



Generic Sin Warrior

Heroes are often viewed as these beautiful or rugged individuals that you can immediately tell are heroic in nature, but no one gets to choose where their talents lie, and sometimes those talents are... not so shining examples of what a hero should be. Sometimes, someone just has a talent for something unsavory, be it a man capable of ingesting and controlling diseases like a living plague, a scholar that channels a grotesque spirit only they can see to save his home at a price, or something worse.

These people, be they on the side of angels or devils, or anywhere in between, can cultivate these talents, turning them into something they can use to fight, trying to make it into something that they can be proud to have a talent in. These are the Sin Warriors. Those who use what others revile simply because that is all they have, all they are good at, or it's the only option available in a desperate situation.

And once something like this is revealed, it can be very hard to put it back under wraps.

You now count among these individuals... good luck, jumper... you will need it.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice.*
2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have sin warriors in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting, so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Sin Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Sin Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Corrupted (Free): Many of the paths that sin warriors go are marked by taint, corruption, and other vile things, however, sin warriors were born with a natural tolerance for such corruption. You find that while the benefits of corruption, if any, still accrue, you will never suffer the negative consequences of any form of corruption, nor will you qualify as corrupted in any manner that would negatively impact you.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years' worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years' worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter, on top of the physical properties, or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years' worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Deadened (100cp): Pain is an old friend for a lot of sin warriors, a simple fact of their power and lifestyles, they often need to take on pain to progress their abilities. However, one pain can deaden another. You have become immune to small aches and pains, headaches, and simple discomforts that the common man would experience. Additionally, your pain tolerance and resistance to going into shock are significantly increased.

Lucky To Be Born (100cp): A sin warrior's life isn't necessarily bad, many come from common lives. However, there are those who struggle constantly just to survive for one reason or another. Your own struggles have heightened your senses and awareness, as well as given you almost preternatural reflexes. Additionally, you are highly resistant to the negative effects of stress and malnutrition.

Opportunist (100cp): You are quick to spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much clearer to you than they have any right to be. And when you want to take an opportunity, you are decisive enough to seize it without hesitation. You effectively instantly weigh the pros and cons in the background of your mind, needing no conscious effort, which could lead to you missing your chance.

Haunted (100cp): You're able to sense and interact with the ethereal and spiritual energies and entities that may linger in the physical world, though you initially lack the ability to turn this capability off, needing to learn to 'close your eyes' to the ethereal and spiritual. You can extend this ability to other objects, given some practice, and even have it linger for a time. Spiritual entities, as well as the undead, are more favorably inclined towards you.

Stubborn (100cp): Failure is well known to the sin warrior, their path is one fraught with struggles and obstacles, both real and imagined. They will stumble, they will fall, and they will make mistakes... but they will get back up to try again. You are not discouraged by failure, your failures instead act as a motivator to do better and help you to learn a bit faster. Additionally, any failures you make while learning or training will rarely result in significant injury and will never result in permanent injuries. This also improves your willpower.

Self-Taught (100cp): Rare is the sin warrior that has been taught by another of their kind, most finding out everything they know entirely on their own, often only with their own intuition to guide them. You have a sort of sixth sense when training that allows you to tell when you are about to do something that would harm yourself, and a very rough idea of how and how badly you would be harmed. It also helps you to avoid common pitfalls of learning something without aid, while allowing you to keep the ability to innovate and find new ways due to not having the same preconceptions as those with traditional training.

Dumpster Diving (100cp): You have a knack for finding useful bits and bobs that have been discarded, be it materials you can work with, broken but still serviceable items, or even fully functional items that are outdated or were deemed unfit for the previous user. You also have a knack for repairing damaged pieces of equipment back to the point of usability, if not good as new conditions, though this only applies to functionality, not looks.

The Will to Live (100cp): Will and spite are what drive a great many sin warriors, pushing themselves to their limits, and sometimes beyond, to achieve their goals. You have the ability to recover your physical stamina with an effort of will, keeping yourself going long past where your body's own ability to move has run out. This can also be used to suppress negative effects afflicting you, though more potent effects require an equally potent will.

Daunting Presence (100cp): You cut an intimidating figure when you want to, able to use a combination of body language, subharmonics in your voice, careful word choice, and killing intent to intimidate those around you, and you do so instinctively and selectively when you want to. This can range from a subtle unnerving to causing someone to pass out from fear as their consciousness simply can't handle the fear you inflict.

Brutality (100cp): Your physical strength goes far beyond what your frame would suggest, giving you five times your normal levels of strength. You also can direct this strength when you hit, causing it to focus in on a smaller area than you actually struck, though this can only concentrate it so much. Combined with a knowledge of what parts of the body cause the most pain and can be broken, this becomes quite a dangerous ability.

Cast Iron Stomach (100cp): You are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that can come from the situations a sin warrior could find themselves in. Your senses cannot be overwhelmed by extraneous stimuli in any form, and your ability to feel disgust from these sensations can be suppressed as will. This ensures that you will not feel sick from anything your senses perceive.

Going Without (100cp): You're used to working with less than you actually need. Less sleep, less food, less water, less air, less everything. Besides cutting your need for sleep, food, drink, and air to a third, you know how to get the most out of any materials you work with, minimizing waste to near nothing, and making sure that what waste does occur can be used in something else.

Cursed Child (100cp): One of the ways a sin warrior comes about is from being born to cursed parents, the curse lingering within the child after they are born. Any curse you are subject to, be it by birth or via enemy action, can be suspended so long as you will it, allowing you to call it up when it would be useful or hold it off for when you don't want to be subject to it. This doesn't keep a curse from being harmful, it just allows you to control when you are subject to its effects. However, with time and training, you may learn to control these curses further.

Open Door Policy (100cp): Possession, be it physical, mental, or spiritual, is a fairly common occurrence for sin warriors to deal with, either before or after they start to cultivate their talents. Your very nature makes you a perfect host for any creature capable of possessing or parasitizing another creature, providing a perfect environment for them to inhabit. Oddly, you never seem to be negatively affected by such possession and will even benefit to a degree if the possessing creature provides any, turning such situations into something mutually beneficial. These entities can leave at any time.

Armor of Scars (100cp): Scars are a common occurrence for sin warriors and fighters in general. Why not make them work for you? You know how to safely and hygienically apply markings, be they through scarification, branding, or simple tattooing, and the skill to do so quickly, accurately, and with the least amount of pain possible. More importantly, the markings you apply carry some of the will of the one they are applied to, never fading, stretching, or otherwise distorting so long as the bearer of the mark desires them to remain. Such markings count as objects separate from you when it would be beneficial.

Fighting Dirty (100cp): You have a knack for throwing your opponents off balance, kicking up sand to blind them, kicking them in the groin, and similar such things. However, where most such maneuvers would be awkward and leave them open for counterattacks or may be read, and the danger avoided, you smoothly integrate such methods into your fighting style, making them harder to predict and counter. Moreover, you're able to incorporate pretty much any technique you learn, be it a spell, piece of equipment, or martial art, into your fighting style. It may look a little unrefined, but it will integrate well regardless.

Master of Poisons (100cp): Honor has no place amongst the sin warriors, they will use every tool at their disposal. You know how to brew, use, and apply poisons of all sorts. Even in the midst of combat, you could safely and easily apply a poison or another substance onto a weapon to give you just a bit more of an edge.

Insight (100cp): You have the ability to sense and pinpoint the supernatural in a number of ways, key among them being able to see through illusions that would hide the supernatural from view. With time, you could potentially refine this to allow you to see into other layers of reality as well. Additionally, your mind is resistant to any effects that would attempt to twist, alter, or damage it.

Vermintide (100cp): Insects, rats, crows, and other vermin are attracted to you for reasons unknown, and you seem inclined towards them as well. You have an innate connection to vermin of all sorts, such that you can effectively tame and train them, even if they would otherwise be untameable and untrainable, as would be the case with flies and most other insects. Supernatural beings associated with the concepts of decay, rot, corruption, sin, and similar are also positively inclined towards you.

Unnatural Heritage (100cp): You carry a touch of inhuman heritage with you, the magic of whatever it was allowing a degree of interbreeding and giving you some of their strength. When taking this perk, choose a magical being, such as a demon, a lich, a chimera, or some other magical creature. You gain some of the physical and magical abilities of the creature. See notes for details. This perk may be taken multiple times, to a maximum of five.

Kin to Corruption (100cp): A simple aspect of the sin warriors is their darker nature, their penchant for that which is corrupted and 'evil' that often causes them trouble. However, this can have some benefits for you. You have the ability to simply cultivate your corruption, growing it and its effects on you.

The requirements to cultivate a form of corruption will vary considerably, with a potential variety of methods ranging from simply unpleasant to outright morally evil. You will always have a way to do so that does not conflict with your morals or ideals, though it may be slower than other methods.

My Body is a Temple (100cp): Self-modification is a common trend among sin warriors, whether voluntary or involuntary, and you have an affinity for it. Your body does not reject foreign biological materials, turning you into both a universal recipient and a universal donor, and any cybernetics applied to you count as biological components for the purposes of this perk, even being able to grow like actual biological structures. Additionally, you do not suffer from dysmorphia of any sort, always comfortable in your body.

Kill Your Conscience (100cp): Sin warriors have a drive to them, something that pushes them forward and can allow them to do some truly heinous acts in order to further their goals, regardless of their actual morality. You have the ability to turn off your emotional aversion to certain acts and quiet your morals in moments of need, doing so reflexively if you have decided to do so to allow decisive action, and allowing you to do what needs to be done, though the effect will end shortly after. Your feelings about the event in the aftermath are not dulled, nor are they easier to work through, but you are skilled enough at pushing through your reactions to them that you are not paralyzed by what you have done while this perk was active.

Strength From Weakness (100cp): Weakness marks many sin warriors, at least when they start down the path, having to work towards the strength they are known for. You have learned to leverage your weakness to grow faster, able to seal away your powers, abilities, perks, and physical capabilities. The more you seal and the weaker you make yourself, the more potential you have for growth. Additionally, you adapt instantly to losing what you seal away, allowing you to function normally even with all of your power sealed, and can allow you to return to your 'normal' appearance, with inhuman features from those abilities becoming sealed. You can undo these seals with an effort of will, or set conditions to allow them to unseal, and decide if they reestablish themselves or not.

Seeking Strength (100cp): You have a knack for finding paths to power, ways to improve on yourself in any number of ways, and you seem to attract opportunities for growth. However, these paths to power will often have a cost to them, sometimes hidden, sometimes overt, with only hard work and effort being guaranteed to be completely free of such costs outside of the time and effort needed. You do, however, have a great deal of strength you can gain if you are willing to pay the costs involved.

Filthy (100cp): Some sin warriors absolutely wallow in filth, using that filth as both a weapon and armor in an unusual way. You have taken this just a little farther. You have the ability to alter your scent in a variety of ways and project that scent around you, controlling where it goes and how it flows through the air. You can imbue these scents with additional, minor properties, such as making a scent repellent to certain creatures or covering up other odors that may be present. You can also lay this scent onto something you touch, marking it with the scent and keeping its effects persistent. Additionally, you can enhance your sense of smell to track via scent alone.

Bent & Broken (100cp): Force is a common factor for any warrior, but sin warriors know how to push extra force into their strikes... at a cost. You have the ability to enhance any physical action you take at the cost of draining your stamina by a considerable margin and taking recoil from the enhancement, proportional to the enhancement you've applied. This recoil is significant and, for a baseline human, could result in fractured or broken limbs, torn muscle, and similar injuries, though the more durable you are, the less recoil you'd experience. This can be trained up to use less stamina or less recoil, though not both at once.

Given some practice, you may be able to expand on what this can be applied to beyond the mere physical, though such a thing may have other forms of recoil, such as mental backlash, wiping out memories if you were to use it on a psychic power.

To aid with this, you know just how much damage you can take before it becomes too much for you to handle, with the ability to roughly estimate how much backlash you'd experience.

Bloodletting (100cp): Blood is a commonly used resource for a sin warrior, their own included, but some ask why they should stop with just blood? You have the ability to extract pieces of yourself from your body without causing any actual harm to yourself. You could simply take some of your blood directly from your veins without needing to pierce your skin or remove an eye without causing damage to the socket, seemingly summoning the body part.

In the normal course of events, you would actually pull the piece of yourself from your body, with all the consequences that'd normally inflict, albeit delayed for a time, giving you at most a day before the consequences land on you. However, you slowly build up a charge within yourself that you can spend to conjure parts of yourself without actually removing the part. The more essential the part, the more costly it is to conjure.

The Madness Place (100cp): You possess a wellspring of additional intelligence and creativity within your mind, either from direct cultivation or as a byproduct of the corruption within you, fragmenting your mind. You can tap into this heightened intelligence and creativity, however, doing so suppresses your morals, inhibitions, and empathy, and the deeper you drink from this poisoned wellspring, the more this suppression affects you. You can bring yourself out of it, given enough willpower, but drink deep enough, and you could become stuck in this state until something knocks you out of it or you chip away at it for an extended period of time.

There is actually a limit to how deep this wellspring goes, acting to, at most, double your intelligence and triple your creativity baseline, however, given time and effort or obtaining enough corruption, this could be improved upon in a number of different ways.

Primal Wrath (100cp): Berserkers. Warriors that tap into hidden reserves of strength in some manner, usually through rage or some form of mind-altering drug. You now have a similar ability. You have a reserve of strength you can draw on at will, improving your physical capabilities, resistance to mental tampering of any form, heightened focus, and giving you a greater resistance to pain. This is physically and mentally tiring to maintain for extended periods and will falter if you don't focus or keep your blood pumping through combat or injury.

While not necessarily rage, this does have a few downsides, namely that the pain tolerance and focus render you less likely to defend yourself properly, not recognizing the danger as much as you should, and you may tunnel vision on a particular target or goal while using this ability. These can be overcome with training, however.

Unnatural Will (200cp): Sin warriors are known for their unusual physical abilities, their twisted nature, and their willingness to dive into the forbidden, but the thing they truly call their own is their sheer will, their ability to push themselves despite what they are subject to. Your will allows you to survive where others would perish, allowing you to cling to life so long as your willpower lasts, and you have the will to let you live far past what would be considered normal. Even old age can be held at bay with this power.

Vile Tempering (200cp): It is rare that someone willingly subjects themselves to poison, but for sin warriors, this can be a means of gaining power all their own. When subject to a harmful substance, most commonly poison, but also drugs, diseases, and similar substances, your body will start to adapt in various ways, key among them being an improvement to your physical condition and immune system, though more supernatural substances may have a more varied effect. This does not protect you from the harm these substances cause, merely makes it so that, if you survive, you will come out of it improved in some manner and potentially reduce long-term side effects.

Forced Symbiosis (200cp): Parasites are an unfortunately common affliction, even outside the sin warriors. So, they discovered a way to utilize those parasites as a boon. Any creature that uses you as a host, including most diseases, can be integrated into your body and become a full part of yourself, maintaining the life of the creature and your own health as the creature becomes a part of you.

You can choose to keep the mind of the creature separate and able to speak with you telepathically, suppress it for as long as it is integrated, or destroy it entirely if it is too antagonistic to keep around.

Any benefits they provide are enhanced, and even those that don't normally provide a benefit of their own will do so under these circumstances.

You can, at any time, reverse these effects, so long as the mind of the creature isn't completely destroyed.

Steeped In Sin (200cp): Sin warriors are reviled for being corrupted, but that corruption is a source of strength for any sin warrior, it matters little what form it takes. Your energy reserves, regardless of source, and stamina are bolstered by your corruption. The more corrupt you are, the more energy and stamina you gain from this perk. As an added bonus, you can 'infect' your abilities with that same corruption, transforming the ability and how it manifests to reflect the corruption. As an example, corrupting an earth-themed ability that focuses on the nurturing and life-giving properties of earth may twist it into something that can create undead instead, or a swordsman could infect their strikes with corruption to leave festering wounds that resist healing magic. This doesn't use up the corruption you possess, nor does it spread it, it is merely an option you possess.

Armor of Filth (200cp): While many of the abilities and skills developed by the sin warriors are strange or unusual, this particular ability is quite unorthodox even for them. You have the ability to secrete a sludge-like substance from your pores. Besides being able to absorb impacts remarkably well, this sludge is able to dissolve common pollutants and toxins into itself, as well as various impurities from your body or the environment. You have near-total control over this sludge and can shape it at your will, including bringing out properties from anything that has been incorporated into it, hardening or softening it, giving it structure, making it sticky or slick, all at your will. It can even be used to shed or retain heat.

This also gives you complete control over your own perspiration when you want to have that control.

Corpsecrafter (200cp): You have the ability to use dead bodies or body parts as materials for crafting, able to twist and shape them into various tools and equipment that capture some of the still living essence of the creature that 'donated' the corpse. This transmutes the corpse or body parts into something closer to traditional materials that can then be worked with standard crafting techniques, the essence within adding some aspects of the creature the corpse came from to the finished product.

Alternatively, you can reshape, preserve, and modify a body over a period of time through this ability alone, altering the shape and nature of the corpse. This is normally a slow and tedious process, taking days, weeks, or even months, depending on what you are doing. However, you can speed up the process by using any supernatural power you may have access to or your own stamina. This will still require significant trial and error to work, as this perk merely grants the ability, not the knowledge of how to use it.

Corpses shaped or transmuted through this effect are still treated as dead bodies, even if they do not appear to be so otherwise, and can be raised with necromancy or resurrectoric magic as a result.

Vitriolic Dissolution (200cp): Alchemy is a potent tool in many fields, and the sin warrior equivalent of the art is just as potent, if far more dangerous. You know how to distill emotions and corruption into a liquid form that is the basis for Vitriolic Dissolution, the sin warrior version of alchemy. By mixing these distillates and other materials, you can create various volatile compounds that can have a wide array of effects on their own or be used in the crafting of artifacts of power. However, it should be noted that working with these distillates is dangerous, as they can have a severe impact on the health of those exposed to them. You, thankfully, know common alchemy if you do not wish to work with these hazardous distillates.

That Which Should Be Forgotten (200cp): You have come across many things in your travels, ancient secrets and forgotten places among them. And some of these secrets may deserve to remain buried. And yet, you find you have an affinity for that which is taboo or forbidden. That which is taboo, corrupted, or dangerous to use just seems to work for you without causing you any ill effect. It is easy for you to discover and learn such techniques, in spite of any restrictions that would prevent you from doing so. Any and all negative consequences of learning or using such techniques are reduced significantly - a technique that would lead to death may instead leave you crippled, potentially permanently, without extreme medical procedures, but alive. This also amplifies the effects of the Corrupted perk, making it so the benefits are stronger and more easily obtained.

Scapegoat (200cp): One of the more altruistic options available to a sin warrior is their ability to take the curses, corruption, and negative effects placed onto another. You now share in this ability. Should someone be willing, you can either take a curse, debilitation, malady, or corruption that they possess or suppress its effects, partially or completely, on them by taking on the effects yourself. If you merely suppress the effects, rather than take them on yourself, you are completely subject to their negative consequences, even if a perk or other effect would remove those negatives, however, you do not gain their benefits, those remain with the one you have taken the burden from.

Killer's Instinct (200cp): One of the more subtle arts used by the sin warriors is the Killer's Instinct, an extension of their combat skills. This has several effects, the first of which is that it naturally sharpens your combat instincts and makes you an overall better fighter. Secondly, it allows you to enter a state of heightened clarity where your killing intent is focused to a razor's edge, allowing you to bypass the danger sense of others. This is, however, a skill, and you may find that you need more practice to overcome particularly sensitive forms of danger sense. Lastly, you can turn virtually anything into a deadly weapon, even something as simple as a teacup.

In Service to the Dark Gods (200cp): You are able to make a sacrifice of materials, life, or self in order to contact and earn the favor of a god or patron. Any god or patron, in fact, assuming you use the right sort of sacrifice to begin with. This may grant you some measure of protection or power, a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary or permanent blessing. Just be careful, many gods are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

Biofeedback (200cp): You have complete and total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as halting the effects of an ingested potion or meal for a time and restarting it later, controlling your hair as if it were an extra set of limbs, kick your adrenaline production into overdrive, and similar techniques. This is an essential base for many combat techniques as well. Finally, this allows you to process and use all resources from anything you ingest without waste, resulting in you never actually needing to use a restroom unless you want to do so for whatever reason.

My Strength Is My Own (200cp): You are who you are, and nothing can take that from you. Your abilities, whether supernatural in nature or base capabilities, cannot be suppressed, negated, stolen, or otherwise taken from you in any way unless you allow them to be. Additionally, your powers, genetic abilities, and unique traits or characteristics cannot be recreated by those that lack them unless you directly allow them. This means that attempts to clone or genetically imbue someone with your abilities will fail unless you allow them directly.

Warlock (200cp): Sin warriors are known to deal with a wide variety of power sources beyond their own, from demonic patrons to cursed artifacts to dark gods and similar entities, garnering additional strength. By training with these acquired abilities, they begin to internalize these abilities, slowly integrating into yourself in such a way that they become innate abilities that you can train as normal and can no longer be taken from you.

Additionally, should an innate ability you possess be lost, even if willingly sacrificed, you will always have a way to regain it in some manner, though the methods may be difficult, painful, or dangerous depending on what you are trying to regain.

Trapped Existence (200cp): An interesting quality for some sin warriors allows them to act as a sort of spiritual prison. You are a perfect vessel for containing virtually anything, be it a demonic entity of immense power or the curses of an entire world distilled into a mud-like form, you can contain it perfectly. This also allows you to, if ever subject to possession, trap whatever tries to possess you within yourself, sealing it away in the same manner. While being the perfect vessel isn't all that beneficial otherwise, as a sin warrior, you can learn to tap into the power and knowledge of whatever may be sealed within you.

Determination (200cp): Like many of the sin warriors of these lands, you have a will that borders on the unnatural. Besides giving you a high resistance, bordering on immunity, to all forms of unwanted mind control, possession, or similar phenomena, this allows you to pit your will against a supernatural effect and begin to unravel it, weakening it, and possibly dispelling it entirely. This can allow you to counter other sin warriors and magic users of all sorts, as well as make you an effective hunter of magical creatures simply because you can counter their innate abilities. Purely internal uses and expressions of these supernatural powers are resistant to this perk's effects..

Mutagenic (200cp): Your body is highly reactive, adaptive, and prone to change. You can, when subject to stimuli that stress the body, induce a mutagenic effect on your body to begin adapting to it, producing random mutations that, at least partially and in some manner, aid in dealing with those stresses. These will often, but not always, have a visible, physical component to them.

If you possess the Corpsecrafter perk, you can use its effects with this one to shape the living as well as you can the dead and can choose whether to keep a mutation or have it fade over time. If you possess the Biofeedback perk, you can simply induce mutations at will, with no need for a stimulus or stress to trigger these effects. If you possess both the Corpsecrafter and Biofeedback perks, you can shape and control what mutations you develop, rather than them being random, as well as undo any mutations you are subject to at will.

Disaster Sense (200cp): You have an uncanny sense of when things are about to go wrong, and things are about to get dangerous in one way or another. Imminent danger will give a sharp reaction, immediate and easy to notice, heightening your awareness for a few moments to help react to such danger. However, longer-term danger, such as a storm coming that you are ill-prepared for, will give a gut feeling about what you need to do to get through the situation, which will steadily grow stronger as it gets closer. This latter version only works on weather, natural disasters, or other passive threats, not on more active ones.

Dark Magic (200cp): Sin warriors are aligned with darker powers, and those with a talent for magic are no different. Darker, more dangerous, and costly magics are common amongst sin warriors. This perk grants you the basics on how to use a particular school of magic, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.

- *Venomancy*: The magic of poison, this discipline is an incredibly dangerous but incredibly effective magic that shines in assassination and combat scenarios. This magic can imbue your actions or other magics with poison or venom, inflicting its effects on those subject to the actions, alter the nature of poison, manipulate it into various shapes or forms, alter its properties, make it more deadly, allow it to bypass resistance or immunity, and even use it as a form of healing magic if you can use it carefully. Some poisons can even be useful outside of combat scenarios, lending at least a touch of versatility to this magic.
- *Curses*: Curses are commonly associated with the very things that sin warriors are. Curses are prolonged effects that hinder, harm, torment, or otherwise apply pressure on the subject of the curse and can have a wide variety of effects. Debuffs, trap spells, wards, and draining magics fall under the category of curses. Basic curses will last minutes to hours, but the more involved and expansive the preparation, the longer the curses will generally last, with some even being permanent. It is possible to use a curse in tandem with another spell that offers a benefit to enhance that spell, but also inflicts the curse on the one affected. Curses can also be anchored to an area or object fairly easily.
- *Shadow Magic*: A trickier type of magic, shadow magic ranges across a large array of magical effects, from illusions meant to hide or deceive to the forging of shadows into physical objects to the transport and storage of things between shadows, which extends into teleportation, with enough skill to simple scrying and seeing through shadows. With more advanced uses, the capacity for illusions and creating solid shadows may combine for a form of pseudo-summoning as the illusions take on a more physical presence. This magic may come with some negative connotations, depending on where you are or go, but it is supremely useful as shadows are everywhere.
- *Diabolism (100cp)*: Demon summoning, a dangerous art that requires careful preparation and the use of incredibly precise wording to keep safe, but the power on offer from summoning the right demon at the right time cannot be denied. By summoning a demon and entering a pact with them, you can gain their service or some measure of power from them, though there is always a price for such things. Alternatively, there is also the ability to draw out the power of a bound entity instead of forming a pact, though this may have consequences of its own. You can replace demons with any other supernatural creature said to reside in another layer of reality, such as celestials or fey, to a similar effect.
- *Necromancy (100cp)*: The magic of life, death, and undeath, ranging from healing to death induction to animating the dead as servants. You have access to this entire school of magic, allowing you to access all possible subcategories of magic within it. You can weaken foes with necrotic energies, heal allies by bolstering their life force, create allies by raising the dead, call on the spirits of the long dead, alter the living and undead, merge dead flesh with the living, corrupt the land, and so much more with this form of magic. At the height of this magic's power, you are able to manipulate the very soul itself, stealing it, sealing it, moving it, changing it, condensing it into a physical form, and much more.

Seven Deadly Sins (200cp): The power of a sin warrior is not literally derived from sin, not always, however, some have learned to do so regardless, even if they do not bear the sin normally. You have taken on the nature of one of these sins, blending it into the corruption within you and gaining a benefit from doing so. Choose one of the options below, and you gain the benefit associated with that option.

- *Avarice*: Hoardseeker – The sin of avarice, more commonly called greed, is the pursuit of more, of seeking and earning wealth, power, or material goods. This provides you with an internal compass that you can 'look at' whenever you wish, always pointing to whatever you have asked it to find for you, with additional instances emerging as your personal wealth and levels of corruption grow.
- *Envy*: Shade Archive – The sin of Envy is the desire to be better than someone else, either by tearing them down or simply being better. You can observe a person and slowly build up a mental construct of that individual. This gets faster as your levels of corruption grow. The more you are able to observe, the more complete this mental construct becomes, and from it, you can learn about the individual, what they can do, and how they react to situations. You can interact with and be taught by these mental constructs as if they were the individual, at least in part.

- *Gluttony*: Big Appetite – The sin of Gluttony is that of indulgence, taking in ever more, often in excesses of what you need. You have the ability to store up any beneficial effect you are subjected to, including food and drink, having no effect until you tap into them and draw on those benefits. You can store these effects endlessly, with no sign of their presence until you tap into them. Any negative effects from these stored effects are reduced, with the reduction being dependent on how much corruption you possess.
- *Lust*: Sinful Beauty – The sin of Lust, considered the least of the mortal sins, is tied to the idea of baser instincts, uncivilized and primal... animal. This connection has bolstered your body across every measure, boosting all of your physical attributes and features in a favorable way. This extends to your physical attractiveness, your senses, and even your brain and how it functions, enhancing your mind in various ways, though this is not a direct mental booster. All of these scale with your level of corruption.
- *Pride*: Book of Grudges – The sin of Pride measures every slight and debt owed, and marks it down, always remembered and always weighing on those subject to those debts. Those who have wronged you find that your abilities and powers are more effective against them when used offensively, while those you owe a debt to will find that your abilities and powers used to aid them in some manner are more potent. This effect scales with the number and severity of such debts and slights, as well as your own corruption.
- *Sloth*: Reduction – The sin of Sloth is, in many ways, opposed to the other sins, a lack of action rather than actions, an absence rather than a presence. You have the ability to compress the actions or components of a technique, spell, piece of technology, or other ability or creation to simplify them, allowing you to perform them with simpler and more efficient actions, though this takes some measure of practice to do. The greater your level of corruption, the easier it is to compress these actions and the more you can compress them.
- *Wrath*: Burning Hate – The sin of Wrath is disproportionate, targeting those that are uninvolved, lasting well past the point of reason, or being more intense than the situation deserves. Burning like fire. And like fire, you've learned to harness it. You have the ability to burn away emotions, distractions, stray thoughts, and other stimuli, and leave behind only focus and embers that enhance all that is left behind by a small amount. The embers bolster your skills and allow you to work with greater efficiency. The more that is fed into this ability, and the greater your levels of corruption, the more potent this enhancing effect becomes. The effects are temporary, only lasting as long as you are fed this ability.

Grafting (200cp/300cp): One of the more grisly arts available to the sin warriors is that of grafting, cutting away the flesh of others and adding it to their own in order to gain the strength of those creatures. By default, this gives you an incredible level of skill as a surgeon and medic, granting you knowledge in most biomedical fields. However, you also know how to preserve dead flesh, how to attach it to a still living creature, and how to animate it once more. Moreover, you know how to have the grafted flesh integrate into the individual, preventing rejection and spreading the effects of the graft throughout the body rather than simply localizing it. A dragon's hide and scales, for example, could be grafted to a creature's skin to improve their overall resilience and resistance to fire.

For an additional 100cp, your body has a unique property. Your biology is inherently modular, allowing you to easily replace or add parts from other creatures, implementing biological grafts into your body as easily as pressing them to your body. Any such graft will automatically and passively integrate into your body with no need for surgery, seemingly melding into you with little to no negative effects.

My Cursed Blessing (300cp): With the lengths that many sin warriors will go to accomplish their goals and achieve the strength they need to do so, they will often encounter magical artifacts or devices that may have some form of curse upon them, but for you, a curse is a blessing in disguise. When subject to a curse or similar effect, you can nudge at it, alter it, twist it into something useful, turning any curse placed onto you into another tool in your belt. This is a slow process, taking focus and repeated nudges and twists to turn the effects into something beneficial rather than negative in nature. This can even be turned towards non-curse afflictions, such as poison or disease, given enough practice and skill in this ability.

More importantly, though, this doesn't prevent the curse from affecting you, though it does ensure that you will maintain yourself regardless of form or power used against you. Petrified by a gorgon? Your mind will remain intact to allow you to affect the curse. Burned with eternal flames? You can push through the pain to twist it into a useful form. Afflicted with a poison? It will not impair your mind and will let you integrate it into your blood.

Tainted Wellspring (300cp): Corruption is something that sin warriors are intimately familiar with, their path often exposes them to its influence and power. You have become a font of corruption, your own corruption steadily and slowly growing in potency and strength within yourself, regardless of what kind it may be. This, however, is the least effect that this has.

You have a corruption that is distinctly your own, representing you on a fundamental level. This form of corruption reinforces your own existence as your levels of corruption grow, making it harder to influence you with powers designed to alter, warp, or erase you directly, physically, mentally, spiritually, or even conceptually. This will not become outright immunity, but will offer resistance that can border on immunity.

Finally, you can infuse corruption into nearly anything, be it a creature, an object, or a place, with the corruption within yourself. The more you infuse into it, the more the corruption influences it and the more you can alter it to reflect that corruption. If you use the corruption that represents yourself, you form a connection to whatever it is you are infusing, allowing you greater control over it.

Beast Within (300cp): Something has happened to you, whether having a powerful beast sealed into your body, your soul split in two, or a ritual done to imbue you with some kind of spirit, or maybe you are simply an artificial being from the start, regardless, the benefits of this perk are the same: a transformation into a powerful, monstrous form. You have the ability to enter into this state yourself, twisting your form into something monstrously powerful... and largely outside your control, at least at first. The specifics of this form and its abilities are up to you, however, it is geared towards combat and will improve your physical abilities as a part of it.

At first, your ability to enter this state will be limited, maybe it needs you to feel like you are in danger, be under extreme stress, or be overwhelmingly angry to begin with. Regardless, you will only be able to transform once these conditions are met. Given enough time, you may learn to initiate the transformation more readily, allowing you to activate it at will after enough training to do so.

The transformation doesn't simply warp your body, but your mind as well, leaving you in a near-mindless rage when it is initiated. Normally, this is completely uncontrolled, however, you have the capacity to bring yourself back under control with training in much the same way as you'd train to start the transformation. It will start with essentially being in the back seat, able to influence the actions of your raging body, but it will eventually progress to a point where you are in near complete control of this form when it is active.

As an added bonus, your practice may allow you to pull out lower levels of this transformation, imparting only a portion of the power and berserk fury the full transformation would, potentially giving you an edge during times when you don't want to or can't use the full transformation for whatever reason. At full mastery, you can tap into the full power of your transformed form without actually transforming. You may even be able to develop techniques using the power of your transformation.

You can take this perk at a discount if you wish to do so. However, if you do, the transformed state will have a will of its own, and accessing it will allow it to potentially influence you or take over for a time, bypassing any and all immunities you might have, but not resistances. You can fight off this influence and learn to control it, or even come to terms with it, turning it from a liability to an ally.

At the end of the jump, this can either be removed, allowed to remain, or the will can be separated off as a Fellow Sin Warrior (as described in the companion section) with a free instance of this perk.

Know Thy Enemy (300cp): While it is rare, some sin warriors specialize in a particular foe or are intelligent enough to study their potential foes in order to make themselves more effective against them, rather than relying on the power they gain. As you fight a particular type of foe, as you familiarize yourself with them, as you learn from them, you gain insights into how to counter and fight that sort of foe... and how to kill them. Their defenses are pierced through as if they were weaker than they really are, their attacks become less effective as you learn to counter them, their ability to detect you becomes unreliable, and their common methods of avoiding death are rendered less effective when you are involved.

Moreover, after a certain point, you are able to imbue your abilities with a Bane against these foes, making your attacks hurt them more, leave behind wounds that are resistant to healing, and hinder their abilities. They may even start to do spiritual damage on top of this, potentially making it so that foes you slay with a Bane are unable to come back via any means as their very spirit is rendered incapable of connecting to a living body or maintaining itself in the physical plane. You can even intensify this to outright destroy the soul with enough skill and familiarity with the foes in question.

You can also tailor this effect to the specific type of foe, be it an individual, an organization, a species, or similar. This effect takes longer to cultivate and grow the broader the category, but gives you a growing expertise in how to combat these foes effectively the more you understand them. And studying multiple at once is possible, so long as they are in some way related.

You can have multiple creatures studied and can apply multiple Banes at once, however, doing so requires additional focus and may be difficult to maintain without practice. Multiple banes that affect the same individual target stack in their effects.

If you also possess the Unnatural Heritage perk, then you already count as being familiar with your chosen heritage, as you have your own nature to study. This also gives you insights into how to use the abilities of that heritage.

Black Soul (300cp): One of the more potent characteristics a sin warrior can possess is a black soul, an incomplete soul, often described as having a hole within it, a bottomless pit where part of the soul should be. A Black Soul. This is, however, not a detriment, but a strength. And you have one such soul.

Firstly, any procedure or process you undergo that has even the remotest chance of beneficially enhancing you in some way will succeed, and with far fewer negatives, no matter how remote the possibility should be. They will simply not harm you or lead to death as the chance of success becomes a guarantee of success. At the very worst, they will simply fail to do anything. This would let you swallow an energy field bigger than your head and, if even the slightest possibility existed of you succeeding, survive and benefit from it.

Secondly, any deal or contract you make with a higher power cannot fully take hold of you. Parts of it will fall into the yawning pit within your soul. At first, you will have little control over what will end up within this pit, you may lose benefits you should be able to call upon readily or be free of a restriction, or a combination of them, possibly even only having part of a power that may itself be useful in its incomplete state. However, given time, you can learn to manipulate these contracts as they form to put only what you want into this void in your soul, allowing you to effectively negate the terms and conditions of the deal or contract while keeping the power for yourself. This also makes it difficult for them to simply end the contract, they would need to physically extract it from you.

Lastly, you have a heavy resistance to any effect that would attempt to target or damage your soul.

If you also possess the Warlock perk, you can instantly internalize the power gained with only what you want from it, rendering them permanently yours with no chance of the 'patron' being able to reclaim them.

Anathema (300cp): Sin warriors are rejected, often hated, and are often ignored by the gods themselves, save for those just as vile as the sin warriors are considered. And even then, some would reject them simply because they are already corrupted. So, you've developed a workaround to access such powers anyway.

There is a thread extending out from your soul, which can tie itself to an entity, a plane of existence beyond the material, or to a power source and connect it to you, allowing you to draw on its strength and power to a degree, though only in the most basic of forms, at least at first. This draws in a small trickle of power that pools within you and that you can access to manifest that power in its most direct and basic forms, with you being able to develop additional uses over time through practice and development of the power itself. This also exposes you to any corruptive elements of that power source, accumulating corruption from it should it have such an element.

This thread is not entirely unnoticeable. While subtle and easy to miss, even on a close inspection, an intelligent or guarded source could figure out that it is present and sever the connection, cutting off that trickle of power. A power that is both unguarded and unintelligent is one you can maintain an indefinite connection to.

You can undo this connection at any point and find another to connect to, if you wish, but you would lose the slow trickle from the previous source, only able to maintain the original for as long as you can make the energy reserves you've collected last.

Over time, with consistent use, you may develop additional threads, though this will cap out at five.

Fragmentation (300cp): At any time, you have the ability to bundle a number of perks, up to ten, and separate them from yourself. In doing so, you create a Splinter with these discarded perks and a fragment of your consciousness, forming a distinct personality based on your own and imparting any skills or inherent characteristics you wish to grant them. These Splinters behave like followers, though they cannot normally be made into true companions. Free perks may be included without taking up one of the ten perk slots.

You can add a perk you possess to any Splinter that has fewer than ten perks and/or impart new skills, non-perk abilities, or characteristics you wish to impart and currently possess. It should be noted that you lose access to what you impart into these Splinters, except for free perks, though their base physical abilities are always that of an average human with no need for further investment.

At any point, by touching a Splinter created through this perk, you can recombine with it, regaining all of the perks used to create them as well as any and all growth, skills, knowledge, power, and abilities they developed, along with their memories of how they developed them, though the emotional context behind such memories may be blunted. You can choose to preserve the mind of a Splinter absorbed in this way, allowing you to recreate them later, possibly with different perks and/or abilities.

There is little chance of your own attempting to go against you or being against reabsorption, as they largely see themselves as an extension of yourself. However, creating too many causes this protection to start wearing thin; you can create up to ten Splinters safely before this guarantee starts to fail and they can develop true independence.

You can fully separate a Splinter from yourself, permanently losing the power and perks used to create them, however, these fully realized spawn are able to be imported as companions if they agree to continue traveling with you on your journey.

A Splinter that is slain will return the perks that made them over the course of a week, after which you can then recreate them. Items in the possession of the spawn are, unfortunately, not recovered as a part of this.

Weight of Corruption (300cp): Corruption is a dangerously fragile source of power, with countless methods of being able to purge that corruption from those with it. You are either so saturated with corruption or have corruption so dense and potent that it cannot be purged unless you allow it to be. Moreover, this corruption has added metaphysical weight to your abilities, techniques, and powers beyond their normal nature. In most cases, this simply makes them a bit better than they previously were.

When clashing against another force, however, this quality comes to the fore. Your abilities become much better when going against an opposing force, seeming to simply become greater against a force that would counter it, resisting the effect or power attempting to counter it. No ability is absolute where you are concerned, no defense is guaranteed to counter you, no attack is guaranteed to hit you, and no spell is guaranteed to affect you if you don't want it to. This only gives you a chance, but that's a chance even against gods and beings on their level, despite the powers they may possess. This scales with your level of corruption.

Severed From Fate (300cp): Corruption has seen the ties of fate upon you eroding away, fraying them until they have snapped, leaving you free from its influence, and obscuring you from it. Attempts to divine, predict, or plan around you just don't seem to work right, throwing up false, corrupted readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. Given time and practice, you may even be able to direct how these false and corrupted readings are relayed back to people and possibly even gain some information about them in turn. Your allies also benefit, loosely, from this protection from prediction so long as they are working with or for you, their actions being considered an extension of your own in such a case. You are also untethered by fate's influence, rendering you immune to effects that would manipulate fate or luck save for your own. *See Notes.*

Not Done Yet (300cp): Determination and will are the main hallmarks of the sin warriors, and for some of them, this is enough to let them keep on fighting even after death. You have the ability to rise from death as a revenant, a form of undead, so long as you have a significant goal that was unfinished when you died (this cannot be surviving the jump). In this undead state, you do not need to eat, drink, sleep, or breathe, do not age, and are significantly more durable as you no longer have biological functions to disrupt, though you can still be destroyed and die a true death while in this state. However, you are on a timer, you must complete the goal you set before you before the end of the jump or a year has passed, whichever comes first, or your body will fail, and you will die in truth, which also means your chain will end. If you successfully complete the goal, you will be restored to life, and this perk will be expended. After a year has passed from the time you were restored to life, or at the start of a new jump, this perk will be reset, and you can benefit from it once more.

You cannot use a Sin Token to gain this perk.

Items

You gain two additional Sin Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small but comfortable home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with a noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Old Reliable (100cp): You have a small weapon, such as a bow, a knife, or a club, that you always have access to and can call to your hand at will. This weapon will never break, jam, or otherwise become unusable. This weapon will maintain any and all upgrades made to it. You can import a weapon to gain these properties.

Outcast's Attire (100cp): A makeshift outfit made from patched-together clothing that is common amongst sin warriors cast out of their homes, it can appear like virtually anything but is naturally self-cleaning and self-repairing, insulates the wearer from diseases and toxins, holds a mild protection from the elements, and makes the wearer harder to notice or detect, even via supernatural means.

Pick Your Poison (100cp): An array of poisons, venoms, acids, and other harmful substances that have a range of delivery methods, forms, and severity. They are stored in an easily overlooked lockbox and come with a pouch that you can carry on your person and no one would take note of unless you were to draw direct, deliberate attention to it. The pouch can store a small selection of poisons within it, which you can apply to a weapon or conjure to your hand with a simple act of will. You can add other poisons or chemicals to this selection by adding them to the lockbox that stores most of the poisons. The lockbox restocks weekly.

Corrupted Foci (100cp): This grants a small collection of tokens that act as a nearly perfect focus for your abilities in all of their forms, often appearing as little more than junk to most. Strips of dirty cloth, cloudy pieces of river glass, or similar such tokens.

Additionally, there is another aspect: the individual pieces can be merged into other objects in order to make them more receptive to your abilities and powers, applying the effects of the foci to the object in question, including any enchantments or enhancements made to the foci itself.

Any foci can easily be removed and placed into another object, along with any enchantments on the foci.

Corruption Extractors (100cp): Looking almost like a medical device meant to draw blood, this is actually meant to draw out the corruption within something, be it a person, an object, or a place, and store it within an ampule that is shielded against the effects of the corruption within. This corruption can be stored indefinitely, purified, or injected into something to apply the corruption to it.

This comes with several replacement ampules of various sizes, as well as a few storage tanks the corruption can be stored in if the ampules are needed. The ampules do not allow any corruption to stick to them, and if emptied, will empty all of the corruption, with no traces lingering. They are also self-cleaning.

Cursed Artifact (100cp/200cp/300cp): There is an abundance of cursed artifacts out there, many of which are picked up and utilized by sin warriors that can suffer through the side effects of wielding them. This tool is one such example. Be it a weapon, a piece of armor, or something as mundane as a lantern, this armament has several supernatural qualities tied to a corrupt source of power or a curse within itself. Even the weakest of these artifacts is significantly stronger than the average weapon. Regardless of what tier you purchase, this artifact carries a curse, one that, fortunately, will not affect you or those you allow to use it.

For 100cp, this item is fairly basic, often a naturally occurring curse or grudge tied into a simple tool rather than a deliberately made artifact, though it could just as easily be something deliberately made as weak examples of the craft or by amateur sin warrior artisans. Examples of this may include an athame that can become a sword when exposed to blood and feeds on its wielder's blood, a ring that constantly whispers little tidbits of information about the goings on around you, or a pelt that enhances all of your senses at the cost of making you more animalistic.

For 200cp, this item is stronger and more notable, usually deliberately made with specialized materials and techniques, the byproduct of large-scale suffering, or something wielded by an especially corrupt being such as a demon. To use the same examples as above, the athame would also use the blood as a substitute for magical energies in spells or to heal the wielder, but may induce bloodlust, the ring could possibly feed bits of lore beyond what it previously could that may prove helpful, but could also be corrupted and mindbending in their own right, while the pelt might actually partially fuse into the wearer's body, enhancing their entire physical body, but possibly leaving them looking monstrous, like a werewolf.

For 300cp, the artifact is truly the pinnacle of what this item offers: the personal creation of a demonic overlord, the result of countless grudges coming together to form a physical artifact, or the corpse of a sin warrior forged into something new. At this level, the artifact is capable of constant growth, refinement, and change, either through its own methods or linked to the strength and ability of its wielder. Maybe it feeds on blood and evolves as it does, or it can 'learn' new abilities as it is used, or it can draw in and contain spirits that add their power to its own.

This may be purchased multiple times.

Sacrificial Lambs (200cp): Not literally. These are simply a small number of artificial, faux-living creatures that can be used in sacrificial magics to fuel rituals or similar. They can resemble nearly any animal and are just as potent as a common animal. They are effectively a substitute for anything that requires death. While they will resemble an animal, they are obviously not that animal, nor do they possess proper souls, though they act as they do for sacrificial purposes. They have no chance of developing a proper consciousness.

Sinful Spirit (200cp): You have been haunted by a ghost, infernal entity, or minor avatar of corruption, but one that has decided they want to be helpful rather than a nuisance. This spiritual entity has knowledge of many techniques and abilities used by sin warriors and is quite knowledgeable about curses, demons, and corruption in general, enough so that he can feed you information about such entities and scenarios you encounter and how to circumvent or utilize them for yourself. They can also help you advance your skills as a sin warrior, acting as a mentor.

However, that isn't everything they have to offer. This spirit is capable of embodying a source of corruption, taking on a physical form to match that corruption. As a sin warrior, you likely have corruption within you that this spirit can use for this purpose. While this does not use up the corruption, the duration and power of their physical form is dependent on the amount and strength of the corruption, respectively.

In future jumps, they will gain additional information about the local power systems and may provide much the same benefit for them as well.

Haunted Land (200cp): Less of an item and more of a form of protection for your properties. Any property you own is protected from any attempt to sery them or their contents and is haunted by a small cadre of spirits. These haunting spirits are capable of alerting you to things happening within your property, tearing away at supernatural effects within, and can act as helpful poltergeists, though they are rather simplistic.

A small number follow you specifically and can help more directly, such as fastening straps on armor, maintaining equipment, waking you under specific conditions, and effectively acting as a third hand for you to use. With time and nurturing of these personal spirits, you may even be able to give them the ability to follow more complex orders, though this only applies to the ones that personally follow you.

Such properties will also be far more receptive to any protections you seek to place on them and will maintain any and all upgrades put on them. If a property you own was not purchased as a part of a jump, you may incorporate it into this item to have it follow you throughout your chain as either a warehouse extension or imported into future jumps as if it had always been there.

Arena of Shadows (200cp): This is an absolutely massive arena, a perfect battleground for any warrior attempting to prove their mettle in combat. The arena itself is heavily customizable, with the interior able to be adjusted and shifted in terms of terrain and composition, and is the perfect place to use and refine your skills and instincts in live combat. Death inside the arena doesn't actually take, anyone slain within is instead shunted from the arena into a safe area near the spectator seating, as healthy as when they entered.

A special property of the arena allows for one additional option, any intelligent creature that enters the arena can have its 'other side' split off and fight them, with all the same powers and abilities, but a distinct personality of its own. For heroes and kindly people, this is their dark side, their darker thoughts and impulses that they reject, often being more willing to fight and kill, but just as likely to use similar methods for their own amusement. For villains, this may result in their light side emerging, a reflection of who they could have become had they not been lead down their darker path, often with more will and drive to fight.

Fighting this shade of their other side, or even just pacifying it, gives the fighter additional insights into their own fighting style and abilities, their capabilities and limitations, where they can improve and how, as well as potentially pointing them towards affinities or talents they did not know they had to begin with. Being defeated by the shade has no effect beyond what normally happens in the arena, but defeating the shade can bring out or unlock some of the latent potential within the victor.

The arena has spectator seating areas that are heavily protected, enough so that even galactic threats couldn't damage them. However, spectators are rendered as little more than spectral entities while within, only being able to observe and cheer, with no ability to interfere or be harmed in any way, even by other spectators.

By default, this is a warehouse attachment, however, you can import it into the current jump if you so wish at any time. Once you do so, the arena is placed there and cannot be returned to the warehouse until the jump ends.

Corrupted Grail (200cp): Whether this was originally the holy grail or merely a magical cup modeled after it is unknown and largely irrelevant, it is a potent tool regardless of its origin. The grail is capable of converting almost any form of supernatural energy or corruption into a physical medium, similar in appearance and texture to mud or loose clay, which can act as a useful material in various crafts, used in spellcraft, or simply stored within the grail. The grail can store any amount of converted energy within a pocket dimension it is linked to, keeping them separated and mixing them as the holder desires. The energy or corruption does not need to be under your control, simply being in its presence is enough for the grail to start converting it if you wish it to.

The Black Cauldron (200cp/300cp): This is a man-sized, iron cauldron with intricately carved patterns on its sides that look like they may be more than simple decoration, and they, in fact, do. Along these patterns are ten small stones that can be removed, each able to store something, be it a creature, an energy, or an object, as an essence, and can then be fitted back into the cauldron.

Once sealed, any essences in the stones are released into the cauldron where they violently mix, clashing as if in battle. Eventually, this clashing will 'kill' all but one of the essences, which will be refined and take on the strength and power of the other essences, adapted to suit its own needs and capabilities. This, obviously, destroys the other items and creatures used in the cauldron. The essence can then be extracted and returned to a physical state or kept stored in one of the stones once more.

For 200cp, any particular creature, energy, or object can only enter the cauldron once. For an additional 100cp, however, this becomes repeatable, and anything can enter the cauldron multiple times to potentially benefit.

The cauldron is capable of changing in size and can be used for other purposes, such as alchemy or cooking, and it is self-cleaning.

Demon Blood (300cp): While not necessarily from an actual demon, this is ten vials of blood from a dark creature, be it a vampire, a demon, a rakshasa, or any number of other corrupted creatures. This blood, if ingested or injected, will completely heal the creature of all wounds and ailments they may suffer from, save for lost limbs or organs, and imbue them with temporary strength from the creature the blood came from.

However, it will also inflict corruption on them that will make them suffer from some of the compulsions, desires, and weaknesses of the creature as well. This corruption will naturally dissipate over time, taking roughly a month to purge from their system, during which they will suffer these effects, with a steady decline in how strongly they are felt. The strength will similarly last for this time as well, though it will fade slightly faster than the downsides.

Should they take a second dose before the first dose has run its course, the corruption will become permanent, as will the negative effects, though those can be tempered with training, granting the Unnatural Heritage perk for the creature the blood came from. An individual that gains five instances of the Unnatural Heritage perk from this item is transformed into that creature.

These vials restock monthly. You can choose what creatures the vials come from each month.

The Devil's Forge (300cp): No, not an actual forge, not in the traditional sense, at least. While this workshop is surprisingly advanced and can be utilized for most mundane and supernatural crafts all its own, it was designed and used to create one specific thing: artificial demons. Though demon, in this context, is a bit of a misnomer, it is closer to say they are artificial supernatural creatures.

There is a large manual on how the workshop can be used to convert corpses and materials into various artificial demons, ranging from pixie-like entities capable of wielding healing magic to hulking brutes that are wreathed in infernal flames and everywhere in between, though the manual only includes the basics, anything further may require you to experiment with the tools and materials available to you. They may also be useful for other forms of craft if you are willing to experiment beyond the normal bounds of the workshop's purview.

Artificial demons created within this workshop can either be stored as stone statues until they are awakened, put to work as assistants if they are intelligent enough, or brought with you into the field by binding them to your soul, though you can only have one such demon manifested at any given time unless you have a means of summoning demons through another method.

The workshop itself will supply basic materials, including corpses of various animals and humans (guaranteed to be ethically sourced, if you'd prefer), for you to work with.

Fragment of Hell (300cp): This is a pocket dimension that contains a large chunk of a hellscape, be it the frigid wasteland of Helheim or the burning depths of the Baator. This pocket dimension is designed for one purpose and one purpose alone: to put someone through hell.

You may select an element, aspect, and/or theme for this hellscape, shaping its nature and challenges to reflect what you have chosen. Besides being a hellish training ground for anyone who enters, accelerating the effects of training many times over what it would normally be, the Fragment of Hell is also a source of potential power.

There is a series of special challenges within the hellscape that can also allow you to access a special power that is representative of the chosen elements, aspects, and themes that form the hellscape. These powers are slowly unlocked with each challenge you accomplish and will grow in power as the hellscape does.

Additionally, you can infuse power or corruption into the hellscape to expand it and strengthen it, expanding on its potential effects and challenges as you do so. If you can collect souls, they can be infused into the Hellscape as well, offering a significant boost.

This may be purchased multiple times, giving access to a new hellscape with a new Element each time. Every purchase after the first is discounted.

Horseman's Mount (300cp): You have been gifted the ability to conjure a Mount, an extension of yourself and a representation of this bond to one of the four Horsemen of the Apocalypse. By default, this takes the form of a horse similar to those of the Horsemen, however, you can choose how it manifests on taking this mount. Even vehicles, such as motorcycles, could be chosen for its form.

The mount shares in your powers and abilities, is guaranteed to always be faster than you by a significant margin, is virtually tireless when it comes to physical stamina, and can be conjured to your will. As an extension of yourself, it acts to your will, though you can render its connection down to your subconscious if you would prefer it to act more autonomously. You can import or merge other mounts or personal vehicles you acquire into this role, if you wish, applying the benefits of each to this summoned mount.

Additionally, the mount possesses an additional ability based on which of the Four Horsemen it is aligned with:

- *The White:* This mount is capable of breaking seals, wards, and other mystical protections, weakening the bonds placed on something. Moreover, it offers freedom of movement, making mundane bonds hold far less tightly and can break them down quickly. With practice, this may allow for the creation of seals rather than simply the destruction of them.
- *The Red:* This mount is capable of projecting a widespread aura that exerts a mental pressure, heightening tensions and amplifying stress responses. The farther this stretches, the weaker its effects. It can also carry the effects of the rider's corruption, not spreading the corruption itself, but inducing its effects. With practice, this may allow the dampening instead of amplification.
- *The Black:* This mount is capable of something simple: delaying. It is able to slow down the progress of nearly anything, or even hold them in a state of suspension until it releases the effects. Additionally, this gives the rider a perfect sense of timing. With practice, this may be able to instead accelerate the progress rather than simply slowing it down.
- *The Pale:* This mount is capable of travel between universes, allowing for localized multiversal and cosmological travel, either directly through a subtle transition or through opening a portal that it can simply step through. It can also open the way for others to follow it. Additionally, the mount extends environmental protection to its rider, protecting them from the planes they travel to.

These abilities are accessible while the mount isn't summoned, though they are weaker as a result, the mount acts as an amplifier for the powers they offer to their rider.

While counted as an extension of yourself, it is also a separate creature, and you can use any ability that would target another creature on this mount as if it were not a part of yourself.

You cannot use a Sin Token to gain this item.

Fruit of Sin (300cp): A large tree of what looks like a cross between stone, glass, bone, wood, and horn growing from a foul muck and laden with fruit that look like some combination of apple and pomegranate. Someone who eats one of the fruits develops abilities similar to those described in this document. If you choose to, you can cause the tree to sink into the muck it grows from and spread its effects to the entire world, spreading the abilities of the sin warrior to the various denizens of the world. If you do, you'll get a new one at the start of your next jump.

You cannot use a Sin Token to gain this item.

Companions

You may spend your Sin Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Sin Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Sin Warrior (50cp): This option allows you to create a new companion with 800cp and 5 Sin Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you and at least not be hateful toward your other companions.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Offputting (+0cp, Mandatory): Sin Warriors, as a whole, have a nature that just feels off, some can hide it, some can work through it, but this makes any attempt to interact with others... difficult. You will always feel off to the people around you, and this will affect all social encounters you have.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Nature's Ire (+50cp): The effects of Offputting now apply to animals as well, you tickle their fight-or-flight response. This does not, outright, make them hostile or fearful, but it will make them significantly more wary of you and harder to interact with. With a second instance, you outright trigger their fight-or-flight response, making it so only the most well-trained of animals, or those bonded to you through fiat backing, can ignore it. This may result in them simply fleeing or attacking you, depending on their nature.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence, and a final purchase makes it nearly daily.

Protect the Child (+100cp): A child is in your care for the duration of this jump, with an age of 1d8+2. You cannot leave them in someone else's care for longer than a few days or weeks (depending on the circumstances) before they find their way back to you. You will need to care for them to the best of your ability for the duration of the jump.

You can increase the number of children you must care for, going from one to three to five to ten, with each additional purchase after adding five more. This caps out at 25 children, for a grand total of seven instances. You may import these children as Fellow Sin Warriors, if you do, they gain two instances of the Delayed Gratification drawback and will need to be taught how to use their abilities by you.

Should any of the children permanently die before reaching the age of majority (18 in most cases), you will need to spend an additional ten years in this jump. Should they die by your hand, your chain will immediately end.

After the jump ends, you can take any number of these children with you as companions, if they are willing.

Unstable (+100cp): Your control over yourself and your abilities is, to put it lightly, unstable. You will have trouble regulating your emotions and abilities. You can relearn how to control yourself and your abilities over time, but it will be a struggle for you, regardless.

Painful Purge (+100cp): Corruption can be purged from a being, even a sin warrior, and normally this is a good thing. You, however, are harmed when corruption is purged from your body, possibly to the point of crippling or death if you are purged of too much at once. With an additional instance of this drawback, any power opposed to your corruption (by default this is holy power) will purge some of your corruption, amplifying the damage they deal to you or adding damage to those powers if they would otherwise be harmless.

Shortsighted (+100cp): You don't really think things through, do you? You are rather shortsighted in your goals, focused more on the immediate concerns rather than the long-term concerns that may result from your actions. This can cause you no end of problems, turning a simple seeming solution into a future problem that may well blindside you. This grows worse if you have the Interesting Times drawback, this perk granting an additional +50cp for each instance of that drawback.

Traumatic Backstory (+200cp, Requires A Place in the World): You suffer from the consequences of trauma, whether that takes the form of PTSD, depression, an addiction, severe insomnia, or a form of phobia is up to you, and this is not an exhaustive list, you can choose nearly any form of mental condition. This drawback can be purchased multiple times, each time applying a new consequence to the trauma.

Unnatural Appetites (+200cp): Put simply, you are a cannibal. You have an inherent craving for human flesh and blood, something that will constantly nag at you. While it is possible to control this craving and keep yourself from indulging, it will be something you will constantly have to deal with during your time in the jump. With a second instance, you will find that echoes of those you consume will linger to haunt you.

Corruptible (+200cp): Normally, sin warriors are immune to the negative effects of corruption, however, some pursue the path of the sin warrior without being aligned with them. You do not benefit from the Corrupted perk for the duration of this jump. You are entirely subject to the effects of corruption for your entire time here, all other forms of corruption immunity are removed for the duration of the jump.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second instance of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second instance only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump, and you are reduced to just your body mod. A second instance leaves you without your body mod as well. The second instance only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Sin Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Corrupted, Hobbyist, Career Path, Craftsman, Combat Skills, A Place in the World, and whatever freebies you gain from your Sin Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional instance, you only gain the benefits of Corrupted, Hobbyist, Career Path, Craftsman, Combat Skills, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Sin Warrior (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Sin Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional instances can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Betrayal (+300cp): You do not have allies, just those that see you as useful. Any allies you align yourself with will see you as a useful tool until you become a liability. So long as you remain more useful than you are a potential liability, they will keep you around and act the good ally, but once that threshold is crossed, they will turn on you. With an additional instance, this becomes an inevitable betrayal, no matter how useful you make yourself, they will eventually and inevitably turn on you.

Your companions, and the children from Protect the Child, are unaffected by this drawback. With an additional instance of this drawback, you forgo this protection. If you do, children that have turned on you are no longer under the protection of the drawback, and slaying them will no longer end your chain.

You will forget you took this drawback.

Lucky to Be Alive (+300cp): You suffer from a chronic illness, something you have had since birth and that cannot be turned aside by your abilities as a sin warrior. This will heavily impact you and your abilities, weakening you considerably and slowing your growth, as well as making your corruption into a liability as the sickness will worsen with your corruption. Effectively, any ability that would normally grow with your corruption does not.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of, and it is easy for your enemies to find out the specifics. An additional instance gives them a complete dossier of your abilities.

Warring States (+400cp): There is a constant tension between all the nations of the world, wars will break easily and spread, with only brief periods of peace in small pockets to be found. You are likely to be sought out as a potential soldier to be drafted in these conflicts, and it is unlikely that they will take no for an answer.

Demon Lord (+400cp): There has been a breach in hell, and a great demon has come forth to try and take over the world. They spread corruption and desecrate all they touch, spreading their influence far and wide. Holy knights and sin warriors, like yourself, are the only ones that can safely face this foe... and if the Demon Lord isn't slain by the time your jump ends, you will remain until they are slain and your jump will be extended an additional ten years.

The Apocalypse Comes (+600cp/+800cp): During your time here, the world will suffer through an apocalyptic scenario, one that you will need to survive through to the very end. This is guaranteed to start within the first half of your time in the jump, though it may come earlier or later depending on your actions and the actions of others towards stopping its progress. The nature of this apocalypse is up to your benefactor.

For an additional +200cp, you come into the world just before the apocalypse starts, with no way to delay it, putting your entire time in this jump under the effects of the apocalypse. You must survive an active apocalypse for your entire time here to make it to the other side.

Inverted Morality (+1000cp): For the duration of this jump, your moral center is the opposite of what it was prior to starting this jump. You will essentially be replaced by someone with ideals that directly clash with your own, but gain their memories and experiences at the end of the jump, with all of the effects of those memories intact.

Choices

Now, at the end of the jump, you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of [My Generic Jumps](#), you can import items from past jumps into similar items you purchase here.

As with all of [My Generic Jumps](#), if you have questions about specifics, just use what is narratively appropriate for your story. This is a generic jump, and it is meant to be flexible and open-ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On Corruption: It should be noted that Corruption isn't exclusively an evil thing, angelic corruption is a thing just as much as infernal corruption. It manifests differently, but it is still a form of corruption.

On Unnatural Heritage: This has a lot of potential for variation and abuse. This is intentional, just remember that it will match up to similarly costed perks. You can choose the same heritage multiple times to enhance the gifts given.

On Severed From Fate: This is basically Blank II from the [Essential Body Mod](#), reflavored and rewritten to be a little more in line with the jump themes. I'm leaving this here because it may be a little unclear otherwise.