

NEWER DEAD



HISTORICAL CONTEXT

Gain 1000 **XP** to spend as you please.

Since the dawn of time, demons have terrorized humans. They are monstrous beings that exist partially outside this dimension and cannot be harmed by mortal hands. That is, unless a medium is present to allow attacks to reach the demon. However, only one medium can exist at a time, and it could take centuries for another to be born.

In ancient times, a hero named Bryce Boltzman challenged the demon king Astaroth with one such medium at his side. This medium was his own wife, Cypher Boltzman. Despite being a mighty demon hunter, Bryce was unable to protect Cypher, leaving him helpless against the demon king. Rather than killing him, Astaroth cursed Bryce with immortality, forcing him to live with the grief and humiliation for all eternity.

500 years have passed. While still acting as a demon hunter, the passage of time has dulled his once heroic spirit. Bryce is little more than a crude, lazy, short-tempered, greedy, and foul-mouthed alcoholic. However, his desire to protect humanity from demons, even at immense personal expense, is as strong as ever.

Soon, he will be made aware that a new medium has been born, a bratty rising pop star by the name of Nikki Summerfield. Her discovery is the first domino on a scheme centuries in the making to summon Astaroth into the mortal world once more to usher in a new age of demonic rule.

You'll be in this world for 10 years, starting a day or two prior to the discovery of Summerfield's latent power.



TRUE NATURE

Choose one. Decide age and gender freely, if applicable. Any origin can be Drop-In.

Civilian – 0 XP

Just a regular human. Whether by working in a demon hunting organization or just being in the wrong place at the wrong time, you'll soon become involved in the world of the supernatural, whether you like it or not.

Hunter – 0 XP

A demon hunter. Well, that's what you call yourself. The extradimensional nature of demons makes it impossible to harm a single hair on a true demon. However, their minions will still go down if you pump enough lead into them.

Demon – 100 XP

You are a demon, or most likely just a demonic minion. In either case, you are more powerful than any human and likely have some kind of special abilities. However, your very existence is a threat to the world, so any hunters will shoot you on sight. Demons receive no discounts on items or companions but are the only origin that can access the Demonic **Powers** section, where they receive a 600 **XP** stipend.

IMMORTAL FLESH

No discounts. Can be taken by any origin.

Evil Eye - 600 XP / 1000 XP

Somehow, you have been granted the eye of a mighty demon, bestowing you with immortality. You will not suffer from age, thirst, hunger, sickness, poison, immolation, suffocation, etc. Oddly enough, you can still become intoxicated. Any injuries short of dismemberment are passively healed almost instantaneously. If you're especially masochistic, you can use your own flesh as a sheath for knives or similar foreign objects, causing surprisingly little issue to the functionality of your muscles.

Even if the worst comes to pass and you are torn limb from limb, you can reassemble yourself simply by jamming the open wound into your body. Even if you didn't attach the limb in the right spot, your body will eventually affix all your limbs into the correct position. The interior of your body is clearly inhuman. A kind of homogeneous mass, almost like goo or tentacles. Perhaps this is why you can tear your own limbs off with relative ease (make no mistake, the process is still agonizing).

If you can't be bothered to find your limb, by exhausting the demonic energy that your eye slowly generates, you can cause your body to simply regenerate any still missing body parts. An oddity of this process is that it also regenerates any objects on your person and even repairs damage to your clothes. At the same time whatever parts you failed to find vanish at the same time you regrow them. It's possible this isn't simply "regeneration" but some kind of odd biological teleportation.

You hardly bleed, even if blown to pieces, but if intentionally extracted your blood can be used as a cure-all elixir that temporarily bestows a greatly weakened version of your regenerative abilities to whoever consumes it.

In time, you may learn how to utilize the demonic energy within your body as an omnidirectional blast, to enhance attacks, or even to cause severed body parts to combust remotely. A side effect of this is that your pseudo-demonic body allows your attacks to be far more effective against lesser demons, but you'll be just as helpless as a regular human against greater demons, at least without a Medium on-hand.

For 600 **XP** you are an imperfect immortal like Alex. Your regeneration is far slower, requiring minutes to heal what would take seconds for a perfect immortal. Not only that, decapitation is still fatal to you. Well, not as fatal as it would be to a mortal, but you'd have a few minutes tops before you finally die.

For 1000 **XP** you are one such perfect immortal like Bryce, bestowed with the eye of one of the mightiest demons, perhaps even Astaroth himself. Decapitation is no more life-threatening to you than a paper cut. You can even somehow roll around as just a head. Your regeneration is obscenely fast. Bullet and knife wounds heal instantly. By expending your demonic energy, you can regenerate your entire body in a maximum of three seconds. Just about the only way to kill you is by cleanly removing your cursed eye from your socket before you have a chance to regenerate.

You retain an extremely clumsy control over detached body parts, only enough to pull a trigger and flail wildly. Strangely, a body part isn't considered "detached" until you're no longer touching it. Meaning you could tear your own head off and maintain full control of your body long enough to toss it like a basketball.

Matching Pair (**Requires Evil Eye**) - 200 **XP** / 300 **XP**

Whether you are a demon and these eyes belonged to you from the beginning, or you managed to steal the eye of another immortal, you have a second Evil Eye. Frankly, if you already have one Evil Eye, a second won't provide any meaningful benefit. However, you can grant this eye to another in order to bestow them with immortality without sacrificing your own. Not only that, you are always connected to this eye. This allows you to see everything the eye sees, over any distance or even across dimensions. All the while whoever you loaned this eye to is none the wiser.

Alongside either tier of Evil Eye, you may pay 200 **XP** for the eye of an imperfect immortal. However, if you are already a perfect immortal yourself, you may spend 300 **XP** for your second Evil Eye to be of the same caliber.

GENERAL PERKS

No discounts.

Mega Death - 0 XP

You gain the NeverDead soundtrack to follow you into future worlds. You're free to toggle this on or off as desired. Only you can hear this music.

Never in Short Supply - 100 XP

You have an odd ability to find copious amounts of ammo just lying around wherever you go. Whether it's in the subway, your own apartment, inside a demon's stomach, etc. This always seems to include ammo for any mundane modern weapons you have on your person, as long as said ammo could plausibly exist in the current setting. Even if you spend your life jumping from one firefight to the next, you'd have to actively try to run out of ammo, and you might still fail.

Eye for an Eye - 300 XP / 400 XP

People in this world seem to swap around eyeballs as if they were just changing a lightbulb. By taking this, you'll find that you have a similar "plug-and-play" biology, allowing you to effortlessly swap out limbs, organs, blood, etc. simply by shoving them into the appropriate cavity. This even allows one to use any special abilities intrinsic to these body parts. These effects apply whether you are receiving a transplant or transplanting part of your own body into someone else. For an extra 100 XP, you don't even need to slot the new body part into the right spot. Just shove that eyeball into the palm of your hand and have it instantly function as desired, logic be damned.



CIVILIAN PERKS

Both 100 **XP** Perks free and all others half-off to Civilians.

Living Idol – 100 **XP**

You have the makings of a star. Even if you’re an intolerable bitch, you do a fantastic job of hiding it on the stage. Your natural charisma, good looks, and talent for singing and dancing could make you a celebrity practically overnight. Of course, this won’t do you much good if the world is currently being overrun by demons.

Hang in There – 100 **XP**

Where are you getting all this energy from? When it comes to saving your own skin, you can tap into unreal reserves of stamina and agility. Whether you’re jumping over enormous gaps to escape a burning building, hanging on for dear life with just your fingers for almost half an hour, or outrunning a pack of demonic hounds.

Diva Force – 200 **XP**

You have a logic-defying ability to seize power in a situation where you clearly have none. You could push around the vulgar demon-slayer who just saved your life and they’d just put up with it, or insult your fans to their faces and have them still support you, or belittle your work partner at every opportunity and they’d still put themselves in harm’s way to save your life. Especially effective against the opposite sex.

Daring Damsel – 200 **XP**

You have an impossible level of success against any kind of “monster”. Their attacks are easier to dodge while your own attacks are abnormally effective. You could mow down weaker demons even without the assistance of any Mediums or immortals. Of course, this only goes so far. This won’t help against a foe that dwarfs you in power or has special attacks or defenses that you have no way to counter.



What Timing - 400 XP

Fate really seems to like you. Whenever you find yourself in way over your head, you'll often have some stroke of fortune or bizarrely convenient timing that gives you a chance (though never a guarantee) to come out on top. A hero shows up to save you in the nick of time, a villain releases their hypnosis a little too soon, you tap into latent potential you had no knowledge of the instant you need it, and so on.

Medium Rare - 600 XP

How... perplexing. There should only be one Medium every few centuries, but here you are. As a Medium, you have the ability to tap into extradimensional forces. Whether you weaken dimensional barriers to summon otherworldly abominations or utilize it in the form of spells that can bind extradimensional beings or enhance others to allow their attacks to be effective against such beings. Following this Jump, your powers will be equally effective against any demonic or extradimensional entities.

HUNTER PERKS

Both 100 **XP** Perks free and all others half-off to Hunters.

Peptalk – 100 **XP**

You certainly have... a way with words. Even if everything out of your mouth is some variation of crude, sarcastic, and derogatory, your true nature always manages to slip through, so allies can easily overlook it. If anything, your casual rudeness has a way of bringing someone back to their old selves following a major emotional shock.

Ow the Edge – 100 **XP**

You wouldn't be much of a hunter if you didn't know how to kill. You may choose to specialize in a particular weapon, like throwing knives, that you demonstrate almost superhuman skill with. Alternatively, you can be a jack of all trades, with the ability to use almost any weapon you pick up competently (though far from masterfully).

Sixth Sense – 200 **XP**

Whether through training or natural talent, you now possess the same sixth sense as Bryce. By concentrating, you are able to slow your perception of time down to a crawl, greatly improving your accuracy and reaction time. Though you're still limited by how fast your body can move. In time, you may learn to master this technique to the point it triggers automatically the moment before you receive an attack.

Preloading – 200 **XP**

It's hardly uncommon for a demon to take more bullets than you can fit in a clip, and the time it takes to reload could be all the time they need to slice you to bits. To avert this, you are somehow able to instantly reload weapons in your possession. As long as the prerequisite ammo is on your person, the bullets, arrows, or whatever you're using seem to teleport into your weapon the instant that they should have run out.



When Life Gives You Lemons - 400 XP

You are impossibly resistant to hazardous physical conditions like being poisoned, engulfed in flames, electrocuted, etc. They don't injure you anywhere near as much as they should, even over time. You also possess the ability to channel such conditions into your weapons, even if it makes no sense. Whether it's flaming bullets, electric arrows, or your sword being coated with the same poison afflicting you, etc.

Experienced - 600 XP

Whenever you fight an enemy, you will be awarded an amount of "XP" appropriate to your performance. You can also occasionally find XP just lying around as glowing red gems. During times of rest, you can spend XP to immediately improve your abilities. This won't grant you completely new abilities but rather enhance skills you already possess and find applications you may not have realized were possible. You can only upgrade a given skill so much. Even mastery only goes so far.

DEMON PERKS

100 **XP** Perk free and all others half-off to Demons.

Lying in Wait – 100 **XP**

Despite often having the advantage in power and numbers, demons seem to quite enjoy their ambushes. You have a natural talent for picking the perfect time and place for a sneak attack. You can easily pick out where you'd have the greatest advantage, and almost instinctively identify the moment when your enemy's guard is at its lowest. Doesn't work once your enemy is already aware of your presence.

Forked Tongue – 200 **XP**

All the tales of demons as tricksters didn't come from nowhere. You have a venomous silver tongue and great control over your image. You could don a gentle persona that can win the hearts of exceptionally standoffish humans, a terrifying countenance that causes even heroes to hesitate, an obnoxious performance that can rob even a saint of their patience. Try not to mix up what masks you use against what individuals.

Depraved Flesh – 400 **XP**

You know a magic ritual to create fleshy structures known as demonic seals. Once triggered, these seals close off all exits in a given area until either the victim or their attackers have all died. With practice, you can synthesize this strange flesh into other forms, like giant boulders or massive nest-like structures. With enough time or demonic power, you can create enough of this flesh to improve the structural stability of massive towers or similar structures.

Unholy Mother – 600 **XP**

You are privy to a magic that can summon lesser demons and bind them to your will. The greater your magic power (or your authority in the demonic hierarchy) the more powerful demons you can summon. If taken with Depraved Flesh, you can create Demonic Wombs, organic structures that continuously spawn lesser demons at quite a rapid pace until either the womb is destroyed, or there are no viable targets in the vicinity. Luckily, you are not considered a “viable target”.

DEMON POWERS

Exclusive to Demons, who receive a 600 **XP** stipend for this section only.

Footprint – Price Varies

The overall size and physical might of your demon form.

- Small – +100 **XP** – Size of a small dog. Points must be spent in this section.
- Average – 0 **XP** – Size of a grown human.
- Large – 100 **XP** – Size of a bear or similar animal.
- Gigantic – 200 **XP** – Size of an elephant.
- Colossal – 300 **XP** – Size of a large house.

Outsider – 0 **XP** (This Jump) / 300 **XP** to Keep / 600 **XP**

As a demon, you are a being that exists partially outside of this dimension. What this essentially means is that you're free to inflict as much damage as you wish on this world and the beings within, but they can't do a thing against you.

By default, you are a minion of a greater demon. Mortal weapons don't do anywhere near the kind of damage they should, but dumping enough bullets into your hide can eventually take you down. Even aside from this defense, you have a naturally powerful body in terms of your ability to both receive and dish out physical damage. This is 0 **XP** for this Jump, but 300 **XP** if you want to keep it after this Jump.

For 600 **XP**, you are a greater demon. No matter your outward appearance, your baseline strength, speed, and durability put all but the mightiest lesser demons to shame. Not only that, you benefit from the full extent of your extradimensional nature. No weapon from the mortal world can harm you, unless bolstered by a Medium or similar holy/otherworldly forces. Even an immortal (who are partially demonic in their own right) could fire enough munitions at you to level a fortress, and they wouldn't be able to so much as char a single hair on your head.



Gourmand - 0 XP

A trait inherent to all demons, but oddly not inherited by the immortals who acquire their eyes. You are able to perceive the souls of other beings, as well as their colors. The emotions a being feels will affect the color of their soul, which is then reflected in the flavor of that soul. On that note, you also possess the ability to consume the souls of slain enemies, nourishing you, in addition to being quite delectable.

Fragile - +100 XP, Can purchase multiple times

Somewhere on your body is a large glowing pustule that will deal you substantial damage if attacked. This can be purchased additional times to add more such pustules. Points gained through this option can only be spent in this section.

Toxic - 100 XP

You have the ability to expel a cloud of toxic gas. Said poison is relatively weak. Painful to breathe, but only lethal after prolonged exposure.

Mobile – 100 XP, Can purchase multiple times

You possess some special mobility technique. Whether it's transforming into a wheel, a destructive charge attack, a (very) short-range warp, or enhanced jumping ability that allows you to leap wall-to-wall like some kind of demonic grasshopper.

Barrier – 100 XP

You have the ability to raise an indestructible barrier around you. However, this barrier can only be kept up for a minute at most. Once used, you cannot raise the barrier again before waiting at least twice as long as you had it raised for last.

Redundant – 100 XP, Can purchase multiple times

With each purchase, your demonic form gains an additional head. In addition to allowing you to focus on multiple targets at once, this redundancy means that even if you lose one head, the remaining heads will keep your body alive.

Facade – 100 XP

This technique allows you to disguise your demonic body as an outwardly mundane human. This conceals not only your appearance, but your inner essence. Not even an organization of demon hunters with cutting-edge sensors for unnatural energies could see through your disguise until you choose to utilize your demonic powers.

Hunger – 100 XP / 200 XP

You have the ability to create a vacuum-like force that allows you to suck in objects straight into your stomach. Your internal organs have been restructured so that you can fit things almost 90% of your own size in your stomach. For double the price, you can not only suck up larger objects, but you can also launch them with immense force.

Mighty – 100 XP / 200 XP, Can purchase multiple times

You are blessed with a relatively dangerous natural weapon. This could be as simple as grasping tentacles, a disproportionately large and powerful limb, or something more unnatural like an enormous sword growing out of your body. For double the price this is something more modern, like a turret, missile launcher, or even a laser beam sprouting out of your body. You'll never run out of ammo, but instead of "reloading" you need to rest a few seconds for your body to generate more ammunition.

Protected – 200 XP, Can purchase multiple times

This can take one of two forms. Either you receive a substantial all-around boost to your durability, basically doubling the kind of abuse you can take, or you gain total immunity to one damage type. In the latter case, this must be something specific and tangible. For instance, immunity to “bullets” wouldn’t cover things like arrows, explosions, throwing knives, etc.

Burning – 200 XP, Can purchase multiple times

You have the ability to produce and weaponize one type of energy or element as an offensive attack. Whether that be fire, electricity, shockwaves, ice, etc.

Mending – 200 XP

For the rare cases you find yourself on the back-foot. By standing perfectly still for a few seconds, you can enter a kind of healing trance that allows you to rapidly recover your stamina and health in seconds. You can recover from anything short of dismemberment in under a minute if given the chance. However, you will be knocked out of this trance if you move or are attacked within this period.

Airborne – 200 XP

Your demonic body possesses wings or some other mechanism of unassisted flight. The speed of your flight will be slower or faster depending on your tier of Footprint.

Mother – 200 XP

You have the ability to spawn lesser demons to fight on your behalf. You are able to spawn dozens of small demons from your body every few seconds. These are exceptionally weak. A regular human could probably take them out if they really tried, but they more than make up for their lack of raw power with numbers.

Hypnotic – 300 XP

Like the demon king Astaroth, you have the ability to place mortals into a hypnotic trance. They’ll feel compelled to follow your commands, but their condition is akin to sleepwalking, so they will be unsuited for complex or delicate tasks. Your control is almost impossible to resist by a regular human, but as long as you aren’t devoting all your concentration to maintain control, any outside party can break them out of the trance simply by shaking them awake.



Domain - 400 XP

An odd, yet terrifying ability. By spending an extended period within a structure, you are able to slowly infect it and transform it into your “stomach”. In a couple years, you could convert an entire skyscraper to metaphysically function as part of your body. Even once fully transformed, there will be no outward signs of anything being wrong with the structure, and regular people can come and go. However, at your will you can transform this structure to physically match its true nature. Walls are transformed into flesh as digestive acid is expelled from every surface, transforming all those within into your nourishment. You can even control the physics within your stomach, allowing you to levitate and alter the direction of gravity for those within.

Despite metaphysically being part of your body, you retain your main body that can enter and exit this structure as you please. However, you will only be able to control this transformed space as long as your main body is currently within it.

EQUIPMENT & ALLIES

Civilians and Hunters can discount two 100 **XP** purchases for free and two 200 **XP** purchases half-off. Demons receive no discounts for this section.

Post-Modern Chic – 0 **XP**

A bizarre outfit that suits your particular aesthetic. Whether it's a trench coat that looks like you pulled it out of a woodchipper, frilly garb resembling a cross between a clown and an ancient noble, some kind of tight-fitting sci-fi S&M gear, or anything else of the sort. Self-cleaning and repairing (but only to the condition you first received it).

The Old Guard – 100 **XP**, **Can purchase multiple times**

With one purchase, you may create or import up to two companions with 600 **XP** to spend in this Jump as they please. Each additional purchase doubles the number of companions you can create/import through this option.

The Next Generation – 100 **XP**, **Can purchase multiple times**

With one purchase, you receive two slots that can be used to recruit a native of this world as a companion, with their consent. Each additional purchase doubles the total number of slots you receive through this option.

Killer Feathers – 100 **XP**

You may receive either an infinite supply of throwing knives, a large firearm, or two small firearms. In the latter two cases, you'll somehow always be able to find this weapon on your person, even if the arm holding it just got blown off.

Butterfly Blade – 100 **XP**

A bizarre sword resembling a cross between a broadsword and a butterfly knife. This sword can cut through the flesh of lesser demons with unnatural ease, but on closer inspection it is actually dull, greatly reducing its lethality against anything else.

Remote Operations – 100 XP

An impossibly durable earpiece or cellphone. Always seems to have a signal and a charge. It also has a special tracking function that any of your allies can take advantage of to find you (unless you intentionally disable it).

Snake Wine – 100 XP

A replenishing bottle of wine with an entire snake within. Drinking this pungent brew will instantly replenish any demonic energies or abilities on the spot. If emptied or broken it will fully refill/repair itself over the course of an hour.

Blood Elixir – 200 XP

A vial of immortal blood. Should a mortal drink this, they will find themselves purified of any toxins as their physical healing rate is supercharged for a time. This isn't at the level of a true immortal, but anything short of dismemberment can be healed in minutes. If used, you will receive a replacement vial in 24 hours.

Quickdraw – 200 XP

A bizarre mechanism strapped to your back. It somehow allows you to store an entire arsenal and a practically infinite quantity of ammo on your person (even if you have no clue where any of them are actually stored). Somehow, this mechanism allows you to control it to swap through weapons and retrieve ammo with a mere thought.

Modern Wings – 200 XP

Your own helicopter. It always seems to be topped off with fuel and if lost or damaged it will reappear in your warehouse in peak condition. If you lack the means to actually retrieve this from your warehouse, you may choose to install a helipad in a property of your choosing that this helicopter can respawn at instead.

Sanctified Ground – 200 XP

This may look like a tiny one-bedroom apartment, because it is, but there's a bit more to it than that. This small apartment has been blessed, such that only the mightiest demons would be able to step foot in it. Fridge contains a replenishing supply of beer, but I'd suggest buying real food if you plan to spend much time here.

FINITE CURSES

Take as many or as few as you can handle.

Ye Olden Days - +0 XP

You start this Jump off 500 years in the past, around the time that Bryce challenged the demon lord Astaroth. However, the end date of the Jump is unchanged, so I hope you have some form of immortality to spare you aging to death first.

Female Dog - +100 XP

There's no other way to put it, you are a complete bitch/bastard. You seem to go out of your way to be as obnoxious as possible to everyone, even those who just saved your life at substantial cost to themselves. Don't expect to make many friends.

Underbaked - +100 XP

Even aside from all the demon invasions, this reality seems... unstable. Whether it's clipping through walls, enemy corpses flailing wildly, your own motor functions feeling unwieldy, etc. Whatever god made this world clearly skimped on QA.

99 Problems - +100 XP

You have the absolute worst luck with women, or men, or whatever gender you happen to be attracted to. They don't necessarily hate you, but they will refuse to show you even the smallest iota of respect, sympathy, or appreciation in any context.

Braindead - +200 XP

You're not exactly the brightest. You are inhumanly gullible. If a dirty man covered in scars and weapons offered to take you to a deluxe spa, you'd continue to believe them even as they lead you into a demon-infested church. At the very least, your survival instincts are sharp enough to recognize immediate danger.

The Deepest Wound - +200 XP

One of your most trusted allies is not who they seem. You trust them with every fiber of your being and may have deeper feelings for them. However, they will betray you when you least expect it, attempting to kill you and destroy all your hard work. Even if you survive, the emotional shock will be substantial.



Better Off Dead - +200 XP / +100 XP with Evil Eye

You constantly find yourself in contrived situations that demand a substantial level of self-mutilation to progress. Electrocute yourself to fix a power box, crawl through broken glass to sneak past an enemy, etc. This is exponentially worse for immortals, as fate realizes how much abuse it can put you through without killing you.

Demonic Voyer - +300 XP

Through some unknown magic, a demon seeking the destruction of you and all you love has gained the ability to see out of your own eye. They will use what they see to plan accordingly. Even if you discover this fact, removing this eye will rob you of any forms of immortality or enhanced regeneration from this or any other Jumps.

Foreign Delicacy - +300 XP / +600 XP

Whether to eliminate you as an obstacle or just out of hunger for your soul, the entire demon race seems to despise you specifically and will prioritize attacking you the instant your presence becomes known to them. For an additional 300 XP, you are now fundamentally incapable of directly harming demons from this world, even if you'd normally have the means to bypass their extradimensional invulnerability.

Human Jigsaw Puzzle - +600 XP / +300 XP or +200 XP with Evil Eye

To call your body fragile is an understatement. One good hit on you will cause your limbs to break off and launch off in different directions at great speeds. You'd think your joints were spring-loaded with how easily your limbs are sent flying. Total dismemberment is a much greater concern for those who can regrow entire limbs in seconds, so imperfect immortals will receive 300 XP for taking this, while perfect immortals only receive 200 XP. Everyone else receives the full 600 XP.

DELAYED ENDING

It was a long time coming, but even the eternal must meet their end eventually.

Undead – Go Home

Conclude your Chain and return to your original world.

Unliving – Stay Here

Conclude your Chain and remain in this world forever.

Never Dead – Move On

Continue your Chain into another new world.

CLOSING NOTES

Jump by **Gene**.

I leave it to fankwank how or if immortality from this world interacts with other fiat-backed forms of immortality.