Version 2.0
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Generic Clergy

Whether gods are real or not, religion is often a foundational aspect of society. Even the most primitive of peoples will pay tribute to some force that aids them in their lives, be it the spirits of the natural world or their own ancestors watching over them from an afterlife. Even in places without gods at all will find people dedicating themselves to specific philosophies, be it consciously or otherwise, living a life they feel is fulfilling by following a code that they either remind themselves of consciously or live by on a subconscious level.

The clergy codify such things, spread the faith or philosophy they follow, and shepherd those that follow the faith, guiding them. While the methods can vary greatly, from the militaristic and expansionist to the peaceful and quiet, they are a staple of this world. And you are now part of it. That in mind, take these;

+1000cp

Good luck and have fun, Jumper.

Setting

Choose any of the following.

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

Origins

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

Age and Sex

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

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

Perks

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

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

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

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

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

Domain (50cp): A founding principle or characteristic of the faith or the power that is behind the faith, such as the power of a god or spirit. While not all faiths have a domain with enough strength to provide an actual benefit, this represents those that do, giving a boost to any abilities related to the domain. This perk may be taken multiple times.

Academic (100cp): You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads than would otherwise emerge. This also makes you a fair bit more intelligent, not enough to be labeled a genius on its own, but enough that you could be recognized by other academics.

Lore Keeper (100cp): You have a memory that is fundamentally perfect, with instant recall, perfect indexing, tamper proofing, and the ability to suppress, but not forget, memories you don't want to taint anything. You are also well studied in history, gaining a deep knowledge of local history, which updates to an equivalent level of knowledge in future settings. The more history you study, the deeper the knowledge you gain each jump will be.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Pen & Paper (100cp): You are a skilled writer, both in terms of creating manuscripts detailing your religious doctrine and tenets, but also in the writing of fictional stories. You never suffer from writer's block and can ensure that what you write is evocative and easily understood, relatively speaking, by the targeted demographic. Finally, your books can teach in your stead, adding about a third of your skills as a teacher (and any boosts to teaching speed) to the rate at which one can learn something from your books.

Blessed Soul (100cp): Your faith has provided significant protection against any attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect. This also makes you resistant to corruption from outside forces.

Diligence (100cp): You can easily push through boredom, find it easy to motivate yourself, are resistant to depressive moods, and aren't discouraged from a task simply because it is difficult or having failed at it before, though you can still recognize when taking a step back may be prudent. This has the added benefit of making you learn twice as fast as you would without this perk.

Humility (100cp): You can find contentment and fulfillment in a simple life, helping you to settle down and simply live rather than worrying about the future. You are also capable of recognizing your own flaws and weaknesses while being able to recognize the strengths of others, making it difficult for others to tear you down, emotionally speaking at least. This also grants you basic skill in cooking, cleaning, and other household duties.

Temperance (100cp): You have the ability to keep a level head and remain calm at all times, even when you are subject to fear, anger, or other extreme emotions, you remain able to think clearly and can keep a straight face. Additionally, you can easily mask your emotions and can keep your voice as calm and steady as you appear, never stumbling over your words or misspeaking unless you do so deliberately.

Kindness (100cp): You have a naturally calming demeanor, a comforting presence, and a deep wellspring of empathy, as well as being an amazing listener in general. Additionally, you are able to simplify and get across information easily and efficiently without causing undue stress, and know when to offer advice and when to simply listen. While this can be helpful for teaching, it will not, by itself, make you a good teacher.

Patience (100cp): You are an incredibly patient individual, able to put up with a great deal of hardship and stress without losing your temper. In fact, you are highly resistant to any form of stress that you might be put under, be it physical, mental, or even spiritual. While not immune, you can handle being under stressful situations for far longer than the average man, and you recover from such stresses significantly faster as well.

Charity (100cp): You find that whenever you help people, you benefit from it. This may not be entirely direct, maybe someone you helped in the past gives you a distraction when you'd otherwise be caught or giving a rat some food may have it stick around and prove useful in future endeavors. The good you do for someone is returned in kind, even if it is simply a small karmic boon.

Chastity (100cp): You are able to recognize the merits of those around you, able to recognize and subsequently ignore your own internal biases and recognize people for their actions rather than appearances. Moreover, you can pick up on when someone is uncomfortable, offended, or otherwise disturbed by the actions of yourself or another. Finally, you are able to put nearly anything into respectful or polite terms, even threats or insults.

Good Rapport (100cp): You are able to build up good will with others very easily and aren't subject to the internal biases that others may have normally, the sort of thing that would make someone decide they don't like you on first meeting. They may still grow to not like you after getting to know you if you aren't the kind of person they'd like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden.

Philosopher (100cp): You have an amazing ability with debate, oration, and clearly presenting ideas, making it very difficult for you to be misunderstood unless you are deliberately doing so. You also have a knack for finding and asking questions that can, and will, cut to the heart of an issue, can potentially help someone get through a mental hangup, or give some measure of reassurance in their actions.

Inquisitor (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. This gives you a knack for ferreting out secrets of all sorts, telling when someone is lying to you, finding clues you can interpret to understand past events, and similar such things.

A Simple Priest (100cp): You are easily underestimated, extending to the impact you have in any situation you are a part of, so long as it would be beneficial to you. This even allows you to project an aura of normality that keeps people from paying attention to your actions too much. This can even help you and your actions blend in or seem unimportant to prying eyes.

Meditation (100cp): Meditation is a staple for many clergymen, whether it manifests as quiet contemplation, offering prayers to a deity, or a deep meditative trance that borders on a form of waking sleep. You can use meditation as a form of training for any non-physical aspect. This will not help you learn purely theoretical or physical abilities, but could be used to cultivate your mental and spiritual abilities, as an example.

Everyday Luck (100cp): You are simply a bit luckier than the average person in some small ways. While not to the level where you can rely on it to pull you through in a fight, it can keep you safe from everyday dangers. You find that random odds will tend to tilt in your favor and you will never be killed by random chance, accidents, or simple bad luck. Your luck is simple, but persistent in this manner.

Communion (100cp): While not all priests have a higher power they follow, those that do can make contact with them, asking for advice and aid. You are able to contact and communicate with spiritual or cosmic beings, such as gods, demons, fey, or spirits. This does not compel them to speak with you, but does give them awareness of your existence and you awareness of theirs, as well as allowing you to speak to them, and potentially earn their favor... or their ire, if you push too far.

Sunday School (100cp): Without teachers, the faith cannot be spread, its tenets unknown, its message lost and distorted until it is unrecognizable. You are an exceptional teacher, able to adapt your teaching to each student you encounter and putting together comprehensive lessons that can cover a wide array of learning methods without hindering each other, as well as having the lessons you teach stick in the minds of your students more readily than they otherwise would. This improves the rate your students learn by five times what it otherwise would be.

Comprehension (100cp): Not all gods or forces are benevolent, not all gods are even comprehensible, some are simply so far removed from the human concept of reality that they bend the mind with their merest touch. Your mind cannot be bent by outside forces, rendering you immune to induced madness, memetic hazards, anti-memes, and similar such effects that would twist or rewrite your mind with the incomprehensible. You are still capable of going mad, but it cannot be forced upon you.

Druidcraft (100cp): While not the rarest form of worship or faith out there, the druids are less well known than the clergy for the simple fact they reside in the wilderness. You have been trained extensively in wilderness survival, knowing how to hunt, find water, build shelters, identify edible plants from poisonous ones, create primitive tools, navigate the lands in a variety of ways, predict the weather, and similar skills. You could easily live off the land for years based solely on these skills. You are also immune to the negative effects of isolation, social or otherwise.

Missionary (100cp): A priest is a shepherd for the faithful, a missionary is a priest that has gone to bring the faith to those without it, through whatever means they find fitting. Your charisma and presence are greatly bolstered, as is your ability to influence others through your words as you gain an understanding of what people feel they need and why they need it. This naturally lends itself to making you a better leader of men, especially in the spiritual sense.

If you also possess the Faithful perk (see below), those that follow you and/or your faith can generate the energy for the Faithful perk, which you can then collect and store for your own use.

Spiritual Healer (100cp): With the potential for demonic possession, malevolent hauntings, and fey attentions that will target the faithful in an attempt to make them fall, it only stands to reason a priest would be able to see them. You can see spiritual and ethereal entities that would normally be invisible to the naked eye and, with focus, can allow others to see them just as well as you can and/or gain the ability to interact with them as if they were physical entities. Training can and will make this easier, until it becomes second nature.

Additionally, it is possible to view someone's metaphorical demons and help them work through them, seeing their problems manifested in a manner you can interpret, and find that these manifestations will change as the person works through the problem until they fade entirely.

Oathsworn (100cp): In many cases, clergy members will swear vows, take on oaths, or act under codes of conduct. You find that it is easier to hold to such a vow, oath, or code without temptation leading you astray from it, and so long as you do hold onto it, your willpower is enhanced, based on how stringently you adhere to them and how difficult it is to keep to them. Some forms of faith may even offer benefits to those that follow these vows, oaths, and codes. It is possible to hold multiple vows, oaths, and codes of conduct, but they cannot contradict one another.

Superstition (100cp): In many cultures, superstition is prevalent, a means of passing on prudent action even if those following it don't realize why, often having a reason behind them. You quickly learn any local superstition simply by being in a location for a time, and moreover you can tell how seriously those superstitions are taken by the locals. From these superstitions, you can draw why they started and what grains of truth they may have, with some superstitions you encounter having actual merits of their own that you can use your magic to add a metaphysical weight to, allowing them to actually work.

Symbology (100cp): You have in depth knowledge of the symbols, pictographs, shapes, and patterns that carry some measure of meaning and power as well as how they can be used in the process of various rites and ceremonies. While it is possible to learn them and figure out how to put them together as you go, it is a time consuming process that requires a lot of trial and error, where an error can have severe side effects. You gain an increased skill in drawing and have an eye for measurements in terms of length and angles that would allow you to draw a complex alchemical circle without any tools other than your own hands, eyes, and a drawing implement.

Rites & Ceremonies (100cp): You are aware of and can perform a number of rites and ceremonies important to your faith. Things such as funerary rites, marriage ceremonies, the creation of holy water, and similar such acts. On their own, these rites and ceremonies have little actual power, however, if enforced with a bit of divine power, then you can empower such rites. A funerary rite may stop someone’s body from being raised by necromancy or preserve it until it can be buried, a marriage ceremony may link the souls of the two to be wed, allowing them to understand each other better and even benefit from the other’s presence, and similar such things.

Faithful (100cp): A person's conviction in their beliefs tends to be a source of mental and spiritual strength, providing a comfort that can keep someone going far past their normal limits. For some, however, it is a source of power as well. You possess a pool of power that can be used to bolster any faith- or soul-based abilities, to pacify or appease spiritual entities (including, but not limited to, gods, infernals, celestials, fey, and eldritch entities), or to replenish your mental and spiritual stamina. This energy can also be used as a universal form of supernatural energy, able to substitute for any other supernatural energy source. This pool doesn't naturally regenerate and must be replenished through faith, performing acts of faith, such as prayer, or following a specific tenet, will generate some of this energy. Generally holding to the faith you have will provide a small trickle of this energy.

A Divine Will (100cp): Those blessed by a deity or adherent to a philosophy tend to be strong of will and hold well to their ideals and identity. This manifests as an incredibly strong and deep wellspring of willpower and a core identity that is utterly inviolate. The core identity is, effectively, a partition of your mind that is your sense of self and identity made manifest, fortifying your mind against tampering and reverting any unwanted changes made to it over time. Should you be put under the control of another or be significantly changed such that your mind is no longer your own, this core identity will remain, be able to think normally, and can use the wellspring of will to resist the influences, suppress them temporarily, unravel them over time, hold back your actions, etc. When not under such influences, the pool of willpower makes you resistant to any attempts to alter your mentality in the first place.

Emotional Resonance (200cp): Belief and emotion are tightly linked, with faith bolstering hope and courage while despair is often tied to a loss of faith or conviction. You have the ability to detect emotional resonances and use them to empower your faith- and belief-based abilities, with certain emotional resonances enhancing certain forms of abilities. As an example; fear, despair, and hopelessness will empower curses and fear-inducing abilities while courage, joy, and gratitude can empower bolstering and healing abilities.

Political Capital (200cp): While, in modern times, religion is often separated from politics to a degree, it used to be much more involved and influential. You have the ability to collect Favor with an individual, a faction, an organization, or a group by offering them aid, resources, or simply having a good rapport with them for a long enough period of time. This favor acts as a boost to your charisma when dealing with those you have that favor with, and can be spent to influence them, getting them to offer you a level of aid in return based on the favor spent. This even works on powerful entities such as gods, archfey, demonic lords, or similar entities.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use. This even extends to external sources of power, though to a slightly lesser extent.

Curse Breaker (200cp): You know a method to break down magical effects and, effectively, render them largely inert through an application of raw willpower. You can pit your will against a supernatural effect, magical or otherwise, weakening it and loosening its hold. This is best used against persistent or anchored effects. At first, this will only keep the effect from fully taking hold on yourself or another and possibly reduce the effects temporarily. At higher levels of proficiency, however, you could break the effects, though this has a chance of damaging the anchor if you are not careful or apply the effect too liberally.

Master of Ceremonies (200cp): You have the ability to enhance supernatural abilities by adding some level of complexity and ceremony to how they are performed, using patterned hand movements, rhythmic chanting, or specialized symbols to draw out, augment, and shape the effects of any supernatural energies, powers, or abilities. The more you add and the more time put into the rituals, the stronger the effect.

Purity (200cp): Your internal energies are exceptionally pure, free of impurity or corruption of any kind, rendering it more effective than it otherwise would be. Your internal energies are twice as potent and you have twice as much of it as another without this advantage. Additionally, nothing will ever be able to seal away, steal, corrupt, or otherwise affect your internal energies unless you allow it to happen in the first place.

Divine Understanding (200cp): Faith is a potent force, but some simply lack the ability to blindly follow faith and seek to understand, for such individuals, reason and understanding are just as important as faith. Your faith- and belief-based abilities, as well as any soul-based abilities you may possess, are bolstered by your raw intelligence and, more potently, your understanding of the ability and its source.

Divine Aura (200cp): You can project an aura around yourself that can carry any passive supernatural effect out into a ten meter radius around you. This weakens the effect based on how far it is projected, but allows others to benefit from it. With time and training you can increase the range of this and strengthen the effects that travel through the aura. This aura can also be used to accurately sense supernatural powers within its range with pinpoint accuracy. The strength of your faith and conviction, as well as your own spiritual power fuel this ability.

Smite (200cp): You can channel the power of your faith and the divine power afforded to you from your higher power into a strike, making the attack significantly more devastating as a result. The greater your faith, the greater your favor, and the more opposed to your faith the target is, the greater the effects of this perk. By practicing with this skill, you can use it and modify the effects of the smite, altering how it harms or causing additional effects, such as binding an opponent or silencing them so they cannot cast a spell.

Spirit Medium (200cp): You have the ability to call up and bind spirits to aid you in times of need. By binding a spirit to yourself or cultivating a positive relation with those you call upon, you can command or request aid from them, either having them perform a task in some manner, granting them the ability to interact with the physical world to a degree, or channeling them to gain access to some of their knowledge and/or abilities. Channeling multiple spirits at once, especially if they do not like you, can be straining and have several negative consequences, so do be careful with the spirits you channel.

Deny the Devil (200cp): Sometimes, a higher power is able to gain a measure of influence over their devotees, some metaphysical trait that allows them to corrupt and taint the priest towards the power's ends rather than the priest's. However, sometimes, this taint from such higher powers can carry beneficial effects, even in small ways, despite the dangers involved. You have the ability to allow any corruption or taint to bypass immunities you may possess and allow it to take hold, however, its ability to influence you is greatly limited, allowing you to gain any benefits from that corruption with none of the downsides. You are also unable to become addicted to anything.

Sanctification (200cp): Through the application of meditation, prayer, anointing oils, carving holy symbols, and/or otherwise imbuing an object or location with your faith, you can effectively turn it into a conduit for your faith and your patron’s power, anchoring some of that faith and power into a form of enchantment. You can also convert an existing item or location of power into a new form more suited to your faith and higher power. Alternatively, you can imbue an item or location with a curse using this method. This is effectively a form of enchanting.

Holy Man (200cp): Regardless of what faith you belong to, there is the concept of Holiness, something that is innately connected to the divine. You are, in fact, holy, and can infuse your actions with an aspect of that holiness, making your abilities more effective against what would be considered unholy. By default, this means undead, demons, and unnatural entities. This can be expanded with time and practice.

Perceive the Hidden World (200cp): You have gained a potent ability, whether it is magical, a gift from the gods, or something else entirely, the end result is the same. You have the ability to unlock your senses to allow you to train them, expanding how precise they are, how far-ranging they are, and even unlocking new “modes” for your senses to allow for a greater ability to perceive the world through certain lenses or filters. For example, you could gain the ability to see divinity, smell demonic taint, or even taste a curse in the air.

Theotechnician (200cp): Belief is a potent force, and you’ve learned to harness it with technology. You are a skilled engineer, programmer, mechanic, and technician, capable of working with and repairing technological devices of all sorts. More importantly, however, you know how to build devices that can absorb and harness faith and belief, be it as a power source or as a means to enhance function. Given time and resources, you may even be able to create artificial gods through these skills.

A Life Worth Living (200cp): Religion rarely takes up the entirety of someone's life, and those gods that demand it are few and far between, at least most of the time. You can always find some time to do something you enjoy and make your life, and possibly those of others, just a little brighter as a result. This doesn't actually create more time, but it does make such moments stretch just a bit. You can even share this experience to a degree. More importantly, however, you can apply this effect elsewhere. When working against the clock, you and yours always seem to have just a bit more time than you should. And if you need a moment to rest, this will be all the stronger for it.

Self-Determination (200cp): Attempts to predict or plan around anything you are involved in just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. This will extend loosely to your allies so long as they are working with you. Your own predictions and plans are not affected by this and you can choose to negate the effects of this selectively if you wish. With effort, you may begin to sense when someone is attempting to predict you and can influence the results of these predictions with information you desire, giving them false or misleading information rather than merely clouding or obscuring the results entirely. Additionally, you are immune to fate and luck manipulation.

Blessing Magnet (200cp): Many priests go their entire lives unrecognized by the higher power they serve, never being blessed by them and simply paying a life of service for nothing. You, however, seem to draw the attention and favor of these higher powers easily, even those you are not aligned with will seem to offer some sort of blessing if you work towards a goal they approve of, even if you are not doing so for them, specifically. You are also highly receptive to such blessings, making them a bit stronger and less restrictive in how they can be applied.

Additionally, blessings applied to you are guaranteed to remain with you, even should you go to a new world or the higher power that gifted it perishes as they become a part of you. As an added bonus, you can choose to suppress or shed a blessing, or even just a part of a blessing, you no longer want without it being viewed as an insult to the higher power that granted it.

Exorcist (200cp): Sometimes, there's no helping it, and someone cannot be saved. All that remains is to set their spirit to rest and help it to pass along. You have the ability to usher the spirits of the dead to their deserved afterlife. Guiding the dead to the afterlife in this way leaves behind a small token that carries some of the power of the spirit and can act as an external source of power that naturally regenerates, albeit very slowly. One of these tokens can also be sacrificed in place of a life or soul in anything that would need such, including sacrificial rituals. This will also work to expel and banish evil spirits or demons, though they may be able to resist such attempts.

If you are particularly helpful to the spirit, such as helping it through any unfinished business or earning their friendship, they may provide a bit more than a simple token. These tokens may provide an additional boon, provide more power faster, allow you to summon and channel the spirit it came from, or have a form that is more useful such as taking the form of a weapon or piece of armor. The spirit may even choose to remain, inhabiting the item they provide and offering further aid.

Divine Magic (200cp): With the common concept of a god of magic, it only makes sense that a priest would be able to make use of the magic made available by such gods, or maybe the simple belief in such a god or entity is enough. This perk grants you the basics on how to use a particular school of magic, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

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

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

- *Custom (0cp/100cp/200cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Warding:* A useful magic for any priest, Warding is not simply protective charms and defensive fortifications, but alarms with set triggers and contingency spells that can trigger under the right conditions to release another spell. It can also be used for sealing and weakening foes through various methodologies, such as weighing them down, restricting movement, causing them to feel any pain they inflict, and similar such effects. A dedicated user, however, knows how to reverse a ward to make it a beneficial effect for those that meet certain criteria, and can even be used to temporarily unlock limiters.
- *Blood Magic:* A shortcut for more complicated spells, this specialization is a potent one. By drawing blood and infusing it with your will, you can cast magic without needing to know the formula (or to ease the casting if you do know the formula) for a spell, simply casting it through intent with blood as a medium. This uses the blood as a tool for the spell so certain spells may be beyond your ability, but this magic is quite potent, as well as scaling off the quality and potency of your blood. While best used with your own blood as it is more responsive, you can use the blood of others for these effects. A creature killed to fuel blood magic offers much more power than simply using their blood.
- *Utilimancy:* A simple magic that has almost no combat applications whatsoever and is more useful for household chores than anything else. Aids in cooking, cleaning, grooming, and other bits of household magic with mild healing as an added benefit, though more in soothing the aches and pains than actual healing. Scour away dust, dampen a rag for better use in dusting, dry clothing fresh out the laundry, produce delightful scents and eliminate foul ones, sharpen knives, oil up a squeaky hinge, and much more are accessible and major components of this magic.
- *Assuagement (100cp):* One of the most common forms of magic used by priests is that of healing, both physical and spiritual, a magic known as assuagement. While this magic focuses primarily on simple healing such as the closure of wounds, replenishment of blood, setting of bones, purging of diseases, and similar such effects, it is by no means all it can do. Assuagement can be used for mental and spiritual healing and is more akin to returning someone to their natural state, away from extremes, allowing it to be used to calm emotional extremes, dull pain, suppress corrupting influences, bring clarity to those with clouded thoughts, and similar such afflictions. This can even be used to create buffers against such afflictions, though these can be worn down quickly.
- *Illumination (100cp):* This form of magic is often mistaken for simple light magic as it is often used to provide just that, light in the darkness, but it goes far beyond that simple starting point. While this magic does focus on the manipulation of light, being able to weave illusions, create blinding flashes, or even fire off burning beams of light, it also focuses on the concepts behind the light, able to bring enlightenment and revealing the truth of things, as well as providing clarity and banishing that which is considered dark, both in the literal and metaphorical sense of the phrase. Moreover, this magic can enhance the mind of the user, augmenting their thoughts and giving epiphanies they may have missed, though this is temporary and the effects will only last so long before they fade.
- *Elementalism (200cp):* The manipulation and infusion of elemental energies. This magic offers simple elemental kinesis as its baseline, but can quickly assume the power of more esoteric aspects of magic by mixing and combining the elemental qualities used. Even combined energies can be further combined with other elemental energies to create ever more complex effects, making this magic quite expansive and potent, as nearly any effect can be accomplished. However, it is limited by the natural elemental energies of the user, keeping them from being able to perform truly potent effects without additional aids from special focuses or batteries of magical energy.

  Without the above limitations, this would cost an additional 200cp (bringing its total to 600cp) as the power of this unrestricted magic would make it nearly infinite in potential.

Eldritch Truth (300cp): There is an underlying principle of reality that allows for higher powers to exist in a state beyond humanity, and you've managed to tap into it on a small scale. This has rendered your body less important in keeping you alive, allowing you to survive grievous injury and normally mortal wounds as if they were mere flesh wounds, dulling pain to the point it registers but can never disable you for even a moment, and healing from injuries you do receive faster than you otherwise would. Additionally, you become nearly immune to reality warping effects and are resistant to divine and anti-divine effects, counting as both divine and mortal where it would be beneficial to you. Finally, your new nature has rendered you effectively ageless and removed your need for sustenance, be it food, water, air, sleep, or anything else needed to sustain you.

Living Saint (300cp): You are a near perfect channel for divine power and can make greater use of the divine than most, bringing out more of the power in divine artefacts, magics, blessings, and similar such things, potentially even granting additional options that would be unavailable to those without this perk. Moreover, you are capable of hosting a higher power, be it a deity, a spirit, or a servant of the divine, without it overwhelming you and being able to retain your agency, unless you allow the higher power to take over, in which case it can use much more of its power than if it were hosted by another being.

Additionally, you effectively are treated as if you were in a constant state of meditation, prayer, or contemplation for any effect that would benefit from such a thing and can direct it towards specific tasks. This acts as a constant act of faith and empowers any divine, faith-based, or soul-based abilities you may possess by a significant margin.

Heavenly Host (300cp): Almost every higher power to ever exist has had some manner of messenger or servant, often in great numbers, be they simple animal spirits aligned with a forest deity or the angels of Christian faiths or even the demonic servants of the darker gods. You have the ability to call on and summon these servants to aid you in your times of need, or simply for companionship if you feel the urge to speak with them.

Keeping one or more of these servants summoned puts a strain on you proportional to the strength of the servant and the number you have summoned. At first, your capacity to handle this strain will be limited, requiring you to keep to fewer and/or weaker servants, however, as you grow more accustomed to the strain, you will be able to summon stronger and more varied servants, or summon greater numbers of the weaker servants.

If you have the My Own Miracle or Divine Child perk, then you can create your own servants over time, conjuring them from your mind directly. Such servants are easier to summon and maintain, putting less strain on you than they otherwise would, but must create them individually, taking time, resources, and effort to do so.

My Own Miracle (300cp): Your soul has somehow gained a trace of divinity to it, elevating it to a level on par with a lower tier higher power, something that you have the unique opportunity to take advantage of.

Firstly, your soul is capable of growth beyond its base limitations through the use of abilities that strain or draw on it, though there may be other methods to cause this growth.

Secondly, your faith-, belief-, and will-based abilities are connected to and empowered by your soul, allowing them to function with only the power of your soul, if need be, though they are still stronger with those qualities.

Thirdly, your soul is more resilient and resists attempts to damage or corrupt it in any fashion, though this can be overcome by strong enough individuals. The faith and belief people have in yourself (including your own faith and belief in yourself) act as a buffer against attempts to harm your soul.

Fourthly, you will find that acts of self-care count as acts of faith, granting you any benefits such would have on a higher power and your own abilities.

Finally, your sense of self is greatly bolstered as your soul grows in power.

Screw The Devil (300cp): There are many out there that foolishly seek out power from unholy sources, often coming to regret it or grow so corrupted they can't even be called human anymore. You have the ability to save such individuals. You are exceptionally familiar with magical contracts and deals, precise terms, and are able to easily pick out clauses and hidden meanings within them that could cause problems, but also those that could be used to get out of the contract as a whole. You can also tell when a contractor is regretful of their contract, genuinely revel in it, or are consumed by it.

As a final ability, however, you have the ability to annul such contracts, either temporarily or permanently, freeing someone that no longer wishes to hold their contract or depriving a foe of their corrupt powers, without imposing any penalties from the contract's ending prematurely. Someone unwilling to end the contract can fight this off, rendering it difficult to permanently sever the contract and leaving them only suppressed.

You can use this on yourself, and your mind is unaffected by any influences from such contracts that would normally corrupt you.

Life Lessons (300cp): Experience shapes a person, changing them in subtle ways with every passing moment, no matter how large or small, though the degree of change can vary wildly. By reflecting on the tenets of your faith and immersing yourself in their meaning, or experiencing something that tests your faith and confidence, you may unlock a Revelation within your mind.

You can activate a Revelation to project it into your spiritual self and gain a boon based on what it represents so long as the Revelation remains active. This can even allow you to develop new abilities that you can utilize while the Revelation is active. These may also provide a variation of a Domain aligned with your higher power and, in turn, direct your abilities towards that Domain.

At first, you will only be able to have a single Revelation active, but you will be able to learn how to activate more as time goes on and you gain more practice with the ability. You can possibly even form these Revelations externally, allowing you to grant others access to their effects until you reclaim them or they pass on.

Crusader (300cp): When a holy war is waged, the clergy takes on a more militant bent and sends forth their crusaders, seeking out heretics and the agents of the opposing higher powers, and break their power base. You are protected against divine-, faith-, and belief-based abilities utilized by your foes, as is any equipment that you wear or wield, enhancing this protection equivalent to the defensive properties of the equipment. Similarly, your own abilities carry an anti-divine quality that is similarly enhanced by your offensive equipment, this functions primarily against enemies of your higher power and beings empowered by higher powers.

As an additional benefit, you are able to integrate the protections and abilities of any equipment you wear or wield into your personal presence, extending their properties to yourself. For example, armor would enhance your flesh to have the same level of durability while a mace that projects light would allow you to shed and project light yourself, acting almost as if you were the mace for the purposes of its abilities.

Finally, whenever you deal significant damage to a higher power, be it by defeating a large number of their forces, destroying or suborning holy artifacts of their faith, tearing down or taking over their religious sites, or otherwise supplanting them, you can draw out a portion of their power, weakening them. This can also be used to empower your own higher power or craft a blessing for yourself based on the higher power it was taken from.

A Bridge to the Divine (300cp): Not every world has true gods, whether they are just nonexistent or so distanced from reality that they may as well not exist, they have little impact on the world and offer no aid to the people that worship them. In these worlds, priests are supposed to bring the divine closer to reality, even if they do not exist, to bring something tangible to the faithful.

In such worlds, where the gods are absent, you find that any and all religious rites, rituals, ceremonies, and offerings made by you or with your oversight will function as if the god not only existed, but was active and listening, even in worlds those gods are not present in. You must still perform the right actions expected by the absent god, but so long as you do, they will have a real, tangible effect.

However, this cannot be used to create gods, this only works with the gods present within the world you are in, bringing about the power that would exist if the gods were real, rather than allowing you to simply create a new god to invoke for yourself.

Nature of the Soul (300cp): You have an innate understanding of the soul and how it operates. With just this understanding, you can astral project, see and interact with the souls of yourself and others, and extend your soul into another to directly combat possession or forms of control.

Further study may allow you to do more with souls than the basic understanding offers, including potentially using them as a power source, extracting them from a person, implanting them into a new body, modifying them, or even using them as a material. It is even possible to house a soul within a phylactery, allowing the person whose soul is housed within to survive past death, though in a diminished state.

Additionally, you know how to kickstart the development of souls in other beings that would normally be soulless.

You cannot use a Faith Token to gain this perk.

Divine Child (300cp): You are the child of a higher power, or have somehow obtained a nature similar enough to them to replicate the effects of being one. This has made your body a more metaphysical construct than an entirely biological one, allowing you to grow past the point others would normally plateau and granting you the ability to ignore some of the physical laws of the world at large. For example, you could grow strong enough that you could lift a mountain and ignore the fact that actually lifting a mountain would have you sinking into the earth beneath your feet before you could actually lift it.

This applies not just to your physical abilities and baseline statistics, but also to your skills. You are able to keep pushing your skills further and further, developing them to supernatural levels, where you could balance on clouds or steal someone's courage, though this would take a great deal of practice to achieve.

Additionally, you gain two purchases of the Domain perk for free.

You cannot use a Faith Token to gain this perk.

Miracle Worker (500cp): As your faith is tested, your will exerted, your favor with your higher power grows, hardships experienced, or merely with the passage of time (though this is to a lesser extent), you will find a power building up within yourself, especially in times of great hardship or danger, or when you experience a great breakthrough in something. At a certain threshold, this power will condense into a wellspring of pure potential within your soul, hereafter referred to as a Mote. While you can generate these readily enough, you can only keep and maintain a small number of Motes at any given time. You can use these Motes in a number of ways.

Firstly, a Mote's power can be tapped into for a temporary benefit, rendering the Mote dormant until it replenishes its power in the process, taking roughly a day or two to replenish. This tapped power can be harnessed to provide temporary blessings or provide minor miracles, such as healing a sick person, increase the potency of a blessing that already exists, enhance a rite or ceremony to a higher level, make your faith- and belief-based abilities significantly for a time, enhance your connection to your higher power for a time, gain heightened mastery of a power you already possess for a time, or gain an instance of the Domain perk temporarily.

These temporary boons will only last a few minutes at most, and if used to empower a specific technique or ability, will only last for a few moments for that use of the ability or technique. Using multiple Motes at once can compound these effects or prolong the duration significantly.

One or more Motes can also be consumed, effectively permanently destroying that particular Mote, to perform a more potent miracle or gain a permanent boon. Consuming a single Mote could allow you to revive the recently dead, restore lost limbs or remove disabilities such as blindness, provide a blessing nearly on par with those of a higher power, or open up a new way to utilize an ability you or another possesses. More Motes being consumed will increase the range and potency of these benefits.

If you have at least three Motes, you can even revive from death at the cost of all three Motes. Once this is done, however, you cannot do so again for ten years or until the start of your next jump, whichever comes first.

With practice, this power will improve in its own right, letting you maintain more motes, gain them slightly faster, and use them in more ways, potentially even using them on other power systems.

You cannot use a Faith Token to gain this perk.

Godforge (600cp): In many cultures, gods existed before humanity, or even before the world that humanity calls home, but in others, the gods are wholly or partially ascended beings that achieved a state of godhood or were created by those that worship them. You, however, take this a step further, you are a Godforge, a person capable of creating gods in a number of ways.

Firstly, and easiest, is to shape the collective belief of people in a god or god-like figure and condense it into an actual god, transforming the belief into a tangible figure of belief. These gods are reliant on the belief of their people to exist and fuel their power, and will weaken if their people turn away from the faith or stop believing in the god. They also lack a physical body, being more akin to a living incarnation of an idea or ideal. However, they come into power fully formed and capable of granting blessings, protection, and influence.

Secondly, you can guide someone to ascension, having an almost instinctive ability to figure out the local methods of ascension and how well a person, yourself included, would respond to those methods. As an added benefit, you can focus someone’s talents in such a way that they gain the Domain perk based on their innate talents and abilities, though they may only benefit from this once. Because of this, you gain a free purchase of the Domain perk.

Finally, you can create a god wholesale. This is an incredibly resource intensive process and produces a weak, near formless entity that will grow into a god over time, which you can guide towards a desired form of godhood over time or allow it to grow organically into a full god. The god’s temperament, domains, and abilities are all determined by how it is raised and developed, as well as what is invested into their creation.

If there is another method of god creation in a setting you go to, you will gain some measure of knowledge of how it is done and be able to perform those methods. This may still require research, but you will always have a strong foundation to build off of and a place to start your research.

Gods you create, but not those you ascend to godhood, are guaranteed to have a fairly positive view of you when they are first created, granting you considerable favor with them, though this can change with your actions after their creation and their own nature.

As an added benefit, you can support a fragment of any deity you create, but not ascend, as you progress along your chain, allowing you to keep contact with them even across many worlds. These fragments don't have much power, but may be imported as companions or kept as followers, granting them a human-like form and powers akin to the blessings they are capable of granting to their followers by default.

You cannot use a Faith Token to gain this perk.

Items

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

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

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

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

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

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

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

Holy Water Fountain (100cp): This is a well crafted and decorated fountain that provides a constant stream of water that pools at the bottom, never seeming to run out or cease to flow, as well as a number of bottles stored in a cabinet underneath that you can quickly grab and will refill weekly if you don't refill them yourself. This water harms and repels malevolent spirits and demons.

Iconography (100cp): This is a collection of holy symbols for any deity, higher power, belief system, or faction you are a part of, each of which can act as a channel for divine power, faith-, belief-, or soul-based abilities. They are also able to store a small amount of faith themselves, similar to the Faithful perk, which you can tap into when using this as a channel to expend all of the power on a single ability. This will replenish the next day.

Additionally, these symbols can be merged into an object to give it cosmetic alterations that reflect the symbol used, and grant them the power of the iconography in question.

Mark of Authority (100cp): A simple item that acts as a badge of office or a way of showing a position of authority, such as being a high priest or missionary, ensuring those that see it treat you with a fair bit of respect from the start and makes your intent more clear to those you speak to, making miscommunication and misconceptions about what you say and do less likely when it would be advantageous to you. It is possible to lose this respect, which hinders the effects of this item. The item can be nearly any simple, mundane item that can be held in one hand or worn comfortably.

Priest's Attire (100cp): An outfit designed to be worn by clergy of all sorts, it can appear like virtually anything but is naturally self-cleaning and self-repairing, insulates the wearer from diseases and toxins, holds a mild protection from corrupting elements, and minutely boosts wisdom and awareness. Common examples include a habit, a set of robes, or a simple set of light clothing favored by monks.

Meditation Candles & Incense (100cp): A collection of candles and incense made from herbs that calm and soothe the mind, allowing for you to go deeper into your meditation. This can also give an area a calming, homey feel. Certain candles and incense can have specific materials mixed in to enhance different types of meditation or to elicit different feelings, as necessary. These will not burn down unless you want them to in the first place.

Best Friend (100cp): A simple pet. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. Finally, it is receptive to the blessings offered by higher powers and can instinctively utilize them as easily as their native abilities. If you take the blessing item, you can apply its affects to this pet.

Blessing (100cp/200cp/300cp): Not so much an item, this represents a blessing granted by a higher power, whether it is directly applied to yourself or an object in your possession or a property you own.

For 100cp, this blessing is fairly minor and simple, such as a necklace glowing when evil spirits approach or a weapon being able to strike at the incorporeal as easily as the corporeal. It could just as easily be a minor power or ability granted to you by a deity, such as an enhanced sense of smell or the ability to calm emotions in those you lay your hands on.

For 200cp, this blessing is more potent and/or may contain multiple abilities from the previous tier. As an example, a suit of armor that enhances the strength and speed of the wearer or a lantern that can shepherd the souls of the dead to the afterlife, building up an energy that can then be used to summon minor angelic lights. This can also be used for more potent powers of your own, such as a healing touch or the ability to shape metal with your will. If you use a token on this item, this is the tier of power you will gain.

For 300cp, this blessing is much more powerful and flexible or has the potential for continuous growth, starting weaker, but growing with the wielder or blessed individual. As an example, a staff that can drain the power of curses from a victim and store it to empower itself over time or a halo that grants the user the power of an angel while it is worn. Used as a personal blessing, this could grant you powers on par with a demigod, such as the strength of Herakles, or give you a blessing that will simply grow and develop over time.

This may be purchased multiple times.

Exorcist’s Kit (200cp): You have a truly ludicrous number of tools ranging from ofuda to aspergillum to censers and incense to pages of scripture to talismans, which can all be used to expel and seal possessing spirits, demonic entities, and eldritch monsters.

Additionally, you can use these objects to form barriers, summoning arrays, create warded areas, or otherwise perform many of the talents of an exorcist. With a lot of practice and dedication, you may discover other ways to use this kit, based on your faith and understanding of it.

You can pull any of these objects from nearly anywhere on your body or out of any container in your possession without limit, and without anyone finding it odd, though you can toggle that feature if you wish to do so.

Spirit Guide (200cp): You have been haunted by a ghost, but one that has decided they want to be helpful rather than a nuisance. This spiritual entity has knowledge of many techniques and abilities used by priests the world over and is quite knowledgeable about various higher powers in general, enough so that he can feed you information about faiths you encounter and the techniques your foes may be using. They can also help you advance your skills as a member of the clergy, acting as a mentor.

However, that isn't everything they have to offer. This spirit is capable of possessing you, which enhances the blessings you are under the effects of due to the holy power wielded by the spirit, as well as improving your control over your faith-, belief-, and soul-based abilities.

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

Holy Grounds (200cp): Less of an item and more of a form of protection for your properties. Any property you own counts as holy ground and will repel malevolent spirits and supernatural entities that would seek to harm you, as well as diverting the attention of mundane threats in general. This also gives you a heightened awareness of the state of your properties even if they are on the other side of the planet or on a different plane of existence.

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

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

The Church (200cp): A large building designed to honor one or more higher powers and built to house hundreds of people, providing lodging, food, enrichment, and space for all housed within. And yours is special as it will be able to house all under your command, regardless of how many, comfortably. Those housed here find comradery easier to build and can understand each other with greater depth, preventing infighting except in the most extreme cases.

As an added bonus, the church acts as a conduit for the higher power(s) it is dedicated to. Because of this, rituals performed within these grounds have a much higher chance of success, need fewer resources, and are far more forgiving on any mistakes made, compensating for a lack of skill through raw magic and receptiveness to intent.

If you have the Holy Grounds item, The Church's power is enhanced and has denser protections, making it an ideal place for worship. It will also collect the belief and faith of those within, which can then be focused and used to upgrade the protections of the Church or to power divine magics and rituals.

A Little Slice of Heaven (300cp): Not a literal slice of heaven, but the earthly equivalent. This is a little bit of paradise on earth, providing clean food and water, ideal conditions year round, and has a natural sense of tranquility and beauty permeating every inch of it. It is the size of a small island, roughly on par with one of the Hawaiian islands, is rich in various natural resources that never seem to run dry, and is steeped in spiritual power that bolsters the soul. The only thing missing is companionship as only those you allow to enter this place are even able to perceive it, let alone reach it.

Being here simply eases all burdens on the mind, revitalizes the spirit, and allows one to work through their issues in quiet contemplation. It also provides a passive growth to the spirit of anyone within its boundaries. In future jumps, you can potentially add various energies and magics to the island to allow a similar growth effect as it applies to the spirit, and they will naturally harmonize and have no ill effects.

MacGuffin (300cp): A nebulous item that has a unique property that allows it to substitute for any other item or material necessary for something. Need a rare ingredient to make a potion? This will do. Need a specific sword to act as a key for a vault? This will work in its place. Need a piece of a meteor for a powerful ritual? Use this in its place. Regardless of what you need, this will serve its purpose, but only for a single item or material at a time.

Once used to replace something, this item will return to you after a period of time. The amount of time depends on how it was used and the amount of power or rarity/value of the replaced item. It will never take longer than a decade to return, however.

It would take a truly legendary replacement to take longer than a year to come back.

Ancient Altar (300cp): A stone altar that is in some out of the way place only you seem to be able to find or hidden on one of your properties that no one else ever seems to be able to find. Within this altar is a nebulous entity with some real power, whether it's an angelic being, a divine power, an eldritch entity, a demon of some description, the spirit of a powerful mage, or something else does not matter, it is locked within this altar and can only interact through it.

You are able to interact with the spirit within the altar by giving it some form of offering, whether you just sacrifice some of your time to speak to it, leave tithes of food and goods, offer prayers and faith, or sacrifice living beings to the being within. Your offerings may result in you receiving boons from the being within the altar, be they minor blessings, knowledge of various powers you can make use of, imparting a blessing to an object you can use, or giving you visions, and this is by no means an exhaustive list. The greater the tithe offered to the altar, the greater the boons, with great offerings potentially giving you permanent boons.

These tithes will give the entity within the altar back some of its old strength, allowing it to more directly interact and communicate back with you. As it increases in power, it can offer greater boons or may grant you a favor you can use to call on its divine intervention in the form of a miracle. Its growth is, however, incredibly slow, potentially requiring several decades for direct communication.

As you are the only one able to interact and empower the entity, it will never betray you and has complete loyalty to you. It will only intervene on your behalf if you directly request its aid. In future jumps, you can always find another shrine to this being somewhere in the forgotten reaches of that jump. You always know where to find it the moment you think about it.

You cannot use a Faith Token to gain this item.

The Good Book (300cp): A book on the nature of faith, spirits, the soul, the afterlife, and the gods. Someone reading this book will allow a person to develop a small array of abilities similar to those presented in this document. Alternatively, you can cause the book to disintegrate and allow various people throughout the setting to benefit from the effects of reading this book. If you do, you'll get a new one at the start of your next jump.

You cannot use a Faith Token to gain this item.

Afterlife (500cp): Your own, personal afterlife. A little slice of heaven or hell that looks and functions however you wish it to, though it changes slowly if you want to make a change. This afterlife may be layered, such that you have a heaven, a purgatory, and a hell, or any other setup you may wish, you can even allow for travel within a setting into this afterlife or prohibit it entirely. It is up to you.

However, an afterlife is only such when people are able to go there when they die. You are able to establish what makes it so that souls enter your afterlife when they die, where they go in the afterlife, what happens to them, and what exactly qualifies them to go to specific areas. You can even designate people that are still alive to where you want them to go to your afterlife when they inevitably pass on.

Souls within the afterlife will generate some measure of power that can be used to expand the afterlife, give it more unique features, create curators akin to devils or angels, and similar features, as well as being able to draw on that power yourself, though it starts only as a way to replenish your reserves unless you add new features to the afterlife directly that are designed to allow for other uses for the energy generated.

Finally, when you die your final death, your soul will enter the afterlife and allow you to become the god of this afterlife, developing domains based on what you accomplished in life. This will only happen after you spark or once you have failed the chain and have passed on with your final death. If you achieve a spark first, you need not die to become a god through this aspect of the afterlife.

You cannot use a Faith Token to gain this item.

Companions

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

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

Patrons (Free): A copy of your god or patron follows you through your chain. Their influence is lessened considerably but can grow if you grow their following. The copy can remain behind while a new copy continues with you. Any patron you gain in the future can be brought along in this way. You do not have to bring a patron along even if you take this option, you can choose to not bring them into a jump.

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

Fellow Cleric (50cp): This option allows you to create a new companion with 800cp and 5 Faith Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

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

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

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

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

Sequestered (+50cp): Much of your life was spent in the church, as such, you have limited experience outside of its walls and are prone to misunderstandings of what it is like beyond the bounds of the church. Essentially, this means you had a very sheltered life and upbringing that will cause problems for you, at least once you leave the church. With an additional instance of this drawback, however, you must make a pilgrimage outside of the church, for whatever reason, and will be expected to take care of yourself along the way.

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

Zealotry (+100cp): Well, it seems you have been fully indoctrinated into the faith and are near fanatically loyal to its tenets, to the point where you make many of your decisions based on your faith rather than logic or reason. While you are not a completely lost cause, it will be hard for this indoctrination to fail. And with a second instance of this drawback, it will be even harder as you will deny anything counter to your faith, even rock solid evidence that can't be disputed would have a hard time getting through to you, though overwhelming evidence could.

Tested Faith (+100cp): Your faith will often be tested, either by your fellow clergymen, by the higher power of your faith, or even simply by the circumstances you find yourself in. Such tests will reward success but also punish failure. With a second instance, there is no reward for success. With a third instance, failure is punished more harshly than it otherwise would be.

Excommunicated (+100cp): For whatever reason, you have been excommunicated from your clergy and will find no aid from others within your faith during your time here. By default they will not be hostile to you, but they will not aid you in any fashion. With a second instance, however, you are wanted for crimes against the church and are being actively sought out to face whatever consequences are deemed fitting for the crimes you supposedly committed. With a final instance, then the church doesn't simply want you to face judgement before the church, but before whatever god they may follow, with the clergy coming with lethal intent to force the issue, as it were.

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

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

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

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

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

Rival Cleric (+300cp): You have an enemy that has a custom build from this doc using 1000cp, as well as their own set of 5 Faith Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

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

The Crusades (+400cp/+600cp/+800cp/+1000cp): Your church has enemies, be they beings considered anathemic or unholy to the faith, rival churches with differing tenets, or even people of the same faiths with wildly differing views on how to follow the tenets, it matters little. There is a tension between them that is rising and will likely lead to a holy war during your time in this world. Be prepared.

For an additional +200cp, the Holy War is already in full swing, with both sides clashing regularly. This makes the world far more dangerous. Just be dint of being part of the faith, you are likely to be a target for the opposing faction and will be subject to their plans as much as anyone else in the faith. Even should you leave the faith, you will be a target, and become a target for your prior faith as well.

For another +200cp, you are in the thick of things, part of the fighting as a crusader and soldier. You will be on the front lines and pushed to fight for the faith, regardless of your personal feelings and will have little chance to escape. And with the way Holy Wars tends to work, there are likely to be a great many converts, both willing and otherwise, that may or may not be so willing to fight for your side. Sabotage is likely.

For a final +200cp, the gods and other higher powers have directly entered the fray, and they are not so caring of the damage they can cause. Moreover, the opposing gods are likely to try and target the clergy themselves in an attempt to weaken your own higher power.

Choices

After your ten years (or more) in this jump has come to an end, you may choose whether to return to your **home** world, **stay** in this new world, or **move on** to your next jump

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here. Any and all properties or locations can be warehouse attachments or imported into a jump.

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

On Holy Man: This perk is left vague, intentionally so, the intent being that it makes you more effective against anything that would be considered unholy or unnatural by the definition of your faith. In D&D terms; undead, fiends, and aberrations. The improvements you can make are mostly geared towards how effective that holy element is, but it can also expand the range of targets to account for things that are "close enough" to what it can normally affect, albeit with a reduction in effectiveness proportional to how far removed it is from what it normally affects. There is a limit on that "close enough" aspect, and you will reach it quickly, but it is left vague for a reason.

On Godforge: Theotechnician, Heavenly Host, My Own Miracle, Crusader, Nature of the Soul, Divine Child, and Miracle Worker can help with this perk in a variety of ways. It may not make it easier, but it increases your options and gives additional resources. If you have the Divine Child and Godforge, you can choose to simply be a god from the start of the jump, effectively having already gone through the ascension process.