power and as you grow in power this will become easier to perform and you'll be able to share more with others. You can also rescind magic you grant others, though those directly descended from you are not able to be controlled this way. With time and training this may extend to other supernatural abilities you possess allowing you to share all sorts of perks with others.

Townie

Small Town Standard [100 SP]

It's a small town, everyone knows each other. You do well in small towns and instinctively understand the natures of people in them. You're good at remembering names, sharing gossip, and have the sort of small town wholesomeness and relaxed vibe that makes people popular in such spaces.

A Wider Talent [200 SP]

You have one skill that you are very, very skilled in. This could be a musical talent, an ability to draw and paint that is just remarkable, a level of athleticism, a passion for cooking or something else to that effect. You have enough skill with this that you can leverage it into a viable career for yourself in the wider, mundane world.

History [400 SP]

You got history here. In any place you decide to call home you will always be able to find some sort of historic connection to your family, and you'll be able to persuade locals to accept you with ease. This activates immediately when you enter a jump, targeting either your local community or a nearby community, and you can use this again once every five years/twice a jump (whichever is more).

Prodigy [600 SP]

You have a stunning gift for learning. You can train with a witch hunter once a week for a month and accompany him on a hunt in a month and hold your ground, even against witches and other supernatural creatures. This is especially strengthened when it comes to learning about something your family is known for, such as a student athlete who comes from an athletic family being prodigiously quick to learn how to play a sport and improving with training at a frightening pace.

Generational Xerox (Capstone Boosted):

You are a spitting copy of one of your ancestors, though not your parents, in all the ways that would most benefit you. This means if your ancestor was a witch who was cursed, you can have the benefits of that (the ability to use some middling level of witchcraft without the effects of the curse weakening you and eventually blinding you), or if your ancestor was a legendary explorer you can be blessed with his sense of direction and insatiable curiosity.

Eldritch

Uninvented Darkness [100 SP]

You are a master at a very unnerving skill: you're great at getting where you're not invited. You're a master of stealth, and when you aren't detected by others you're fantastic at

ferreting out secrets that no one is supposed to know. Additionally your more subtle schemes and nefarious plots are especially good at dealing emotional and mental harm to your foes. If you opt to be upfront and approach someone's home to seek entry, and they refuse you, your efforts to harm them are much more successful in the future unless/until they invite you into their homes.

Weird & Perverse [200 SP]

Something about you brings out the best in others who are like you in some way. You also naturally attract like-minded individuals to your posse. Your ability to sell things also gets a minor buff, and you excel at making deals where people offer you something in exchange for your efforts at making their wishes come true. If you can actually grant their wishes, they'll pay any price you ask in exchange for their desires, but you must fulfill your end of the bargain to get what they promise you.

Cosmically Returned [400 SP]

Your powers are now beginning to get *odd*. With this you excel at magic that inflicts natural disasters on small areas, and can reach into afterlives to pluck warped versions of deceased souls out. You can only summon and maintain a tiny handful of these beings at any point in time, but they are loyal to you and can be turned against their loved ones with a few whispers in their ears. You can also cease maintaining them, which will cause them to immediately perish again.

Time Technician [600 SP]

You are a truly talented user of temporal magic. This is an exceedingly difficult field of magic, and yet it is also immensely powerful, capable of creating localized spaces where time flows differently, though using that skillfully is beyond the scope of this perk at the time you first acquire it (if you purchase it at all). Initially you can do minor tricks with time, rather than perform the larger, more freaky feats.

Endless Void [Capstone Boosted]

It seems that you may well be a descendant of some outer being with this because your powers are morphing and becoming... *heavier*. At first, this manifests as an ability to travel to parallel realities, but as you spend time here your powers solidify and you gain greater and greater mastery over powers frighteningly reminiscent of the powers wielded by the terrors themselves. This takes a long time to begin to become something you can reliably do, and these powers take a toll on you when you first manifest them, but in time, years certainly, you'll be able to do things like drain the light from places, banish beings to the void, and breathe unholy life into the lungs of the dead with ease.

Hybrid

Hybrid Physiology [100 SP]

You are a hybrid born of the union of a profoundly powerful mystical being and a mortal. Your natural command over your magic is stronger and you have a passive learning boost to learning magic that others do not have. Additionally you are not vulnerable to things that hurt the unholy, such as churches and invocations of the magic of the False God, and your

magic cannot be taken from you (though things like anti-magic still work on your spells and enchantments).

Two-Natures [200 SP]

You have found some reliable path to inner peace and to self-acceptance. In moments when your instincts, derived from your dual-nature, pull you in two different directions you can turn inward and find a way to blend what both halves of you want and are inclined towards in a way that can satisfy your dual natures.

Mixed Mastery [400 SP]

You take the very best traits from everyone you descend from and are related to. You have the ability to draw out the supernatural traits of your ancestors and use them to their full potency, but learning to do so will take time.

Showtime [600 SP]

At a decisive point in time, such as a final battle with an epic foe, events will move around to give you what you need once per jump. How this manifests is context sensitive, as some jumps don't have epic wars between Heaven and Hell or dramatic intrigue for the throne of a plane, but once per jump events will have transpired in such a way to give you that final push to overcome the last, greatest obstacle.

End Of Season Strength (Capstone Boosted)

Instead of getting the hefty powerup right in time for a climactic final battle with your main foe, this power can activate once a year and gives a comparatively smaller boost but over time these boosts become heavier by building on each other.

Items

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

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

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

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

General/Undiscounted

Pandora's Box [600 SP]

The ultimate prison. This box can successfully and permanently seal away anything you can get inside of it. Successfully using this, however, is often difficult and while the box is the end-all-be-all prison, you still need the power to capture whatever you seek to imprison.

Warlock/Witch

Spellbook [100 SP]

This is a simple item, a handy book of spells containing all of the arcane wisdom you have accumulated over the course of your journey. This book also contains minor shortcuts for casting your spells, which can save you a short bit of time in using your magic, saving seconds for incantations that take minutes, and making instant magic last just a few seconds longer.

Registry Book Familiar [200 SP]

A witch's (or warlock's) familiar is a tamed goblin shapeshifter that protects their master. They are deadly beings capable of protecting their masters, providing reagents for witchcraft, and serving as spies for their masters. Yours is a familiar from the Registry Book, which is how the lion's share of Satanic Witches got their familiars. Additionally, this item comes with a registry book, so if you have some way of giving others access to witchcraft you can help them select familiars of their own even if the magical system you are giving them is not the same as Archiverse magic.

Academy of the Unseen Arts [400 SP]

You have somehow acquired the coveted spot of headmaster or headmistress at the prestigious Academy of the Unseen Arts. This is a very political, very powerful position that puts you in a key place to mentor young witches and warlocks, as well as gives you the ability to shape the education they receive. Plus with this you can easily give out jobs and social power to witches or warlocks you are fond of. By default this comes staffed with skilled educators and provides its students with a well-rounded education in the ways of magic and sorcery. In future jumps you have some equivalent position, be it as a dean at a university, or as the head of an educational institution in a magical community, and those who learn in this institution are susceptible to your influence and also learn magic much more effectively.

Church Of The Night [600 SP]

This is an exciting new religion devoted to some rather generous god-like being both able and willing to grant its adherents arcane power. By default, in this jump, this not-cult is devoted to Lucifer, but in practice its adherents are loyal to you. This comes with a number of witches and warlocks already in agreement to be your congregation, and you can convince the patron deity of this religion, be it Satan or something else, to give powers to non-witches, which if they accept and pledge themselves to the patron deity will turn them into witches.

Spellman

Reagents [100 SP]

One thing you'll notice about the Spellmans is that they are always prepared to dabble in witchcraft. Even the Mortuary can provide them with mystical ingredients, and now you have access to that same trove of resources. If you need decently common magical ingredients, like candles or something to draw circles with, you'll always have them close by

when you need them. So long as it's nothing specific or super rare, you can know you'll always be able to reach into your pockets and draw out small material components for your spells.

Spellman Mortuary [200 SP]

This is a thriving family business and one that you are posed to inherit. This job also gives you a healthy amount of freedom, a tidy profit, and the ability to bend the ears of those in mourning. Somehow this job will never be too demanding, whether you start off as a teenager working here learning the ropes or an adult on the cusp of becoming the owner. Your relatives also work here, and this helps keep the family tight-knit.

Personal Cain Pit [400 SP]

This is an incredibly unholy place, a graveyard of dark and infernal power. Supernatural beings buried here can be brought back to life so long as the one burying them has supernatural power of their own. This can be used to revive any fallen supernatural being so long as their body is intact, though it weakens those resurrected ever so slightly. However, seeing as yours has fiat-backing, this limitation is only imposed if you wish for it to be. This means this could be a handy tool for torture...

Acheron Configuration [600 SP]

This strange arcane puzzle is actually a network of commingled bindings bound together in a physical object that can be used to capture and contain supernatural beings. The strength of the beings it can be used to contain is dependent on your own strength, so as you get stronger its capabilities increase. It has a powerful defense against those who are unskilled enough to open it, in the form of its patterns of runic sigils that draw in the gaze and attention of the unwary and unskilled but yours has an additional defense. You can permit anyone to open it, which will not unleash any being you have sealed inside of it, and if someone skilled enough to open it does so without your permission that alone is not enough to release its prisoner(s). If you wish, you can etch the configuration on a human body and allow someone of sufficient strength to serve as a flesh prison for even beings on par with Lucifer, but doing so would certainly drive one or both individuals to madness.

Outsider

Cryptic Tales [100 SP]

There is some story that is linked to your supernatural nature. It is told in hushed whispers, akin to something like the story of La Llorona or Bloody Mary. People know of it, and you always have something linked to it on your person that makes you a touch stronger, in ways that reflect the perks you choose in this jump.

Magical Community [200 SP]

You are a member of a supernatural community of creatures similar to yourself. If you are an angel this can mean you are tied to Heaven in ways that other angels will rush to your defense. If you are a hobgoblin then you are always welcomed in the faerie forest. This manifests as an easily wearable and inconspicuous trinket you can use to communicate with your peers and to ask for advice, or help. If you are a witch this connects to the nearest friendly community of witches, and if you are a human this connects to humans with

supernatural knowledge and minor abilities, like Roz. It also guarantees that small communities of such people or beings exist in future settings or can otherwise be contacted through fiat.

Traveling Carnival [400 SP]

You are the ringmaster of a traveling carnival that employs a range of magical beings. This gives you a lot of influence over followers who are often yearning for a place of acceptance and who have a range of mystical abilities all their own. While each person here is their own person with their own personalities and desires, your influence over each of them is real and you can easily persuade them to be mischievous with you, or to be heroic, depending on your own motives. This is also decently profitable, and you can be as publicly involved with the performances as you wish, potentially even completely hiding your identity.

Green Apocalypse [600 SP]

This item is a series of detailed instructions on how to bring about something... foul. The ancient elder god, the Green Man, one of the Pagan Gods, was slain in the ancient past, and in the wake of a chaotic and changing world ancient worshippers of his have figured out how to resurrect him. This is a copy of the instructions they devised to bring back their ancient god, and though they are stymied by time-traveling trickery and the other witches, if you do this ritual the way it is meant to be done then the Green Man will return. Such a deity is a being of gargantuan power, and if allowed to regain his full might could easily spread across the world.

Townie

Skilled Supplies [100 SP]

This is a set of mundane but masterfully crafted supplies relevant to a hobby of some sort. Perhaps it's an art kit that refills and restores itself when not in use, or an instrument that is indestructible in regular use and can fix itself if used in a way that destroys it such as in self-defense? Something about these supplies makes the things they create more impressive to supernatural beings, such as songs played using the instruments sounding better to supernatural beings or artwork created by them inspiring stronger reactions from supernatural beings than mundane ones.

Baxter High [200 SP]

This strange school seems to attract all sorts of supernatural beings. From here on out this school will follow you along your chain, and you can import it in ways that make sense to your origins relative to future jumps. If you import it and are of high school age, you can be a student. You can even import its properties rather than the school itself into a school, which will cause the school to be the site of all sorts of supernatural shenanigans and to be a hub where you can find peaceful and benevolent supernatural beings with eerie ease.

Family Business [400 SP]

This family business, the specifics of which you decide when you select this item, will always make enough to stay afloat by default, and will provide the town with some helpful service. It can be a job provider, like the mines, or it can be something critical to supporting the lives

of others like a daycare. Regardless it's your business, it's in your family's name, and you will be able to reliably keep it running by instinct alone.

Greendale [600 SP]

A copy of the town of Greendale follows you along your chain! This is every store in the town, coupled with NPCs running them, and followers who lack the abilities of some of the show's characters but with similar luck when it comes to interacting with supernaturals which may well lead to the people in this town developing their own powers over time. You can insert the town into future jumps and be its mayor or the child of its mayor, as you please.

Eldritch

Flute [100 SP]

This relic of the satyr Pan seems to have been infused with some of his power in the wake of his meeting his fate. This is an odd tool capable of easily driving even strong-willed individuals, including supernaturals, to insanity.

Mountains of Madness [200 SP]

This is an unholy place, dear jumper. This site is one place where the barriers separating realms are unusually, unnaturally thin, and in this place unholy terrors can slip into the world or be shunted out of it. This place follows you along your chain now, and it is subtly obedient to you, quietly doing your bidding in ways both big (such as the barriers operating in ways that are conducive to your goals, like maybe allowing you to separate a monster possessing someone from their victim without killing the victim) or small (like the weather behaving in ways that are helpful to what you're doing).

Time Egg [400 SP]

This strange egg is somehow tied to the Eldritch Terrors. Breaking it guarantees the relatively imminent, months at best, arrival of the Eldritch Terrors. This is an ultimate insurance policy, and those with knowledge of the supernatural will know that the Eldritch Terrors are a virtually guaranteed bad end for everyone, and thus know that if they piss you off then it's the end of the world. You can break this egg at will, but it will not break under any other circumstances, giving you an immensely powerful bargaining chip when dealing with other supernaturals.

Mark Of Cain [600 SP]

This is a powerful spell, one of immortality but it is also a wretched and hateful curse that the False God used against Cain in retaliation for the first murder. This powerful spell can be cast once per jump, and whoever it is used on will have true immortality, the kind that only a being on par with the False God could revoke or override which places one in a state of biological stasis (they will not age anymore). However, the Mark of Cain does nothing else. It is uniquely and exclusively an immunity to death. It does not grant regeneration, enhanced strength, or any other boons. This means that the bearer is still vulnerable to having their ass kicked, and being dismembered, or otherwise permanently dealt with in ways that are quite nasty. This is a powerful temptation, but will you use it on yourself or someone else?

Hybrid

Wild Familiar [100 SP]

Well jumper... You've certainly done something rather ambitious, summoning a wild goblin to be your familiar. This little creature is an unusually powerful and protective member of its kind and it is fiercely loyal to you. Somehow you captured its attention and now this curious goblin will be your loyal protector for the rest of your chain. It lacks the controllability of registry familiars, but is much more proactive in your defense, and will be as vigorous in your defense as Salem is in Sabrina's, even attacking foes before you know where they are if it can find them.

Malum Malus [200 SP]

Supposedly these are the fruits of the tree of knowledge... For women, at least. For men, these are the fruits of the tree of evil. How convenient...

These fruits are known to give knowledge to those who eat them, and can even show fragmented glimpses of the future. They are also reputed to be wildly inaccurate according to official witch authorities but the one you have by selecting this item is not inaccurate. It shows you a detailed vision of the future that will come true, barring something like out-of-context perks that disrupt set-in-stone future-sight abilities. You get one at the start of every jump, and can find more once per year by going to an orchard and grabbing the fruit of the oldest tree in said orchard. There will be an orchard in your warehouse if you take this item that you can always use to find a Malum Malus with ease. Malum Malus's can only be used once per person (per jump), and each bite takes half a Malum. So if you use it at the start of a jump you can't use another Malum directly for the rest of the jump, but your companions can...

Gateway [400 SP]

This is a transitory space connecting dimensions and worlds and it is yours. It is by default in an out of the way place, and allows traits from all of the places it connects to bleed into each other. By default this is the gate to Hell in the Greendale Mines, but it can easily be something else connecting this world and another, such as a forest that leads to Mortal Limbo or a door leading to Heaven.

Spear of Longinus [600 SP]

This is the very spear used to pierce another celestial-like being: the Nazarene. This epic weapon is capable of piercing celestial and infernal defenses alike and is said to be a weapon that can harm even the Dark Lord, and is believed to be able to harm any being, even mythical immortals said to be invulnerable to all mortal weaponry.

Companions

Companions can purchase more companions.

Companion Import [50-200]

You can import any of your companions for 50 SP, and you can import five of them for a deal at 200 SP instead of 250 SP. Each imported companion gets a stipend of 600 SP to use to

finance a build of their own. They can take drawbacks for extra points, and can complete scenarios but each scenario can only be taken by one of you and some scenarios are mutually exclusive so a companion taking one may lock out others.

Canon Companion [100]

With this you can take almost any character from the series moving forward. You cannot companion Lucifer, the Eldritch Terrors, or Hecate, with this. You can use this to companion characters from *Riverdale*, though you still need to convince them to come with you for this to work.

Greater Canon Companion [250]

With this you CAN companion a greater being, like Lucifer, the Eldritch Terrors, or Hecate, if you can persuade them to come with you. This can be harder for some characters than others, but with the power of the right perks, including from elsewhere, anything should be possible.

Scenarios

All Scenarios offer 200 CP for completion as well, unless stated otherwise.

Scenario 1: Chilling Adventures (Mutually exclusive with Scenarios 2 & 3)

Perhaps unsurprisingly, this is the Survive the Plot scenario. When your jump here begins you are a student at Baxter High (or perhaps a teacher at the school), though the exact circumstances of your arrival can be a little odd depending on your origins, and you quickly strike up a friendship with Sabrina Spellman. Your goal is to help Sabrina Spellman survive the events of the series, though how that happens is the challenge. If you have some method of truly and genuinely resurrecting her, that counts for this.

Reward: Fate Begone (Perk)

This handy perk is a powerful anti-plot-armor and anti-fate perk. With it destiny's grip on you is slackened, and in moments when it matters fate's power is weakened in ways that allow you to circumvent destiny. You can kill the unkillable, even without magical weapons that pierce immortality, and you can find a way to stop death from claiming someone destined to die if you are fast enough, or determined enough.

You can also get Sabrina as a companion for free, and one other canon character who also survives or is at least alive (meaning characters who die but are resurrected count) at the end of the series (including Sabrina Morningstar, if you want).

Scenario 2: Beginning Of The End (Mutually exclusive with Scenario 1, 3, & 4)

The Eldritch Scenario: this scenario tasks you with seeing to it that the end that The Void promises comes to fruition and is not stopped by a pesky little hybrid and her meddling friends. If you complete this scenario you are transported to an alternate reality for the rest of your stay, or you can end your jump early (unless you took an extended stay drawback, in which case you are taken to an alternate reality) and decide where to go from here.

Reward: End Of All Things (Perk)

You have the ability to bring about the death and destruction of any foe, any object, any civilization, or even any concept, though how difficult it is to do so still depends on how much you'd have to end on a practical level. Once you begin attempting to end something it grows weaker as you deal harm to it, but depending on what it is it can still fight back and try to resist the fate you're trying to impose on it.

Scenario 3: The Green End (Mutually exclusive with Scenarios 1, 2, & 4)

This is another simple, grisly apocalypse scenario. See to it that the Green Man is resurrected successfully and you succeed. Until with Scenario 2, this time you stay in the Green Man's floral world, though he doesn't harm you and indeed views you as an acolyte worth rewarding, giving you a small patch of land in his new post-apocalyptic world to rule as you see fit.

Reward: Deific Knowledge (Perk)

You have ancient divine knowledge: you know the secret ways to resurrect fallen gods, you can determine if gods were ever real in a given setting and if they are real you can determine whether or not they still live. In the right settings this can be truly invaluable...

Scenario 4: Protect Greendale (Mutually exclusive with Scenarios 2 & 3)

This scenario requires that you prevent the frightening apocalypses that are meant to occur and keep Greendale safe. This primarily requires that you stop the Green Man's resurrection outright, and that you stop the Void from ever coming near Greendale. In some respects this is a more aggressive version of Scenario #1, but you can complete this even if Sabrina truly perishes if everything else works out and the would-be-apocalypses are prevented.

Reward: Guardian (Perk)

You can select a place once per jump and become a recognized guardian of it. This causes supernatural and other influential and powerful beings to know that coming here and doing harm to this place or its people will incur your wrath, and that may well give them pause if they know of and respect or fear your might. You will also garner the loyalty and faith of the place's inhabitants, and they'll cooperate with you when possible.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

It's All Real [+0 SP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 SP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete. This is a persistent, and free perk/drawback you can take with you from this point on, even if you do not take it in this jump.

Fan Theories are Canon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Archieverse you're about to enter.

Extended Stay [+100]

For each purchase of this your time here is extended 10 years. You can take this a maximum of three times for points, and can extend your stay longer if you wish but that won't give you extra points.

Culture Shock [+100]

Somehow you can never adjust to the odd practices and bizarre beliefs of those around you. Be it witches with their seemingly self-defeating, often self-weakening practices, or the mortals of Greendale with their strange lack of superstition despite how close they are to a liminal space directly tied to Hell itself.

Relationship Drama [+100]

Your relationships, be they romantic, familial, platonic, or otherwise, are really important to you. Even amid potentially apocalyptic circumstances you are at least somewhat distracted by what your peers think of you, and by your connections to the people you work with, study with, and care about.

Incurious [+100]

You are not interested in learning more about the world around you. You accept being taught passively, but you are not interested in advancing your own knowledge under your own power, which can definitely be annoying in a setting like this.

Instincts [+200]

You have extremely powerful instincts tied to your origin. As a witch, you have the urge to use magic whenever you can, and to corrupt the iconography of the False God. As an outsider, you have instincts tied to your inhuman attributes and inhuman nature. As a townie, you have an instinctive aversion to witchcraft and things that go against traditional American values. Eldritch beings have instincts that drive them to damage normalcy and order whenever they can. Hybrids have instincts that drive them to act on their values, even when doing so would make their lives harder in the short term. These instincts can be overcome and worked against, but doing so presents a challenge and requires discipline.

Material Heavy [+200]

Your magic and other supernatural abilities all require ingredients, material components, or some other sort of object to be used. They work as normal when you have the right

components, but even figuring out what the components can be could be tricky depending on the power in question.

Possessed [+200]

Like Dr. Cerberus you had an unfortunate encounter when you were younger and more naively interested in the occult. At the start of the jump you are possessed by a demon tied to some sin, and while you can get an exorcism performed on you, this demon is uncommonly powerful and is determined to possess you again and again.

Folkloric [+400]

You are a folkloric being straight out of mythology. And as such you have a weakness that is well known to those versed in myths. Perhaps as a witch your vulnerability to the religious iconography of other faiths is something practically everyone remembers, or maybe as a demon your weakness to the false symbols of your foe is something people remember when they clock you as a foul tempter. Your weaknesses work on you, to devastating degrees.

Lovecraftian [+400]

You are... let's be gentle and say you are "touched" by the eldritch. For the duration of this jump you are insane (but in the goofy Lovecraftian sense), your goals, actions, and even abilities corrupted by your proximity to the terrors you either follow or seek to oppose. Your actions, powers, and goals, can seem completely in line and orderly one second and the very next you can be going against everything you just said. Your allies will know where you stand, but they will also know you are not reliable and at seemingly any point you can behave incoherently. You are also plagued by visions, whispers, and other sensory stimuli which overpower and override any perk-protections you should have when it comes to your mind.

False God's Foe [+400]

Something about Christian iconography and beliefs is crippling to you. Maybe the False God just... doesn't like you? Either way, you cannot enter churches for the duration of this jump, crosses (at least ones with intent and ties to Christianity specifically) harm you, and even hearing prayers cause you some psychic harm. This is a direct magnification of the weakness to False God stuff Satanic Witches exhibit in canon.

Pact-Bound [+400]

You have been summoned and are required to do something. This task will be something quite difficult, such as destroying a town, but the greater you are the more difficult the task. If you fail in the task you will be required to do a smaller but still noteworthy task every year for the duration of your stay here.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Child of Destiny [+600]

This drawback draws the eyes of fate upon you. Foes will see you as the lynchpin necessary for their plans to come to fruition, and your allies will be wary of your powers. You will be the subject of unrelenting attention from Lucifer, the followers of the Old Gods, the

politicians of Hell, the angels of Heaven, and the disturbed followers of the Eldritch Terrors. Expect your days here to be busy.

Heart of Greendale [+600]

This drawback links Greendale's health and success to your own life force. If you fail to protect Greendale, you lose your own life in a way that can prematurely end your chain. And seeing as everyone comes here, usually with nefarious intentions, that's... not great.

Decisions

You have three choices ...

Go to next Jump

Taking your perks, goods, and friends and skipping town? I get it. Your work here will be remembered, one way or another.

Stay

You wanna stay in Greendale? Hmm... Well, we could certainly use the help in the wake of the chaos of the last few years. Go ahead and get 500 extra SP to add to your build before you go.

Go back

This made you nostalgic? I get it. Take your stuff and get going. You don't want to miss your one way home for the next ten years.

Notes

-Special thanks go to Negative-Tangerine, the creator of the Jump Document Template this jump was created using.

-This specific jump was created by copying Riverdale's jump doc and then editing out various bits and replacing them with appropriate text and descriptions.

-For an idea of the mystical mischief of this setting's witches and the magic they use, click [here](#) (be warned: there are spoilers here).

-The eldritch origin ended up being the most dramatically powerful in terms of raw strength but all origins offer something and there's a lot to be gained by coming here and solving problems without direct power or just punching obstacles into oblivion.

-Have an extremely brief [recap](#) of the series, if that's what you're into. Obviously, spoilers.

Change Log

v0.1 (08/26/2024)

Initial Jump creation

Origins Outlined

Locations defined

v0.3 (08/28/2024)

Capstone & mid tier perks written out

Location items established
v0.5 (09/26/2024)
All perks written out
v0.8 (10/04/2024)
Eldritch origin added, & perks fleshed out
Work commenced on items
Item descriptions completed
Companions completed
Scenarios completed
Drawbacks completed
v1.0 (10/04/2024)
Document published