FIRE PUNCH

WARNING: THIS DOCUMENT CONTAINS SPOILERS.
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1.1 - Judah Edition

INTRODUCTION

I'm living for givin' the devil his due
And I'm burnin', I'm burnin', I'm burnin' for you
I'm burnin', I'm burnin', I'm burnin' for you…
-Blue Öyster Cult, Burnin' For You

Once, there was a planet called Earth. One just like yours. A beautiful place. Populated by people. The world was warm and beautiful. The grass was green. Fish swam in the rivers and rabbits ran through forests and fields. The water was cool, and it was pleasant to bathe in. Food was plentiful. The people of the world prospered. Culture, technology, and education thrived. And the world had wonders of its own. There were those with special abilities, which seemed to be gifts from God. Those who could use them to achieve miraculous things. They were called the Blessed.

However, the world today is not that world. Nor is it the one you know. It is the far future - the twenty-first and twenty-second centuries have come and gone. There was a Blessed called the Ice Witch. She used her powers to destroy, bringing about a new ice age and enveloping the world in snow. The Earth of today is a frigid wasteland. Its population has been reduced to almost nothing. The cold, hunger, and despair plaguing the world drive those who remain to plumb the deepest depths of cruel, depraved acts. The few places of order that do remain are cruel, uneducated, and rife with oppression. Suffering is omnipresent and humanity is on its last legs. It seems poised to go extinct in twenty years.

A Blessed pair of siblings, Agni and Luna, live in a tiny settlement. They use their Blessings of Regeneration to sever limbs for sustenance. It is a bleak but happy existence. Unfortunately, the lives of everyone in the village come to an agonizing end when a small army led by a Blessed of Fire sets foot into their village. Except for one. After living through eight years of hellish, burning suffering, Agni emerges, perpetually ablaze with flames that can never be extinguished until the death of what they consume. He'll set off on a quest to find and kill Doma, the man who burnt his sister and village to ashes all those years ago. And so starts what very much might be the last story of Humanity - one of vengeance, ice, and filmography.

You appear a day before Agni begins his mission of revenge and happens upon a convoy of trucks carrying slaves.

There's something valuable buried in the snow.
+1000cp

LOCATION

A long, long time ago in a galaxy far, far away…
- Star Wars

The world's landscape is all the same now. After the Ice Witch decided to reenact *Frozen* and *The Lion, the Witch, and the Wardrobe,* there is snow, snow, and only snow. Today, humanity has fallen back into lawlessness. There are various remote settlements scattered across the land, but otherwise, it's an endless plain of great white nothing.

Roll 1d8 for Location, or pay 100cp to choose.

1. **Scorched Village -**
   Little more than charred ruins now, this is where the boy Agni and his sister used to live until that fateful day when Doma came. It got on alright before - though it was only populated by old people, Agni, and Luna, everyone was somewhat well-fed, unless they refused to partake in the flesh. Now there is nothing here but charred buildings and corpses, frozen over by the relentless cold. However, the burning man still wanders the land, though he will shortly leave to look for retribution.

2. **Behemdorg -**
   The last city, the last nation. The last place to have some semblance of law, order, and civilization before the ice. The city-state of Behemdorg is home to tens of thousands and bears much of the technology and military might of the old world, such as trains, apartment buildings, industrial complexes, and even some cybernetics. However, the city is a cruel one that runs on suffering. Patrols of soldiers regularly enslave people - anyone not a Behemdorger is not considered *human*. Many women are treated as nothing but breeding stock and most Blessed are exploited to run the city. In Behemdorg, you are either a *user* or one of the poor, unfortunate souls who make up the *used.*

3. **Plagued Village -**
   Due to the scarcity of food, the cold, and the sorry state of the world, the fortunes of most villages are poor. The fate of the inhabitants of this one is one of the worst, though. Everybody in this village fell ill to a plague, save an eight-year-old boy named Sun. The villagers have released Sun from their care. They've sent him away so he can hopefully live where they couldn't. The remaining villagers are dying, slowly succumbing to the sickness. It will not be long now.

4. **Base Camp -**
   Home to two men ostracized for their sexuality, Dats and Niodera, and their master, Togata, a 300-year-old Regenerative Blessed who protects them from outside foes in exchange for their services. Togata is a massive movie buff and one of the few people who still remember the world before the ice. In days past, Togata had a massive stash of movies stored here. This lasted until

an attack from Behemdorg destroyed the entire archive. Now, Togata is listless, depressed, and apathetic.

5. **Abandoned Village -**
   Nobody lives here. Not right now, at least. This village is within driving distance of Behemdorg, so maybe some soldiers came here and took everybody away. Or maybe not. What matters is that in the near future, provided nothing changes, there will be a mass liberation of slaves from Behemdorg. After escaping their captors, they will settle here, worshipping a man who is seemingly a god of fire.

6. **The Orphanage -**
   Doma was once a soldier of Behemdorg. That all changed one day. He discovered a secret, that not all was the way it was said to be. He educated himself. Disillusioned and riddled with guilt from his actions, Doma quit. Nowadays, he runs an orphanage. He made schools, taught classes, and now takes care of seventeen children. Most of his time is spent hunting, fishing, teaching, or caring for his large amount of wards. Though still wracked with regret, he's trying to do better now. Soon, however, he'll be called back to Behemdorg.

7. **Salt Plant -**
   An old salt mine near a lake. It is abandoned as of now, but will soon come to be inhabited by a group of Doma's former students. The place itself is a large building with access to the sea and a large forest nearby. It's got multiple floors, a lot of machinery, and a whole bunch of clothes. It'd be a very nice place to stay. You can also process salt here, I guess, but there won't be much use for it other than salting the nearby ground and maybe seasoning your food.

8. **Free Choice -**
   Lucky you. You may start anywhere in this list, or anywhere in this world. Not there are any landmarks anymore. It's all the same now. Nonetheless, this is a boon not many get. Choose wisely.

ORIGINS

If you wake up in a different place, at a different time, could you wake up as a different person?
-The Narrator, Fight Club

Who are you? Everybody has a past. But you have a unique opportunity here. You can leave it behind. Be who you want to be. Embrace your narrative role. Are you the hero of this tale, someone to look up to? The villain, who tortures the hero and gives the audience catharsis upon your demise? Maybe you'd like to take a more behind-the-scenes role, and record history and culture for all to see. Or you just might be a wanderer from beyond. Any origin may be taken as a drop-in.

By default, roll 16 + 1d8 for age. You may choose whichever gender you like.

Hero

You are an interesting person. You aren't necessarily good of heart like the heroes of later media, though you may very well be. You're the hero in the sense of being the *protagonist,* strong, powerful, and larger than life. If life was a movie, you'd be grade-a main character material. There's likely something that drives you to move forward in this world. A goal that you have to fulfill. Let's hope some good comes of it.

Villain

You are also an interesting person, but you're more of an antagonist - at least from the perspective of a filmmaker. You're not necessarily evil, but regardless of how you are as a person, you have risen to a position of power. Perhaps you are a soldier of Behemdorg. What matters is that you're doing much better than the average person in this world, but you had to claw your way up there, earning it through means better left unsaid.

Director

You aren't involved in the film metaphor at all. Rather, you're the one who'd probably be the aforementioned filmmaker. It is likely that you know more than the average, uneducated person and possess a lot of skills that they wouldn't have. If you're lucky, you might even have some knowledge of the old world before everything got cold.

Survivor

Everyone here is a survivor. Nobody makes it in this world without learning how. You aren't the protagonist, antagonist, or anyone big and important. You're just a normal person. Well, as normal as normal can be in the post-apocalypse. While you may lack the sheer abilities someone more important to an imaginary narrative would have, you make up for it with luck, cunning, and pluck.

PERKS

"I don't know who you are. I don't know what you want. If you are looking for ransom I can tell you I don't have money, but what I do have are a very particular set of skills.
- Brian Mills, Taken

Of course, you won't be sent into the cold without something to show for it. You have 1000cp, which may be spent in this section to grant yourself boons and skills. Perks under an origin are discounted by 50% to the corresponding origin.

Undiscounted

Babel (free): It's not clear what the common language is, but it sure isn't English. It's probably Japanese. So, guess what? You speak Japanese now! Isn't that great? You can watch all the subbed anime you want now, if you get your hands on some! That's assuming you didn't already speak Japanese.

Shueisha Style (50cp): A fan of Fujimoto? Then this perk is for you. When you wish, you can choose to see the world as it was drawn by the hand of Tatsuki Fujimoto, in his style. If you *really* wish, you can instead choose another mangaka. This perk may be taken multiple times for different styles.

Not Bad at All (50cp): You, my dear, are *smokin'!* To put it simply, you look damn good. You're a total 10/10. There aren't many options in a place like this, but you're certainly one of the best. You're supple and fit and you've got the looks of a movie star or a supermodel. A lot of heads will turn your way and you'll have no problem with drawing attention to yourself.

Kino (50cp): *Ugh.* You know that one panel where Agni smiles? The ugly smile? The *Kino* smile? Well, you can make that face now with startling similarity to the original look. Your face can now become a relatively obscure meme. I hope you enjoy it, you brown eye.

Hacksaw Ridge (100cp): Life can be so fragile. Good thing there's knowledge of how to fix it. You may not be a doctor, but you've seen more than your fair share of injuries and learned how to patch them up. A skilled medic is almost universally welcome in these parts. Now, do some good in the world by putting those skills to good use.

The Revenant (100cp): The land is harsh and unforgiving. If someone is stranded out in the wastes, odds are that they won't be coming back. It'd be wise to know how to stay alive out there, something you have taken heed of. You are an expert in wilderness survival, especially in cold places. You are proficient in matters such as hunting and gathering, shelter-building, fire-making, and more. Even when gruesomely injured and left for dead, you'd survive just fine.

Metabolism (200cp): This is ridiculous. Your metabolism - well, it's special. The rate at which you burn calories is obscenely fast and generates a ridiculous amount of heat. Your body temperature skyrockets. Meaning that you are almost always warm - snow and cold have far less effect on you, to the point where you could be none the worse for wear when walking around naked. You'll also never have to worry about getting fat again. This perk may be toggled, in case you want to burn calories slower.

Hero

Just a Stupid Kid (100cp): As a consequence of living in such desolate conditions, a lot of people around here are carrying baggage. However, your presence can help alleviate all that pain. You've got an air about you; a certain *je ne sais quoi* that encourages others to open up around you and talk about their issues. You're a good listener, too - the people you talk to find venting to you to be somewhat cathartic. It depends on the person, of course, and don't expect people to spill their life stories upon meeting you, but a little can go a long way.

Governor of California (200cp): There's one thing almost every action hero has in common. Muscle. Hercules, Superman, they've all got it. And befitting of that, you've made some GAINS. You are tall, fast, strong, and a living example of peak physical condition. If you came a few centuries earlier, you could've been an olympian or a bodybuilder. You'd beat almost anyone in a contest of strength or speed, provided they aren't a Blessed. You look like the movie stars of the late twentieth century, which, again, would make you a prime candidate to star in a film if someone were to make one now.

LIVE (400cp): Even more important than muscles is the will to gain them. Willpower is everything - you can't live without something to fuel you, driving you forward. To survive, to resist death, no matter what hell the world puts you through. The constant pain, the loss, the violence, the horror, while they'll have their impact on you, they'll never stop you from keeping on going. You may come face to face with the most horrific torture and trauma conceivable. Something that'd break the minds of any other person. But you - not only would you survive, but you'd come out of it still sane. And this can spread. You may grant the effects of this perk to others by uttering its name, though it will only work on one person per jump, and only if you were to perish. One way or another, you will LIVE.

The Fiery God (600cp): What differentiates a heroic figure from a god? What differentiates the worst of the worst from the devil? It's a fine line, and at some point, that line begins to blur. Your deeds are your monuments and said monuments can be seen from great distances. Whether you do good or evil, word of your actions spreads like wildfire. People claiming to be your disciples will flock to you from far and wide, and among them, there will be the mighty and powerful, such as the Blessed. Those you help will begin to revere you as a god, somebody to deify and whose word shall be heeded like gospel. Conversely, as your legend spreads, your enemies become terrified by your mere presence, immediately surrendering, fleeing, or acquiescing to your demands. For what can humans do against a God? Your new worshippers are fanatically loyal, and some quality of yours ensures that they work together to the best of their capability, while any potential conflict is mitigated. You will live up to the hopes of your followers, too, as the faith of each and every person causes a slow, unnoticeable boost in power. One person's belief barely amounts to anything, and it'd take tens of thousands of worshippers just to notice the minuscule bump in power. But if you did something truly monumental, gaining the faith of all? Maybe godhood isn't so far off after all…

Villain

Die Hard (100): Violence is an age-old way of solving problems. Unfortunately, the willingness to use it to have power over others has only increased since the planet became enveloped with cold. You have been trained for this. You possess all the skills of a modern soldier of the rank and file, which are remarkably similar to those shown by the soldiers of the late 20th and early 21st centuries. Marksmanship and gun handling, small-scale tactics, and basic hand-to-hand combat. Enough for you to take what you want from the average person.

In the Name of God (200): As stated before, to thrive in this world, it is likely that one has to get up to some very morally questionable actions. Though the citizens of Behemdorg prosper, the ugly truth is that the city is feared by all outside of it with good reason. The prosperity of the city is built on the suffering of others, innocent or not. The soldiers of Behemdorg zealously fight and conquer in the name of their God and King, and you might be the same. Or maybe you've just seen enough to become desensitized to it all. No matter what you do, the weight of your atrocities will never weigh on your heart, and you can rest. This perk is toggleable.

Try to Move Your Hand (400cp): Behemdorg may very well be the last place to bear any resemblance to the world before it became the endless gelid expanse you see today. It is the last place where there is still some semblance of industry and it retains much of the engineering knowledge of the old world. You, too, have this knowledge. You have all the skills you'd expect a mechanical engineer to have and then some, being able to design, create, and maintain a wide variety of things, such as vehicles, buildings, firearms, and more. What's more is that you've learned how to build and install artificial skeletons, cybernetics that replace the spine, making the person *very* strong. While you don't know how to make anything else at the level of Artificial Skeletons, you have a solid foundation to build on.

Voice of God (600cp): If the Hero is the Lord, you are the Prophet. You are a *reverential* leader, in all aspects. First of all, you are an experienced and competent controller of settlements - you're amazingly proficient in everything from the development and administration of a burgeoning city to leading it into war. However, as proficient as you are in these areas, your true forte is controlling *people*. While you may lack the sheer adulation a so-called *god* has, you don't need it. For starters, you have an intense personal magnetism - you've got charisma in spades, and know how to use it. Forming a cult of personality would come easily. To you, people are just pawns on a board with putty for minds. You're scarily good at reading people, predicting their next actions, and manipulating them - with how long you've been doing it, it's become second nature. You could talk tens of thousands of people into believing in non-existent gods, kings, and devils, using extremely scant evidence, while you're actually the one who runs everything. Given enough time, who knows what you might talk your flock into doing?

Director

Once Upon a Time in Hollywood (100cp): How can you direct a movie if you don't know how to film one? Luckily for you, that's not an issue. As an aficionado of all things related to records, you've (somehow) learned how to film! You've learned how to operate all sorts of cameras, from small handheld camcorders to those big cameras typically mounted on shoulders or tripods. You've also dabbled in cinematography and photography. While this isn't very useful here, there's at least one person who'd appreciate your skills.

Cut! Cut! (200cp): There's just not enough time in a movie to actually film everything that happens in the story. You have to take the choicest moments. Life is like this too. There are boring parts. When there's something that positively *bores* you, you may choose to activate this perk. Upon activation, you will fast-forward through the uninteresting drudgery of whatever you're doing, though you will remain just as competent as you'd normally be. When you get to something interesting again, the next scene, so to speak, your awareness will return. This perk may be deactivated whenever you wish and will automatically do so if there is something that would require your attention or pique your interest. You will always remember everything that you've skipped.

Gaslight (400cp): Actors don't exist anymore. So you're going to have to take advantage of real-life events to get some good footage or stir up things yourself. Thankfully, there's enough going on so you don't have to do the latter, but it still helps to set things up. You are a planner and a manipulator - while you have some skill in authority, you're no cult leader. Rather, you excel in playing various sides of a conflict. You're good at coming up with schemes, whether that's a plan on how to defeat a certain blessed or to play people against each other, which is what you've got a real knack for. If you declare yourself neutral or offer aid to one side after explicitly fighting them and teaming up with the other, they're much more likely to consider your words than normal, and even if they're not, you are adept at setting up contingency plans to fight them off.

Deadly Viper Assassination Squad (600cp): You are a badass. Real action movie material, though you might prefer to remain behind the scenes. You just might be the most dangerous person in the world, for your deadly hands of badassery are only equaled by one. Even unarmed, you could eviscerate your way through platoons of soldiers with nary a scratch, as you've honed your reflexes and agility to a level where you could be compared to a certain web-slinging superhero, and you can run at speeds that'd rival the fastest of Olympic sprinters. Long years of training have seen you master various martial arts, marksmanship, knife-fighting, and demolitions. You've also gone up against your fair share of Blessed, and your experience provides you with a general idea of the strengths and weaknesses of each type. If you have a blessing of your own, you've mastered it and can put out far more power and control than others of your type can.

Survivor

I Am Legend (100cp): When the cold came, many froze. But you endured. When the plague came, it washed over you. It took most of the remnants of your people, but you were fine. You are simply more resilient. Your body has an exceptionally strong immune system, and you require less food, water, and sleep to keep going. You have much more tolerance to cold temperatures and can resist the cold to some degree, though it's best to layer up.

The Shawshank Redemption (200cp): Forgiveness is something that's in short supply here. To sate his own need for retribution, a burning man is going to inadvertently burn down a city, further perpetuating the cycle of vengeance. It can end with you, and not in blood or death. You can find it in your heart to forgive most slights against you, and in turn, you've got an air about you that encourages the same in others. No matter what, if you've wronged someone and are genuinely remorseful for it, they'll at least *consider* forgiving you.

Dead Poets Society (400cp): There's something that the world needs even more than faith, food, or warmth. It's education. The reason why people can act with such savagery toward their fellow humans is that they've been indoctrinated by the wrong people, or they can see no other means to survive other than resorting to some very grisly means. You are above this. You have learned. While you aren't unwilling to change or adapt, you can easily see through the attempts of others to manipulate you, and you can teach people to do the same. You're a dab hand in teaching others, anyways, and can impart your skills to them in a fraction of the time it'd take others. You learn at the same rate, so you can pick up a skill in weeks where it'd take another person months. Moreover, you can teach your wards morality and how to truly think for themselves, to make a better world.

Will Jumper Get Out Of This Alive? (600cp): Yes. All signs point to yes. You just seem to be somebody the world wants to keep alive. A movie buff might even say you've got plot armor. Fate bends over backward when it comes to ensuring your survival. When you are in trouble, circumstances will contrive themselves so that there are long delays before whatever's in store for you will come to pass. If you were to be dragged out to be executed, you'd be the last in line. And almost inevitably, someone will show up just in time to save you. Maybe it's an ally or yours, or somebody new entirely, but they'll certainly be powerful enough to rescue you. The personality of your new protector might vary depending on the person, but it'll always be possible to convince them to help you further or at least let you tag along with them. And that's if they didn't come to save you in the first place. You will never be injured through poor luck - for example, the shrapnel propelled by an explosion will always miss you, or the destruction of your village would happen while you were away. Almost nobody makes it to old age, but you just might.

BLESSING

"The Lord bless you and keep you; the Lord make his face shine on you and be gracious to you; the Lord turn his face toward you and give you peace."
-Numbers 6: 2-26

The Blessed. Some say that they are the chosen people of god. Others say that they can be seen in the same ways as a machine, appliances of flesh and blood. All Blessed have extraordinary powers beyond the ken of ordinary people. People are either born with the ability, or they don't have it. Barring some unheard-of, exceptionally rare cases, people can only use one Blessing. As such, you may only purchase **ONE** Blessing.

Starch (200cp): The weakest Blessing, but a Blessing nonetheless. You can release starchy fluids from your body, which people can subsist on. You could probably feed yourself, plus around five or six other people. While this has little to no combat use, it ensures you won't starve.

The Healer (200cp): Your power is that of a doctor's. Upon contact, you can heal wounds. It's that simple. You can heal everything from small nicks and scratches to the most grievous of mortal wounds. However, you cannot revive the deceased, cure diseases, or heal yourself.

Seer of the Wicked (200cp): Before you, the hearts of all are laid bare. The gods have given you some limited telepathic ability, so you may see those before you and separate the wicked from the virtuous. You can peer into the minds of those around you. You can read minds to gather information and anticipate the next moves of an opponent, root around for secrets, and use it as a form of precognition, allowing you to achieve superhuman feats like deflecting bullets.

Fezzik (200cp): Your Blessing is simple, but that does not mean it is weak. Quite the opposite, really. Your Blessing makes your muscles stronger, more numerous, to the point of being possessed of inhuman strength. Your body is denser as well, meaning that you're a lot more durable. As of now, you can effortlessly lift and throw cars, punch through concrete, and ripping people into pieces is child's play to you. When it comes to lifting, your upper limit is 25 tons, and that can be increased with training.

Man of Steel (200/400cp): No, not *that* Man of Steel. You possess the blessing of iron, to control and generate it. There are two sorts of Iron Blessed. The first is a durable and tough being, able to cover themselves in protective layers of armor, generate natural weapons attached to themselves such as spikes and claws, and create crude constructs such as weapons or cups. There's variation in this subtype - the sort of metal that you create might not necessarily be iron, and you might favor generating it from certain parts over others.

The second subtype of iron blessed is much less durable, but they make up for it in spades. Instead of being able to generate iron, this type can telekinetically manipulate all iron in their field of vision. There is no limit to how much they can control, as long as they can see. It brings a certain comic book series to mind. You may take one subtype for 200cp, or both for 400.

Air Force One (400cp): You'll believe a man (or woman, or non-binary person) can fly because that's what you're capable of doing. Well, your power isn't exactly flight - that's just one application of it. Rather, it's the manipulation of wind. You can perform feats such as tossing people around with powerful gales and forming blades of air. Plus, you can *fly.* That's awesome. You can outspeed almost any vehicle, and cross the country in a few short hours.

Let It Go (400cp): Can't hold it back anymore. You are not the Ice Witch, but you can do a pretty good impression with your control over the glacial cold permeating the world. You work the best with ice, raising pillars and spikes of frost at a moment's notice, out of any surface you can see, or just directly sending out ice blasts. In a pinch, you could flash-freeze stuff, but it'll tax you. You can also do a few minor tricks with snow, but you're not as good with it.

Firestarter (400/600cp): The freezing masses yearn for fire. And they shall have it. You are Blessed with heat and flame, a human flamethrower. You can launch streams and jets of flame and possess a degree of heat resistance - torching things won't injure you, but you can still be immolated. Your flames seem to be able to light up things that would ordinarily be inflammable, too, so feel free to light a sword or ax on fire. It'd be totally awesome. Doesn't apply to the ground you walk on.

For an additional 200cp, your flames are all the more powerful. You can project larger and hotter flames over greater distances and have greater control over your power. These flames are special, though, as they will never go out until they consume their fuel. This is a mighty blessing you wield, but beware, lest your own fires return to you.

Highlander (400/600cp): What you've been waiting for. You are a regenerative Blessed, nigh-unkillable. Besides the rapid healing of all wounds, this confers a set of other benefits, such as immunity to disease, cold, and most importantly, immortality. By default, you're capable of recovering from injuries like severed limbs in an hour at most, and smaller wounds take a much shorter time. By default, you are one of the weaker regenerative Blessed, which means there are a few things that can put you down for good, though, like decapitation or being consumed by the 600cp flames of **Firestarter.**

For an additional 200cp, you are all but invincible. Your healing factor is thousands of times better than lesser regenerative Blessed. You no longer need warmth, food, drink, sleep, or even air. It seems like you just *won't die,* as injuries from bullets, explosions, and impalement can all disappear in less than a second. Even dismemberment and decapitation are useless against you, as that'd take one or two seconds at most. You can accelerate your already-prodigious healing factor by concentrating on certain wounds, and you've learned how to tear off any part of your body to use if you need to.

Rolling Thunder (600cp): Like Zeus or Thor from ancient myth, you can bend lightning itself to your whims. You aren't quite that powerful, but you're pretty close. This is one of the rarest, strongest, and most versatile Blessings to ever exist. Firstly, there are the offensive capabilities of your power - you can do anything from acting as a human stun gun to directing moderately-sized bolts at your foes, and in time, you might call down thunderbolts bigger than houses from the heavens to scour things from the land. That's not to mention the utility functions of this power - lighting fires, emulating the telekinetic type of Iron Blessed through magnetism, and even flight as fast as the lightning you direct. Experiment and find out.

Imperfect (800cp): Humanity was once great. Technological wonders walked the world and they took to space, creating a utopia amongst the stars. The people of the last generation evolved. They were all beautiful and lived in a constant bliss of lifelong peace. Every single one was Blessed. But they died out. The people of today are lesser than those of that bygone age. Blessed are rare, and those that do exist are lesser than the ones before. It's like the Blood of Numenor dying out. You, however, are one of the last remnants of the superior Blessed of olden days. There are only two others like you in the world.

All of the Predecessor Blessed were immortal. So are you. You gain the **600cp version of Highlander** for free. Your kind wielded multiple Blessings, and you are no different. As such, you gain a **400cp stipend exclusively for Blessings** and **discounts on all.** Additionally, you have some limited control over trees, being able to spout and retract roots out of your body, which can be wrapped around other people and paralyze them. For the duration of this Jump, you bear the phenotype of the Evolved - you have pale skin, white hair, and blue eyes.

Your power is mighty, but you are incomplete. There is yet more power the Blessed once had that you do not.

ITEMS

There is something you carry... Something made of gold. Except only much... more... Precious…
-Smaug, the Hobbit

Skills and Blessings are very useful, but you may want some material goods as well. After all, one of humanity's greatest advantages is its willingness to use and invent tools. Good supplies are scarce, so it would be wise to stock up here. You have been granted a +200cp stipend for items only. Items are discounted by 50% for their corresponding origins.

Undiscounted

Winter Clothes (free): These are what you'll likely need, and the one thing everybody has. Yours are better than most, actually. You have an excellent set of winter garb - a heavy-duty coat, a pair of snow pants, a scarf, a hat, a few pairs of really warm socks, and some thermal underwear. The cold might claim others, but it sure won't be getting you.

Cha-Ching! (50cp): Or cigars, or e-cigs, or something else. You have a pack of them. A simple, if unhealthy pleasure to partake in. Of course, this might not be a concern for regenerative Blessed and people don't live that long. Nonetheless, these are special. They don't cause addiction or any negative health effects and never get soggy. Your pack, when emptied, will replenish in the next 24 hours.

Fiction of the Old World (50cp): This is a good deal. You have a variety of media from long ago. Mostly either ice or fire-themed. A manga and anime series about a boy who inherited the power of the greatest superhero (though you'll want to focus on his friend, the one with three siblings and parental issues). A bunch of books about a pair of sisters, one with the power to control ice. They're based on a movie. A seven-book children's series about a land ruled by a Lion. A video game about a commando, featuring a flame-clad assailant. And finally, hundreds of comic issues about four fantastic adventurers in blue. It's good stuff. You'll enjoy all of it.

Fire Punch/Jumper Punch (50/100cp): The manga itself. You have all eight volumes, plus the entire thing downloaded on a tablet. It won't take long to read. Post-Jump, you get a manga written and illustrated in the same style, detailing the events of your time here. For 50 extra cp, to a total of 100cp, you get the rest of Tatsuki Fujimoto's manga as well.

Fireproof Cloth (50/100cp): Surprisingly useful, given that soon there'll be a crazy guy on fire running around. You have a supply of flame-retardant fabric. Also, your **Winter Clothes** are made of the stuff. For 50cp, you have a substandard knockoff of it, which can only endure flames for a few hours. For the full 100cp, you have cloth that is nigh-inflammable, being made from the same stuff space suits were made of.

Canned Food (100cp): One of the staples. You have a large stash of canned food, which covers all four food groups. All of it is delicious. You also have a couple of can openers, because not everyone can pry

these things open to access the vital stuff inside. You have enough to last you for five years. The stash will replenish every 10 years, or at the end of every jump, whichever comes sooner.

Fast and Furious (100/200/400cp): It'd take an awfully long time if people traveled by walking. You don't have to worry about this - you've got a ride of your own. It has no need for fuel and will be repaired or replaced within a month if destroyed. For 100cp, you have a snowmobile. It looks remarkably like a motorcycle, but it's pretty speedy and handles well. For 200cp, you have a truck or a jeep. It's been modified to have treads and a blade in front to push away snow. It's tough, durable, and can store a lot of things, though the Jeep trades off some of this capacity in exchange for a little more speed. For 400cp, you're above terrestrial vehicles. Instead, you get a plane. By default, this is a cargo plane, but you can have it be a smaller craft or a helicopter instead. It can take off and land on any level surface and can carry a lot of people while being much faster than all other vehicles. It does not come with weapons, however.

Hero

Sarah Connor (100cp): A photograph of you and somebody dear to your heart, in good days gone by. By looking at it, the memory of those better times gives your heart strength, your mind clarity, and any pain you may be feeling will temporarily abate.

Friday the Thirteenth (200cp): This is a simple blade of some sort. A knife, hatchet, or cleaver. It can shear through flesh and bone like a hot knife through butter and is nigh-unbreakable. It will never degrade, always maintaining its edge. What's more, it is remarkably resistant to Blessed powers, so you can still use it even when lit in unquenchable flames.

Quagmire (400cp): One of your limbs has been replaced with a cybernetic attachment, one that is *much* stronger than normal - powerful enough to crack power armor. Or, if you're not into cybernetics, it's just a piece of hyper-advanced piecemeal armor instead. It's been modified to accommodate your Blessing if you have one and has a special voice-activated mode that drastically increases its power, engulfing itself in an element (if you are an Elemental Blessed or otherwise have a body-generated source of it) and becoming powerful enough to destroy just about *anything* in one blow. This will destroy it, but it will repair itself within half a year.

The Tree of Life (600cp): With this gift, you shall cleanse the world. Something shouldn't exist at this point, but yet you have it. The juvenile tree before you is imbued with the power of the Blessed of old. It can absorb nearby energy and life force to turn an area into a verdant paradise, warming the climate and fertilizing the earth. While it can't yet warm the entire world as the original tree and its successor could, it is far more efficient and less destructive. The first tree grew to the size of a skyscraper in a day and was meant to drain the life forces of everybody on the planet, and the successor tree outgrew the atmosphere in moments but had to suck entire planets dry of energy in order to keep Earth warm. Eventually, it encompassed the entire galaxy, until it took the entire Universe. Your Tree is a mere sapling and can warm an area the size of a large city at most. However, it is *far* more efficient, doing so non-lethally, drawing small amounts of life force from all around it, and using a highly efficient process of photosynthesis. If given time, it will grow to titanic heights and warm the world, creating a land of Elysium for all.

Villain

Say Hello To My Little Friend(s)! (100cp): It's a gun. A Blessing that you can hold in your hands. Things get hurt when you pull the trigger. You have two, in fact. An assault rifle and a pistol. This comes with a winterized uniform and a chest rig, to carry ammunition. By default, the assault rifle is an AK-47 and the pistol is a M1911, but you have your choice of any model produced before or during the early 21st century.

Scripture (200cp): If you want to wrap people around your fingers, a false creed is a wonderful way of going about it. You have a bunch of entirely made-up religious books, a fake holy text complete with chapter and verse. This is somehow *very* believable, and anybody who reads it will naturally look to you for leadership.

Iron Man (400cp): Alright, your suit is nowhere as cool as his, but it's the closest anyone's going to get. You have a bona fide suit of power armor. It's enough for you to go toe-to-toe with a Blessed with super strength and stand a coin flip's chance of winning, and is fireproof. It'll never run out of power and will be repaired or replaced within a month if destroyed. If you are Blessed, the power armor will be upgraded to account for your powers - for example, Blessed that manipulate iron will have a scope that lets them see all iron within a large radius, a wind manipulator will receive streamlined armor that maximizes flight speed, and somebody with super strength themselves could punch people through entire apartment complexes when wearing the suit.

City (600cp): A city to rival Behemdorg. You are the recognized leader of a huge settlement, home to thousands of people. Your people are your loyal followers, and the city itself maintains a lot of old-world technology and has an industrial complex that churns out great quantities of manufactured goods. It even has a subway system that leads to various locations where your people gather resources, such as mines and coasts. Among your people are a small number of Blessed, who serve as your lieutenants. Order is maintained by a small army, which has its own fleet of vehicles and is armed with the same armaments you'd get in **Firepower**. As of now, your town has a large stockpile of canned food and feeds itself through a mixture of fishing and a large amount of winterized greenhouses you've got. You don't employ the sordid means Behemdorg uses, but you don't enjoy the benefits they bring, either. It wouldn't be too hard for you to go that way, though…

Director

The Blair Witch Project (100cp): You've gotta have *some* way of recording, after all. This is a handheld camcorder. It was made by an old company called *Sony.* It's yours now. It has great good video quality, and will never run out of battery or be corrupted. It's surprisingly durable, too, so there's no need to worry about it being damaged in a fight. Finally, the camera has an effectively infinite amount of storage - no amount of footage will ever be too much.

Goodbye, Eri (200cp): It's time to go on a marathon, for you have acquired quite the archive. You have a huge load of movies. Your collection encompasses every movie ever made from the years 1990 to 2200 when they stopped making them, and a massive amount of films made before that. It wouldn't be much of a stretch at all to say you've got every movie ever created in the world. You also have a home theater, complete with a 90-inch plasma screen tv, speakers, and a huge room to store your library. If you show this to a certain person, you'll have a very good friend. Have fun.

Suicide Squad (400cp): Explosions are one of the best parts of a movie. They're loud, flashy, and cool. To make some of them for yourself, you've acquired a huge stash of bombs. Most of your stuff is C4, but you've also got that kind of explosive charge you see in movies - the kind that can be swallowed by *people*. You know, those bombs they always attach to powerful criminals. You also have some other explosives, but it's mainly C4.

Alohomora (600cp): Your very own secret lair. Even the entrance is secret and requires a password to actually get in. Inside is a cave of wonders of sorts - your room of requirement, your treasury room of the lonely mountain, your Batcave. Inside is a ton of old-world weaponry and tech. You've got a few powersuits, all manner of weaponry, and a whole bunch of things that'd come in handy. You've also gathered a lot of blueprints of old-world tech, including the beginnings of how the Blessed came to be. Maybe you could do some good with it in a future world. In future jumps, this will have a large cache of weapons, armor, and other things that might catch your interest. Nothing world-shaking, but most of the stuff you get here would be useful. You keep everything you've gained from these bases.

Survivor

Pack (100cp): This is a large backpack, good for carrying things. It comes pre-packed with three days' worth of food, a bit of sugar, a canteen full of water, and a very comfortable mummy sleeping bag. Make good use of it. It seems there's a lot more space than you'd anticipate in the bag, too, so you can keep whatever goods you can scrounge up. You'll need them.

Ballistic Kiss (200cp): Proper protection - something people dearly lack. Given the brewing conflict, a lot are going to die from gunshots. You still have to be careful, but this certainly gives you a leg up on them. You have a high-quality bulletproof vest that'll reliably guard your squishy meat against flying pieces of lead, whether they come from pistols or rifles. Accompanying this is a helmet, so your head gets the same protection. Still, be careful, and getting shot still *hurts,* even with protection.

The Secret Garden (400cp): A sanctuary of peace in an endless land of war and cold. Concealed in a secluded location is a cottage. This safehouse is surrounded by a beautiful landscape, with mountains, a large lake, and forests. It has a feeling of tranquility about it, and those here will slowly heal from any trauma they've experienced. The land around your home has much wildlife around it, enough for you to sustainably gather, hunt and fish to feed a score of people without impacting their populations. Here is the perfect place to live out the rest of your days in peace.

Blast from the Past (600cp): Whoa. Somebody decided to ride out the apocalypse. Only to die and have their bunker rediscovered by you. You have the underground hidey-hole of a doomsday prepper. Nice. It's in the middle of nowhere, with electricity, plumbing, heating, AC (not that you'll need it), enough food for you and a few other people to live out the rest of your lives, and all the luxuries you could dream of. Sometimes, a shelter is just invaluable. Your bunker is heavily fortified (wow, who would've guessed that a *bunker* would be *defensible?*) and has a modest armory.

COMPANIONS

"Louis, I think this is the beginning of a beautiful friendship."
-Rick Blaine, Casablanca

Friendship. It's a hard thing to find, easy to lose, but very valuable. Greed and disregard for one's fellows are ubiquitous, but camaraderie is something worth keeping. So here's your chance. Bring a friend, or two, or your trusty adventuring crew. It'll be great.

Import/Create (free/50cp): Yeah, no, it'd be really helpful. So this time, you get to import up to eight companions for free! Everybody gets 800cp to start with, access to the items stipend, and can take up to 400cp of drawbacks. You may import more companions for 50cp apiece. You can transfer cp to a companion of your choice at a 1:2 ratio.

Canon Companion (free/50cp): Want to spread the word of Agni? Watch movies with Togata? Truly educate Sun? Bring Judah to a better place? If you've taken a liking to somebody here, that's fantastic. All you have to do is convince them without the aid of any charisma-increasing perks, mind control, or other means of influencing them. It is their decision entirely. For 50cp, you will be guaranteed to meet with them on several occasions and make a favorable impression on them. You may also meet an oc companion with 600cp here.

Aster (400cp): It seems that there's a third, or maybe even a fourth. And you've befriended them. This is a white-haired, blue-eyed young woman in her early twenties. She's a light in the darkness - She's an incredibly kind, well-adjusted, and compassionate person with a strong sense of morality, but by no means is she naive. It's a harsh world, and she's learnt to survive and take care of herself. Despite this, she's also almost always cheerful about something and has a lot of appreciation for natural scenery. Despite her fondness for the sights of the planet, she also finds it boring at times and will drag you into a lot of tomfoolery. Maybe she'll decide to go sledding down a mountain one day or try her hand at making the biggest igloo she can Is also a big fan of an archaic trading card game called *Yu-Gi-Oh* and possesses multiple decks.

Aster has the freebies of the **Survivor** origin, **Not Bad At All, The Revenant, Just A Stupid Kid, Die Hard, The Shawshank Redemption,** and **Imperfect.** She possesses **Winter Clothes** and **Say Hello to My Little Friend(s)!**

DRAWBACKS

Every day we have been ready to start for our depot 11 miles away, but outside the door of the tent, it remains a scene of whirling drift. I do not think we can hope for any better things now. We shall stick it out to the end, but we are getting weaker, of course, and the end cannot be far. It seems a pity but I do not think I can write more.
-Robert Falcon Scott, 1912 Terra Nova Expedition

There's already enough suffering to go around. But if you insist, you can suffer some more if you want some more points. You can gain up to **1200cp** from this section. Just choose wisely, and try not to bite off more than you can chew.

Evacuation Complete (+100cp): Peeing is something everybody has to do. Unfortunately, you take an inordinately long time to urinate. Your bladder is really, really big, and you won't be able to go until it's nearly full. In some cases, it could take you more than ten minutes. Have fun.

CamerAAH (+100cp): You can't stand watching yourself on video. Whenever you do, it makes you cringe and shrivel up so badly that you might even faint. However, you *are* going to have to watch yourself on a screen for at least an hour during your stay here.

Dirty Words, Dirty Soul (+100cp): There's a teaching around here that says that dirty words and swearing dirty the soul. And you've taken this to heart. For the duration of this jump, you can only speak in mild language and are entirely incapable of any profanity. Alternatively, you can still say it, but if you do swear, a group of children will come out of nowhere and annoy you relentlessly until you regret it. There is nothing you can do to stop these children from bothering you when you say a bad word.

It's Gonna Be A Long, Long Time (+100cp): Agni's story is a long one. Yours will be too. Your stay here is extended by a certain amount. For 100cp, you'll start eight years before Agni sets off on his quest for revenge, on the day before he is set alight. You will stay for a total of eighteen years.

Incomplete (+100cp): You were injured and lost something important. It'll have a serious impact on your way of life. You have lost an eye or a limb. No amount of powers or Blessings can heal or compensate for it, but fear not - there *are* workarounds. This may be taken multiple times to a maximum of six.

Masked Jumper (+100cp): Something has disfigured your face. It's hideous now. Scars crisscross it and it still hurts a little even today. People might mistake you for a monster. They don't exist, but the minds of the populace are a ripe breeding ground for superstition. As such, you've fortunately been provided with a mask to hide your visage.

英語! (+200cp): You speak English. Unfortunately, you *only* speak English. Almost nobody else around you does. Obviously, this is going to be a big communication barrier between you and the locals. You

forget all languages that are not English, though you can relearn them with enough study. That's probably what you should do, or find somebody who can translate for you.

The Day After Tomorrow (+200cp): The weather hates everybody, but you've been singled out. It *really, really* hates you. You suffer the cold worse than anyone else - your susceptibility to it defies comprehension. Storms are drawn to you like moths are to flames. Clouds will blot out the sun and the winds will buffet you at every turn. It'll be a rare day when you'll have the privilege of seeing sunlight.

Aren't You Cold? (+200cp): Probably. You can no longer wear any clothes aside from underwear. Given the climate, that's going to be a problem. You'd better find some way to stop the hypothermia from getting to you. A lot of people are If you've got the looks for it, you'll be getting a lot of attention. With how people are now, that's not a good thing.

Cult Classic (+200cp): You are uneducated. You've forgotten all that you've known. Of course, you still have a sense of identity, but much of your education, and your knowledge of what better worlds were like are gone. It'd be easy for somebody clever to take advantage of your lack of education to get you fervently serving their every whim, seeing as you're so naive. You're quick to deify or demonize anything you like or dislike, which, if left unchecked, could send you off into the deep end. Finally, you've lost a lot of your morality and are very uncreative, meaning your problem-solving skills have taken a big hit.

Devil (+200cp): There's just something off. *Very* off. Or perhaps it's said that you've done something truly evil. You are distrusted and sometimes feared and hated. People are hesitant to even speak to you, and some will outright consider you a devil and shoot on sight. Your companions are exempt from this drawback.

Seventeen Others (+200/400cp): You are responsible for the safety and well-being of a number of people who need your help. A family, of sorts. It could be that they're related to you by blood, or simply people you came to care for. You must protect and provide for them. For 200cp, your family numbers seventeen. For an additional 200cp, you're going to have your hands full. You'll have to singlehandedly provide for one hundred and sixty others. You'll come to love your family, and you must keep at least 80% of them alive and well on pain of chainfail.

Eternal Winter (+400cp): Christmas will never come. You've seen too much. Your heart aches with untold trauma from the sights you've seen. Your loved ones faded before your eyes, and you've been carrying the loss, as well as a thousand other tragedies, in your heart ever since. In short, you are depressed. Your every waking moment will be mired by an undertone of sorrow that constantly threatens to overtake your feelings. At its worst, suicidal urges may even come to mind. Can you muster the strength to move on?

Become Jumper (+400cp): Something seems to have broken in your mind. During rare but significant moments, you will no longer be *you*. Your unconscious mind will take control, while you enter a fugue state. You will vividly hallucinate someone who had an important role in your life but is no longer with

you. They will be the voice of your unconscious and tell you what you're about to do. Your unconscious mind is impulsive, aggressive, and very likely to commit atrocities in its quest for fulfillment. If you have taken **Eternal Winter,** the hallucinations are *dangerous,* often leading you into situations that'd lead to your death.

Eternal Sunshine of the Spotless Mind (+400cp): This one's simple. All memories of your identity have been washed away, causing you to regress to an infantile, childlike state. You are *extremely* impressionable and prone to foolish actions like running into a lake and drowning. You'll need somebody to care for you. Much of your skills have been lost, and you may never regain them as you mature and grow out of your puerility.

Firewood (+400cp): Welcome to your new life. You have become nothing but a captive and slave of Behemdorg, where you will be subjected to inhumane treatment. At best, if you are a normal man, you will be worked to the bone until you die. The Blessed are starved, tied to beds, hooked up to an IV, and torturously exploited - they spend every waking moment in extreme pain and are treated as nothing but a resource for the city. It's best not to say what women are subjected to. You are but one of thousands of slaves, and your powers (sans Blessings from this jump) are sealed away until you escape. *If* you escape, assuming your will holds out.

Escape from ~~New York~~ Behemdorg (+400cp): You swallowed something you shouldn't have, and as such, you'll pay the consequences for it. Specifically, the thing that you swallowed was a bomb. Somebody is keeping you on a leash, as they carry the detonator to that bomb. If they decide to blow you up, no protection will save you from the resulting mess. Your saving grace is that they *do* consider you an asset, and will use you to fulfill their objectives. Don't think for a second that this means they'll hesitate.

The Crying Game (+400cp): There's no beating around the bush. You are stuck in a body of the opposite sex than your preferred one. You're of one sex at heart, but in body is a different matter. It's a terrible feeling, gender dysphoria. No matter what you do, you will not be able to change your sex, forcing you to remain as you are. It'll be sickening.

The Bright Hot (+600cp): The freezing masses yearn for fire. And so they shall have it. Your body is now permanently alight in flame, burning forever. Being on fire, in case you need a reminder, is bad for your health. You will have no protection from this flame, and you will bear the full brunt of the full pain that comes with it, burning, agonizing, and in anguish. It'll hurt so much that you'll spend the better part of this jump writhing in pain in some godforsaken hell as you acclimate to the pain, and it means the loss of your ability to form complex thoughts, as your mind is preoccupied by the constant pain. While you can somehow survive being on fire, the flame will burn you to cinders if your will gives out - even a moment's hesitation will spell your doom. Post-jump, you may activate this state pain-free whenever you wish.

The Cold Dark (+600cp): Are you really willing to go this far? To persist for almost all of eternity? It won't be that long, but it might as well be. You will stay for the duration of the jump. But after that, you will

remain. You will ascend up into the sky, into the endless black void of the universe. You will remain for years and decades and centuries and millennia and epochs and eons. You will be there as planets are ground to dust, as the universe expands to its entropic death, and the lights in the sky wink out, one by one, never to illuminate it again. It will be an empty time. Cold and dark and uncomfortable. You will float and float and float. Perhaps you'll become part of a special tree, draining the universe of energy to warm one planet. Perhaps you'll just be cast away into the darkness, to aimlessly drift until the end of time. Your memories and powers will fade into nothingness, as you continue on in an unbearably slow manner. No matter what you think or do, nothing will come of it. It could be forever. You will lose all sense of identity, of time, of everything until you just *are*. The last survivor, doomed to remain until the universe ends.

SCENARIOS

Brothers! What we do in life, echoes in eternity.
- Maximus, Gladiator

Maybe you want to have a bigger impact on this world. It'd certainly be entertaining. Go ahead. The below will be hard, arduous undertakings, but completing one is well worth it. However, it is not without its stakes - failure to complete one of these scenarios means you will forfeit everything gained here. **Warmth** and **Return of the Jedi** are incompatible.

Warmth

The world has been cold for a long, long time. Untold amounts of suffering have happened because of it. People have frozen, starved, or fallen victim to senseless violence as savagery as they regressed to naught but the basest of instincts. Without any further measures, the end of humanity is nigh. A slow, cold death.

You will stop this. Your goal is to enact climate change and warm up the world by any means possible, until the climate returns to its original state. A green and pleasant world, with forests, mountains, seas, and valleys. The ice may remain at the poles, but for the most part, it must melt. And you'll have to pull it off within ten years. Afterwards, you must ensure that the ensuing climate change does not wipe out humanity. All that snow has to go *somewhere,* and you must make sure humanity is not wiped away by a flood like an ancient book told of so long ago.

Afterwards, you must rebuild society. It may not be as it was before the cold, but you must ensure that humanity rises again. You'll have to make sure everything runs well, and provide for the people. Your stay will be extended for eighty years. But suffering is not so easily ended. People will explore, and you will not rule them all. There are myriad weapons of mass destruction of the past age hidden in the deep places of the world, and the hearts of humanity can hold great evil. There will be factions that will want to take what is yours, to conquer and enslave. You will need to prevent them from destroying your people, and ensure that these invaders are wiped out and the weapons they wield are destroyed or never used.

But your worst enemy will be the planet itself. The world is in a state of decay. Normally, it'd take centuries to get to a point where it'd have any impact, but for some reason, it has accelerated. Every year, things will get worse. Once-fertile land will become barren. Resources will dwindle. Seas, lakes, and rivers will dry up. Famine and war will become increasingly common. The world is slowly dying, and you must strive to keep you and yours alive. In some way, humanity must survive. They must live, prosper, and never regress to the brutality of the cold age.

Reward: For your efforts, the world is now your oyster. You gain Earth. Planet Earth. It has returned to its original state, and has once again become as bountiful and fertile as it was in its prime. A new garden of Eden. The Earth has regressed. Aside from you and yours, there are no other people on the planet.

Hopefully you can do right by it.

Return of the Jedi

Like in the previous scenario, you must restart society. But you will do this through vastly different means. You have a dream. It is shared by one other. It's a silly dream, but you must chase it and stop at nothing to achieve it.

You have a dream to fulfill. It is not yours, but the dream of the Ice Witch. Sulya. Your goal is not to keep the world cold, but warm it up. However, you must do so through some very questionable means. You will enact the destruction and rebirth of humanity, all in order to watch a movie. Star Wars.

First, you will have to track down the last perfect Blessed in the world. You'll know where to find her if you know what to look for, but it will be a hard task. Judah, the secret leader of Behemdorg, a powerful Blessed in her own right, though she knows not the extent of her gifts. She will not come willingly. You must capture her and fight off the forces of the city and anyone else who might oppose you. Next, you must coax her into using the greatest power of the Blessed of old. You're going to turn Judah into a tree. That's right. A real special tree, one that could be compared to that one in Norse Myth due to its sheer size. The original **Tree of Life.** Though it's more fitting to call it the Tree of Death. As soon as it happens, it will grow past the atmosphere in moments. It will start by killing every living thing on the planet and draining their life forces, save you and Sulya. You will encounter great resistance here. The final death throes of a doomed world must not impede your plan, and you must destroy the last defenders of the world. As soon as that is done, the Tree will stretch its roots out to drain the cosmos. When the world is finally warm, you and Sulya must recreate humanity.

The final stretch of your task is here. You must guide humanity. You'll have to recreate society piece by piece, to make sure everything, *everything,* that happened in Earth's original history repeats itself. The broad strokes. Millennia of history. All leading up to one thing - *Star Wars.* Somebody must reproduce all the movies, leading up to the last movie, which ended on a cliffhanger. And the next film is your goal. As soon as that is made, your job is almost done. You just have to get in the movie theater and watch the movie. Brings a whole new meaning to *a long, long time ago,* doesn't it?

Reward: You gain the following Blessing:

> **Perfection:** You are the last. The last *true* Blessed. Every single Blessed is but a pale shadow of your glory and radiance. Firstly, you gain all the Blessings on the list. All of them. Not everything is immediately available to you - you'll need to learn to use them all, but the power you possess is godlike. You effectively start out with **+800cp** to be used only on Blessings, with discounts. This represents the abilities you've already mastered, and the rest may be unlocked in time. You also get the improved version of **Highlander** for free
>
> Additionally, your control over trees has increased. You can spontaneously force them to grow from any surface you see, seeding new life. You may also become the same sort of tree that you

helped create, though you will have to remain at its core in a semi-permanent state to power it.

The last ability this grants you is the ability to snuff out the abilities of other, lesser Blessed. You may also take Sulya as a companion.

But neither of those are the *real* reward. This is it:

> **Star Wars:** That's right, the movies. You get *all* the movies. A copy of every single Star Wars movie in every single reality is now in your hands. And all the associated shows, and video games, and books, and merchandise. Enough to hand out to the entire Galaxy.

The Last Movie

Your task here is much simpler than the last two. You have to make a movie. More accurately, you have to be the producer of a movie. You're going to help Togata make a movie for this one. You're going to film a movie. A real-life, non-fiction action film. You will film Agni's story, from the moment you meet him to its (narrative) end. You'll have to spice things up to make it entertaining, and shoot the film. It matters not how it ends, whether you help or hinder Agni. You just need to make a good movie. You'll have to keep Agni, and Togata, and anybody else vital to your production alive (which, honestly, is going to be a very easy task that'd probably not require any effort on your part) and engineer circumstances to fit it. Maybe you'll have Agni engage the forces of Behemdorg in a massive battle. Maybe you'll cause the razing of a city. Maybe you'll see him liberate the enslaved and punish the wicked, earning the status of godhood in the eyes of his people. Maybe you'll explore his character - the hate, the determination, and the sister complex. Your movie *does* have to depict the end of Agni's vendetta against Doma, one way or another.

Alternatively, you could be the star of the show. You'll have to be entertaining, more than a flaming guy's quest to kill the man who lit him on fire. Do something cool. Be the protagonist of the movie. Whether that's taking down the Ice Witch or enacting one of the previous scenarios, you have to do *something* that's worthy of a movie. Give Togata a reason to live. Produce the last movie *ever.*

Reward: You gain the following item:

> **The Theater:** The afterlife is unknown. Some say it's a void, some say it's heaven or hell. A peaceful world near the sun, presided over by a god. Eternal suffering in the snow, damned by lighting. A movie theater. The last case may or may not be true. It could be a lucky guess or just near-death hallucinations. Well, now, you've come into possession of the Death Theater. Nobody dies in it. Rather, it is only visited by the dead. When people die, they come here and watch a movie. One of their entire lives. You may choose to send the dead here to watch their movie, before they finally pass on. While you can't go into the auditorium for as long as you live, you *do* have access to the rest of the theater and an unlimited amount of coupons you can use to get snacks. You can't bring them in or out of the theater, but it's all really good. In the same way, the theater exists in its own reality and only you and the dead may enter.
>
> Someday, when *your* time comes, you will finally enter the auditorium and watch *your* movie.

ENDING

So Long, Partner.
-Woody, Toy Story

Your time here has come to a finale. It is time. A familiar choice presents itself…

There's No Place Like Home: Dorothy said it best. No more for you. The call of home beckons you, and you know what you must do. Tap those metaphorical heels together three times, just like the movie. And you shall awaken right where you started off, with everything you've gained on your adventures. Farewell, Jumper.

I'm the King of the World!: Or queen, or monarch. Or not. It's that quote from *Titanic.* You've decided you like it here and want to stay. Whether that's to fix things, remain with somebody you love, or you've actually managed to take over the world. Your jumping days are over, and you shall live out your days here.

A Galaxy Far, Far Away: It can't end here. There are more sights to see, people to meet, things to experience, places to go. You've chosen to continue on the chain, to the next universe. To leave this godforsaken place behind you. You get a sequel. To your many, many sequels that you probably already have. See you soon…

NOTES

Jump Notes

- On ***Not Bad at All*** - You've got a healthy, fit body, but if you want to be *really* strong, go exercise or take ***Governor of California***. Preferably both.
- On ***Kino -*** I have put the image I'm referring to at the very bottom of this document.
- On ***Governor of California*** - Yes, it's named for Arnold. He's the person who comes to mind when I think of muscular movie stars.
- On ***LIVE*** - The willpower you pass on to another will disappear if you are resurrected or come back to life. If you have **Highlander,** Live buffs it. By default, the 600cp version of Highlander gets you regen as strong as Togata's. Agni can survive Doma's flames because of his strong willpower.
- On **Highlander -** It's sort of dependent on willpower. It's implied that the whole reason Agni can survive the flames is because of his will to live, no matter what. Though he really does get suicidal at times. Sometimes while still on fire.
- On **The Bright Hot -** Congrats, you're now Agni. You're going to spend eight years at *minimum* rolling around in agony from being on fire. You can still survive, even if you haven't taken the improved version of *Highlander,* but if you haven't, you won't regenerate from any further injuries. If you lose your will, you die.
- On **Perfection -** You can now put out the 600cp flames of Firestarter.

This was originally the capstone for the director perkline, but got scrapped.

> **Inception (600cp):** You are capable of adding *a pinch of fantasy* to the world. Nobody knows everything and a lot of made-up things are believed to be true. You can make these lies into truths. Once per jump, when you lie to somebody and they believe you, you can choose to make whatever falsehood you invented come true. While you *could* be lackadaisical and use this to cover up something you'd rather keep clandestine, that's not the real purpose of this boon. It works best with metaphysical mumbo-jumbo you make up. It shouldn't be hard to convince people, given that education has all but died out nowadays. You could say that people go to a certain place after they die, and that place will *actually* be created, and it'll come true. You, the person you told the lie to, and everyone else will go there. This doesn't make you all-powerful - you can't do things like destroy the world, give birth to gods, or grant yourself omnipotence. Even the made-up afterlife example isn't eternal, as it's more of a waiting room than an eternity.

This was meant to be a 600cp drawback, but I decided that it was vapid, and I realized I was taking a lot of cues from the drawbacks of the same name for *Attack on Titan* and *Metal Gear Solid*.

- **The Cycle (+600cp):** Revenge. War never changes, and the need for vengeance pervades the hearts of many. Somebody has wronged you and it will eat at you until you enact retribution on them. On your journey to do so, you shall wrong many others, drawing them into a cycle of pain

> and violence. Or perhaps you're on the other end. You have wronged someone greatly, and they will come for you. Additionally, you will be pitted against one of two people - either Agni, the eponymous Fire Punch, or Doma, who burned him. In the case of the first, you will wrong him at some point, while the second will have wronged you. Regardless, when the inevitable confrontation arrives, you will find that their flames, if they make contact, will burn you to death.

And this was going to be the seventh location.

> **Domain of the Ice Witch**
> You show up right in front of the dwelling of the Ice Witch. Which, surprisingly, isn't all that big. It's not a gigantic citadel guarded by frost monsters - rather, it's just a cabin like any other, in the middle of nowhere. The Ice Witch herself - is nonexistent. The resident of the cabin is a Blessed named Sulya. She does indeed have powers over ice, but despite being the most knowledgeable Blessed in the world, she has nowhere near enough power to bring about an Ice Age. However, she *does* have a nefarious, long-reaching plan for the world, so beware.

There were originally going to be more OC/expy companions besides Aster, but I decided against it. Here's a remnant of that idea. He was meant to be an expy of Curtis from Snowpiercer.

> **Kurt (200cp, discounted Hero):** A brusque, bearded man in his mid-thirties. He claims to be a former victim of Behemdorg, almost worked to death at the tail end of a train before he escaped. Seems to carry a lot of guilt over an incident in his youth. He wants to stage a revolt, freeing the slaves and achieving equality. He's quite strong and fit, and seems to resemble a certain patriotic superhero representing a long-gone country.

Alright, I'm going to level with you. If you're reading this, congratulations. Here's the truth about the world. As said above, there is no ice witch. The world just got cold on its own. The precursor civilization was huge, but the manga doesn't really go into it. The last person of the precursor society is Sulya, the person who canonically has the **Imperfect** perk. She does have powers over ice, and is the last person to have knowledge on how the Blessed work and the one person to know the most about the old world (her age is in quadruple digits) but she's nowhere near powerful enough to live up to her claim of being the ice witch. Sulya's insane and has a plan I detailed in the **Return of the Jedi** scenario, so she's still one of the bad guys. Taking her out of the equation won't warm up the world.

Speaking of that scenario, the movie you have to make in **Return of the Jedi** isn't necessarily Star Wars Episode VI, Return of the Jedi. Fire Punch happens way after the twenty-first century, so there's probably a lot more Star Wars movies out.

If you are new to Jumpchain and do not understand what this document is about, peruse these links.

- How to Jumpchain - /tg drive
- So you want to start Jumpchain

Credits:

- EYouchen/MadaMada/Eli, writer of the Jump
- The Co-Writers of the Empire of Man Jump, my sounding board.
- KawaiiestDesu, who suggested *Cut! Cut!*

Location Categories:

Total: 13

- Not Earth: 4 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch (In this case, you see both Egypt and India, but it's all the same)
- Earth, Global: 2 - DCeased, Arthur Christmas
- Earth, Specific: 4
    - Canada: 1 - The Troop
    - UK: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling, Fire Punch
    - USA: 1- The Amazing Spider-Man

Changelog:

- This document was first made on April 20th, 2023
- 0.5 published on April 28th, 2023
- 1.0 (Original/Nudist Edition) published on May 21st, 2023
- 1.1 (Cold North Wind/Judah Edition) published on May 23rd, 2023
    - Fixed the price of **Boreas** and renamed it **The Day After Tomorrow**
    - Added **Escape from ~~New York~~ Behemdorg**
    - Actually updated the changelog, which was forgotten during 1.0

Other Notes

Mada Mada Plus Ultra. EYouchen/MadaMada (and now, Eli) Jump #13. Man, do I improve in my jumps? I don't know. I certainly hope so. Certain jumpmakers routinely put out quality stuff, and the rate at which they do it is prodigious.

My notes sections are always cluttered and chaotic.

This document is not meant to offend anybody and I sincerely apologize if it did.

The latest jumps I make aren't always the best. I would like to say that there is a gradual improvement, though - take a look at Peter Nimble, my first jump, and compare it to the Warhammer Fantasy: Empire jump, the latest (which was a collaborative effort.) The latter is absolutely superior to the former. If I were to choose which of my other jumps was the best, I'd say *My Dress-Up Darling.*

It shouldn't have to be said, but the names of these perks are unisex. I don't really appreciate perks that assume the jumper is male or female.

The origins of this jump are partially based on cinematic roles. The Hero represents Agni, the villain can be applied to a number of people but is mostly representative of Behemdorg, the director is Togata, and the Survivor is probably Sun or Neneto, with a bit of Doma's character thrown in. The *Survivor* origin was initially called *Disciple.* A lot of the perk and item names are also based on movies.

I had the idea for making this jump in my head since 2021, back when I was first starting out with Jumps. That being said, I have a lot of free time now. I'm going to focus more on pumping out more jumps. With a minimum of quality, of course. I have standards.

This jump is styled after somebody else's jumps, though I've put my own spin on it. It's not hard to guess whose. Nasu Nasu Nasu, Oi Oi Oi. I don't think I'm going to be styling my work after theirs again.

Whoever runs this list, Jumpbot Lastname, though I suspect you are a bot, please credit me for my jumps.
https://docs.google.com/spreadsheets/u/0/d/1G_Ovd0PXqY9SpL83h0ZDHnQU7kLDZmXObi4LYP6oAWQ/htmlview#gid=0

Listen to Burnin' for You by Blue Oyster Cult.

During my work on this jump, I finished *The Two Towers* and got started on *The Return of the King.* My favorite place in Middle-Earth is definitely Ithilien. Henneth Annun sounds beautiful. I really like Ted Nasmith's portrayal of LOTR.

The more I think about it, the more I think the idea of *peak human condition* is stupid. Stupid, stupid, stupid. That's not to say I dislike it. Batman and Captain America are cool.

I wanna meet Arnold Schwarzenegger one day. I also want to be a better person.

Once upon a time, Frodo Baggins went to the Grand Canyon with Sam in tow. There, they met Batman and Captain America, who they befriended. They watched a wedding from afar, took photos, and then they went into a Quinjet and flew to Ithilien, where they had a picnic.

Before you go ahead and say "Jumper's going to destroy Behemdorg!," consider the following. Yes, Behemdorg gets up to a lot of terrible things. But there are also innocent people in there. I, at least, don't consider it just to just destroy the entire city.

