

Sire Jumpchain



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Most siblings fight, but Anna and Susan Enfield have to fight each other for their shared body. Things are only going to get worse when murder charges and secret societies get involved. It's to be expected, unfortunately; as unknowing descendants (or "Lineage Children") of Henry Jekyll and Edward Hyde, the literary force called The Binding cannot resist spicing up their lives with drama. The comic is on indefinite hiatus, but keep these rules in mind;

Rule 1: The Binding is everywhere and everyone is bound.

Rule 2: If everyone is bound then lineage children are doubly so.

Rule 3: The Binding cannot resist tension or drama.

Rule 4: We are characters in its story, and each have a moral to learn.

Here's 1,000 Binding Points to get yourself ready for your story.

Identity

Your sex is the same as your previous jump; your age is $15+1d4$. You may change your sex and freely select your age for 100 BP each.

Location

You may begin in the English Lineage Haven or with Julian's coterie. Both are in London, England. You may invent any mundane, low profile and middle-class or lower background, or forgo one and simply be accepted by either the Lineage Haven or Julian's coterie. In any case, you start just as Susan and Anna arrive in the city, and the jump will last a decade before you get an Ending Choice.

Blessings

Unless a price is specified, everything here costs 100 BP. You get four floating discounts, which make 100 BP or cheaper blessings free, or more expensive blessings half off. If it can be taken multiple times, additional purchases are only ever half off. They may also be spent in the item section under the same rules.

Lineage Child (free and mandatory) You are descended - directly or indirectly - from a supposedly literary or legendary figure of your choice, referred to as your Sire or Dam. Their life and genre will shape yours, and the way the Binding affects you. You are doubly Bound, but may interact with things regular people can't, and have a subtle ability to recognize your own kind.

Bilingual (-50) You are fluent and literate in an additional language, which may include sign language. You probably learned it the old fashioned way, but maybe you've intuited your Sire's tongue, or something like that? This may be taken multiple times.

Ever Shiny Apple (-50) You never grow tired with your hobbies, no matter how repetitive or work-like they grow.

Knight's Courage: You remain calm in chaotic or dangerous situations, and are not easily overcome by fears, whether personal or primordial. Others may freeze, but you shall not.

Computer Science: You have Masters degrees in programming and computer science, as well as several years of experience doing various jobs with them. For double points or discounts, you're capable of Hollywood computer science - particularly hacking.

Industrious: You understand the value of hard work, and have mastered the art of sitting down and doing it until it is done. You rarely procrastinate when something needs doing, even if you hate it.

Pollyanna: You have a boundless well of cheerfulness and energy. You never get discouraged for long, even in the worst of times.

Corruptor: Your words can twist the minds of others, exacerbating their flaws, suppressing their better judgement, and pushing them into depravity. Given time, you can beat down their wills and make them utterly compliant.

Redeemer: You cannot mind control people, but when you speak, they cannot help but listen, and take honest stock of their own sins.

Outside Observer: You are blessed with a reader's eyes and ears, meaning your perceptions are abnormally truthfully - and sometimes detect things others cannot. Also, many things don't count or detect your scrutiny and knowledge unless you want them to, so feel free to observe quantum states and look Medusa in the eyes.

Explorer: You have the heart and instincts of a pioneer voyager, and delight in even the smallest discoveries, whether that's the room next door or a new plant.

The Binding Can Be Very Kind: The world - and forces such as fate - is kinder to you than it is to others. You're generally lucky, you often get what you need, and the mechanics of the universe sometimes seem to bend in your favor. It's almost like you're the author's favorite.

Mystery Blood: Your Sire was from a mystery novel, so you thrive in that genre. You have an observative and analytical mind, plus good instincts for covering - or uncovering - the truth. The Binding will help, in some subtle ways.

Great Detective: You are a formally trained investigator, with several years of experience as a P.I. or similar professional.

Metadeduction: You have studied the tropes and process of crime-solving in fiction. You're also read most of the iconic mystery novels. This will allow you to easily solve most Binding-related crimes. Fortunately, you love mysteries.

Like Chess: Certain aspects of your intelligence are through the roof; you could easily pull off the iconic Sherlock-scan, even if you have more trouble with other parts, like manipulation.

Master of Disguise: Like the Holmes line, you are unrealistically good at hiding your identity. It doesn't really lend itself to impersonations, but you're good enough some people might think you're a shapeshifter. Also, you can don or doff clothes at record speeds, using flashy transformations or cutaways.

Cooking Bug: You are an exceptionally good chef. You can make delicious meals from ghastly things like bugs or people. The more disgusting the ingredients, the more it enhances the taste, actually.

The Camera Loves Me: Every tale needs a protagonist, and the Binding picks you more often than most Lineage Children. As a protagonist, you will benefit from increased drive and certain contrivances. Your choices will be more important, and you'll grow through adversity. Try not to grow into something bad. This can be toggled post-jump.

Experienced Protagonist: You've been the protagonist many times, and can generally tell when it's happening, plus the genre and medium. You've been through a wide variety of situations, so you're adaptable and quick on your feet.

Allusion: You have the power to identify a person's Sire or Dam, assuming you know their source material. Experienced users can determine names and exact relations. Outside of Sire, you can identify other ancestries and influences and motifs, diegetic or not.

Newcomer: A Newcomer is a traditional protagonist role. They tend to learn quickly, find mentors, and soak up exposition. While you may not be an actual newcomer, the Binding provides you with these things as though you were.

Hollywood Homely: Movie stars and supermodels have officially ruined beauty standards, but you get to reap the rewards, as the Binding makes sure you're good looking enough to fit in with them. You tend to look great even when you're banged up or distressed, and generally only scar in ways that make you look even better.

Mentor Role: You are a certified teacher, and a master of exposition. You can easily find students, and your proteges tend to manifest more talent and potential than they'd have on their own.

Academic: You are a skilled laboratory scientist, with a focus on one field of your choice. It can be broad, but if "chemistry" or "physics" isn't good enough, this may be taken multiple times, and pseudo-sciences are fine, though you may need Actual Mad Scientist to make them *work*.

Actual Mad Scientist: The laws of nature have far less sway on your endeavors than they should, allowing you to create wonders and terrors like few others. Be warned; these things have a tendency to spiral out of control, and can't usually be replicated by ordinary people. Arrogant and transgressive types tend to get more out of this as well, especially if they're stirring up chaos.

Mad Science Child: You might not be able to do it yourself, but your Sire is connected to mad science, and you are too. You have an affinity for that profession- and its results. You'll make fast friends with maniac and monster alike - though you should always heed your new instincts. Their toys are safer and stronger in your hands, but nothing's ever *truly* safe.

Meta Technician: It may be a superpower, but like Warren and Neal, you have an understanding of Binding-related technology, and can construct items such as plot glasses and footnotes and special alarms. Good luck on the Salo-powered jetpack.

Hubris: You may operate your body and powers well beyond their natural limits, by disabling their natural safety measures. In fact, you can do incredible things by throwing caution to the wind - but it will often not be what you were aiming for. Also, you may deliberately cut corners and design weaknesses or limits into your paranormal creations to enhance or simplify them in other ways, though this doesn't usually help you maintain control. You could even make them more effective by dooming them to a tragic death, but that would be cruel.

An Enthusiastic Frenzy: Madness can drive you to incredible heights, especially in art, in science, and in magic. You can even skip over the whole scientific rigour thing, if you're crazy enough: more is generally better. If you don't want to risk hard drugs or true lunacy, you can

enter a creative fugue state which blinds you to the horror of your employment, though you may end up living the stereotype. Maybe stick to the blueprints and grimoires?

Upper Class: Wealth comes easily to your hand, and there remains unless given reason. You can maintain a high and hedonistic standard of living without the least managerial skill.

Wealthy Donor: You are a skilled investor and money lender. Given time and seed capital, you could build and maintain a vast fortune, even if you spend some of it on philanthropy.

Ghost Puncher: Any Lineage Child can see and interact with a disembodied Enfield, but you can do similar with other intangible entities, including actual ghosts and living smoke.

Did You Think I'd Stand Here and Let You Hurt Her?: Villains excel at hiding behind the innocent. Some of them possess people - others share pain or offload injuries. Deadman switches and life-bonds also exist in some worlds, but none of it works against you; regardless of the means arrayed against you, only those you actually strike will be injured or killed by your attacks. The most primitive sort of hostage or human shield may work, but nothing beyond that, and the Binding's against it.

Invisible Jumper: You and your clothes cannot be seen, though items you carry often can. This may be toggled.

Everyone's Big Sister: You have a particular and protective impression, are highly responsible, and are a natural authority figure. You have experience looking after children, even while a child yourself, and have an easy affection for them.

The Magic of Stories: You are touched and inhabited by the metaphorical magic of storytelling. Some might say you're more alive and more authentic than ordinary people, and you certainly seem that way. Your experiences are more intense and poetic and so forth. You are also more susceptible to auras and impressions, which will sometimes let you discern secret truths, but you're more expressive in turn. This may be toggled.

Hup: The Binding doesn't really pay attention to the limits of biology. If an athletic child wants an eight foot vertical leap, and it fits the story, the kid can do it. If that same child or their aging grandpa wants to punch out an adult man, they may well be able to. Such conventions now apply to you in every world, and increase your baseline for other powers.

Under "S" For Stevenson: You are a professional quality librarian.

Judas: You have the skills to act as a mole in various organizations, but you're also a natural traitor. The longer and more closely you interact with a person or group, the more you intuit their weaknesses and the better you'll learn how to betray them. Your luck and instincts are also primed for treachery. This may be toggled, if you don't want to go down in history as a great traitor, though the Binding will help you for a time if you try.

Cruel and Beautiful: Your face and features are supernaturally fair; a vision of Gothic loveliness, but it's not the charm of a person. It's the inhuman beauty of a raging storm, or a lonely mountain, or a *tragic death*. You may be the kindest person alive, but your beauty itself is cruel and unearthly in its own way. All shall love you and despair.

Gore Fan: There might be something wrong with you, but you have a taste for the Gothic and the macabre, in all their forms. No amount of gore or bloodshed will disturb or disgust you, and I'm sure you'll have fun at horror movies.

Scars Build Character: You are the kind of person who grows from adversity, even when you're not the protagonist. Fortunately, you're adaptable and emotionally resilient.

I Like Old Books: You are a voracious reader, especially when it comes to foundational literature. Age and influence makes them better, not worse, and rereads are almost as good. You're already familiar with much of the literary canon, and will continue to be in future jumps.

By J. Umper: You have the skills and connections of a professional novelist. Neither the connections nor the skills atrophy with time, and the former update every jump decade.

Friend of Jekyll: You have graduated from a law school and passed the bar exam, making you a qualified and licensed lawyer. You could find work as a barrister or solicitor in any time or place, as the expertise and certification are somehow universal.

Irredeemable Scum!: You are an exceptionally good judge of character, and often bark up the right tree, even if you don't have proper evidence or reason to.

Cold Case: When you commit a crime, the Binding will happily create a mystery for you. While this has its pitfalls, it acts as an effective shield against police and modern forensics. It'd be boring if the beat cops and normal detectives actually solved the case, after all. You already have some experience hiding crimes.

Comedian: You're a natural comedy protagonist, and know how to thrive in that genre. You're quick witted, and bad things don't usually happen to you unless they can be quickly resolved. Even the laws of causality and physics can take a back seat.

Easy to Be Kind: You are a naturally affable and considerate person, and will probably make friends wherever you go. You'll never forget a name or a face or a personal anecdote, and you'll be the life of any party.

Being Just is Harder: You have an inner core of decency, and a devotion to the abstract concepts of fairness and justice, even when personally inconvenient or painful. This may be taken for free, but doing so makes it part of your bodymod and immune to being toggled by other perks. You will no longer have the option of ignoring your sins, even with other abilities.

Great Artist: You are a genius with one form of art, whether sculpture or song, and could easily go down in history as one of the greats if you devote yourself to it in its many mediums. This may be purchased multiple times.

Not Entirely Human: You are descended from something otherworldly, such as a demon or fairy. This makes you more attuned to - more aware of - forces such as debt, deal, and duty; not to mention truth and technicality. You can bend and stretch such spiritual laws well past the point where they should break.

Bound to Gamble: When you make or offer a bet, you have the option to involve the Binding. Should either side fail to live up to their wager, they will certainly be punished in some way; inconvenient and ironic “coincidences” are common, though dramatic, magical punishments are known to happen. This bypasses all perks and most powers.

Classic Character: You are more bold, more cunning, and more powerful than other people. It's almost like your story is more important than others - or something of that nature. This is usually subtle, but none can deny you're larger than life, with gigantic melancholies and gigantic mirth.

Helsing: It is your destiny and duty to hunt the night, to hunt *monsters*. In old days, when such things were, many found their nerve fail them at the last moment- but your heart is ready, even as it weeps for loved ones. You shall live and die by your ability to outthink or else avoid attacks and strike a superior opponent in just the right place at just the right time, but you are well trained, and are preternaturally good at hunting and slaying what must be slain, including black magicians. You should stick to the old ways to keep the Binding on your side, but you can find weaknesses that wouldn't exist and use weapons that wouldn't be effective in other hands.

My Creation!: You have some means of bringing life to inanimate matter, whether corpse or clay or stone. Your progeny are roughly human, though perhaps you could stretch things with greater effort, additional powers, or the right story.

Scrying: You have the means to extend your senses a short distance, allowing you to spy upon nearby locations, like the Enfields, but with a floating eye and ears instead of a second personality. Stretching too far is painful, and it can be sensed by some, but you retain awareness of yourself and can recall this sight at any time.

Dashing Rogue: You are a natural thief, and quite stealthy when you want to be. Your cunning and instincts lead you that way, but try not to take more than you need; the Binding likes Robin Hoods and Arsene Lupins better than Corleones and generic hoodlums.

Cutting Remarks: You can quip and argue without wasting thought or breath, but when you get a really good and appropriate battle cry or insult or monologue in, you gain favor with forces like the Binding for the contest's duration. Dramatic boasts also work, and more generally, but not as much.

English Major: You have a Bachelor's degree in English literature, and are well used to long hours slogging through unpleasant books, writing essays, citing sources, critically analyzing

texts, and debating all of the above. You quite enjoy the work, and other Lineage Children will be happy for your assistance.

Allegorical Arguments: Your effects on people, places, and things with clear symbolic or occult worth can also impact the things that they represent; it usually seems like coincidence, but it scales with symbolic “weight,” and can sometimes be dramatic. Note that destruction is usually more impactful than defense, and you should avoid creating martyrs if you can help it.

Crime Detected: You are a preternatural arbitrator of law and justice, whether the laws of the land or something higher. You cannot be fooled or deterred like a common officer, and injuries in the pursuit of justice are less frequent, less troubling, and less enduring than they should be.

Ready Aim Fire: You have pinpoint aim with any firearm you use, don’t suffer from recoil, never forget your ammunition, and can reload at the highest speeds.

Gun Control: You’re fiendishly hard to shoot - and most projectiles only leave glancing, easily healed injuries. This is less effective when you use a gun yourself or stay still, but the genre determines how much.

Symbologist: Like many Hawthorne Children, you possess the ability to divine hidden meaning from a story’s signs, metaphors, and symbolism. Your insights and fortellings are chillingly accurate, especially when applied to Lineage Children or other protagonists. Try not to let your hunger for secrets get away from you.

Clearly Foreshadowed: You have an innate ability to recognize foreshadowing and other sorts of omens. You may not know what that foreboding statement or strange rock means, but you’ll know it is portentous as though it were outlined in gold. Technically, you can try saying random things until something strikes you as important, but that’s Bound to end poorly.

Reginald: You are a masterful maid or manservant and manager thereof in any era and culture. You can slip in amongst domestic servants and be accepted among them almost wherever you go, even if the bosses don’t remember hiring you. As servants are traditionally invisible, those same masters tend to overlook you and your peculiarities when preferred.

No Small Part: Regardless of the scale or nature of its subject, you have an exceptional aptitude for planning. You’re highly observative, and your organizational skills are top-notch.

Remember Me for Centuries!: Your story and reputation spreads like wildfire, and has real staying power. Even if someone were to try actively rooting it out with vast resources, it tends to be secreted away or somehow pop up elsewhere, as though by divine inspiration. This goes double for any knowledge and teachings you introduce, proselyte, or import.

Spot the Protag: You can almost always recognize the current protagonist and similarly important individuals at a glance.

Department of Face-Punches: You have a gift for melee violence. You're tougher and more pain-resistant than most, and the flow of battle tends to favor you.

I Can Be Whoever I Want: Your fate and Binding may still be in effect, but they're more flexible. You may be doomed to doom yourself, but you might doom yourself for different reasons and to a different fate. You might be forced to struggle with base urges, but perhaps you can succeed where your Sire failed, or find redemption in a story without it. Even Hellspawn can find Heaven. Forces that seek to shape you into the person they want you to be will have a much harder time of it - and you'll always have some wiggle room. Your bloodline and "nature" no longer limit who you can be or what you can do, as a person. Also, any debt, damnation, or spiritual servitude your perks and items imply without explicitly and directly stating simply doesn't apply to you.

Then He's Not Dead!: Anyone hoping to find your body at the bottom of a cliff will be disappointed to find that you survived whatever circumstances lead you there. The Binding won't let you die off screen, or in any way that it can be construed as an escape.

Derivative Toys: Firstly, your iconic tools or dwellings sometimes develop powers of their own. Secondly, you can always create or invent tools which enhance and focus your magical or mad science abilities. It helps to specialize and diversify them. Finally, playing into an archetype tends to smooth things over for you in general, and get the Binding to help you perform that ritual or create that horror and so on.

Great Warrior: Your Sire was a mighty warrior, and you shall be too. You are incredibly talented at fighting, on your own or in a group, and while this is mostly founded in the older tradition, it won't slow you down if your enemy brings a gun to a swordfight. In fact, you are a supernaturally effective fighter, and your duels tend to sway the fates of many.

The Entire Point of Faustus: Was how his magic could do anything he wanted. And like him, you can always stretch your powers and skills - from whatever world - a fair bit wider and further than they are meant to go, especially during dramatic moments. When you dabble in actual *sorcery*, example spells are never the end of your magic; merely the beginning.

Tied Up with Plot Threads: You can innately view plot threads, allowing you to literally see the Binding at work, and sense Lineage powers at work. You can also use them to physically tie people up, though it doesn't change their story.

Demon Barber: You are a born killer; lethal with a fist or a kitchen knife. You are connected to archetypes like the noble savage and barbarian hero or slasher villain and executioner, so it's more about savagery and certainty than skill, but you can carve your way through mighty opponents just the same. Weird impressions aside, there's just something so classic about the way you kill.

Stuck the Landing: You are exceptionally good at parkour and acrobatics, even if your health and build don't normally lend themselves to it.

Though Your Sins are Like Scarlet, They Shall Be As White as Snow: Dorian Grey and John Faustus both made many mistakes, but their worst was refusing to seriously believe they could be redeemed. You will never fall into that trap, and will always recognize the chance to change your ways, make amends, and save your soul. You're also guaranteed a chance to realize you need it.

Sound Waves: You can manipulate your surroundings to create various noises using anything in your immediate vicinity.

How Sad It Is! Your lifestyle does not impact your appearance. No one will be able to tell you huff opium or drink like there's no tomorrow, but you still need to deal with the health issues.

I Noticed Too: While you aren't much more resistant to it, you can always tell when someone tries affecting your mind, and can try to shrug it off. If they actually manage to violate your autonomy, you'll always retain a little. It might just mean that you can reinterpret psychic commands or influence the machine you're hooked into, but you'll have it.

I Know Four Things: Your Sire either told or was told prophecies, so you sometimes see the future in dreams, though not on command. Some of these fortellings are self-fulfilling, but you can't foresee futures that the visions would avert, so they always come to pass.

Supernatural Aid: You tend to attract the assistance of helpful, often supernatural, forces when needed. Yes, even in worlds where they aren't known to exist. You'll still have to work and struggle to meet your goals, but you may just get a helping hand here and there.

Extra Strong: You possess inhuman strength. You wouldn't make it very far in a superhero world, but you're stronger, tougher, and more enduring than any mundane person has ever been. You could tear your way out of a straitjacket and snap a man's neck if given reason.

Bishop: You have the spiritual authority of a Catholic priest. The most notable - for our current purposes - are that you can bless water and forgive sins.

Deliver Us From Evil: Like Bishop Myriel or Sherlock Holmes, you have a keen insight and wisdom, allowing you to easily determine which sinners are truly evil, and which are merely desperate or sick or flawed. You're also quite good at talking people down, and giving them the advice they need to make the right decisions and redeem themselves.

In Media Reyes: When entering a new jump, you may skip the boring bits, and arrive up to six months later, to find that your in-jump self has finished up the basic, easy efforts stories skip past, like bribing some cops, investing some money, and making ordinary contacts. That said, this is about skipping the boring bits, not cheaping achievements, so a few months of training is as far as it goes. Anything worth watching - anything that is meaningfully challenging - will have to wait for you. Also, this moves back your exit date by the same amount, and can't be used to cheat shorter jumps.

The String of Escapes: You're quite clever and courageous when you need to be, and can escape from almost any form of confinement, given time. You're a natural escape artist, and keenly aware of opportunities to slip your chains - as well as the chains themselves, even if they aren't literal. Perhaps your Sire is Mark Ingestrie or Tobias Ragg?

Passeur: You have the skills - and the genre! - to rescue and smuggle innocent victims of oppression through hostile territory, regardless of the culture and tech level. This may involve friendly regions or false identities, depending on the situation. You can easily integrate with underground movements, or form one where none existed, and streamline either. In darker times you could be a new Scarlet Pimpernel or Jeannette Guyot, though you could also misuse these skills for other, less moral sorts of smuggling.

Perchance to Dream: Until you learn your lesson or meet your fate, you shall often dream of your Sire and their story, from various different perspectives. You don't have the option of ignoring your moral, and won't need to track down your book as much. This applies to other fates and judgements as well, if needed.

Freaking Traveler-Child: They might not be a danger here, but your past cannot be changed without your consent, and paradoxes will not erase you from being. Also, if you have some kind of stable-loop time travel, your future jumps can account for it from the beginning, as long as you aren't changing *too* much.

That Bites!: Werewolves cannot infect you without your full and informed consent. They can't even use coercion, or it fails automatically. You are also protected from similar transformations, in case vampires and zombies and so on are real.

Worldbuilding: Wait, is that supposed to be in this jump? And are these supposed to be real, or was it ambiguous? You didn't buy or bring those, yet here they are. Some jumpers can do things like that - cheat the universe out of its mysteries, blur the boundaries between worlds, and call upon that which doesn't exist. If you're one of them, or close enough, you can choose each time to make those ephemeral echoes real for everyone, though it'll spin some stories. Welcome to the new normal.

I See Dead People: You can see and hear and communicate with ghosts, even if you cannot touch them.

The Heart Thirsts for Vengeance: Forgiveness is a virtue, but the wages of sin is death. Hate can make you focused, it can make you clever, it can make you *mighty* - but only if you control yourself. You have the will and discipline to serve the cold dish, without giving it away, and the Binding recognizes you as a natural revenger, clearing obstacles from your path and readying you for the confrontation. The greater the injury you seek to redress, and the more undeserved it is, the more potent these boons will be. There is no sweeter medicine than revenge - at least not for you.

Tourist: You are the ideal sightseer; you appreciate all forms of beauty, from ancient architecture and old paintings to lonely mountains and historical sites. Also, you are an experienced, adaptable traveler, who can almost always avoid a culture clash.

Victorian Values: Your body and garments magically repels filth of all forms, except when you don't want it to. You also never need to relieve yourself, and cannot catch infectious diseases from those you are caring for or comforting. Ordinary people will not notice this unless it is pointed out.

Rappaccini: You are no Beatrice, but you are imbued with poison, making you immune to most poisons and allowing you to poison others with a touch. Fortunately, this requires active effort, so you won't poison people by accident.

I Would Give My Soul for That: You cannot unknowingly sell your soul, as you are always aware of who has a claim on it, and how much.

Repent, and They Shall Never Raze Thy Skin: If you do outright sell your soul, you may cheat your creditors out of it once per jump, and walk away with whatever you purchased. Also, if your life is sacrificed to some dark power, extra lives will free you of their claim.

Cite Your Sources: In literature, power is secondary to influence and quality. So it shall be for you, when preferred. Your interactions and connections with foundational figures and stories impact your interplay with their descendants. Having beaten Dracula, Strahd is far less trouble. Being related to Galadriel, Frieren is your friend. Knowing Norse magic, Nirm's seems simple. Also, the foundational forces tend to override their progeny when they conflict. The rebellious or deconstructive sort are particularly vulnerable.

The Binding is Everywhere: The basic assumption is that Lineage Children continue experiencing the Binding in other jumps, and similar forces are *similar enough*, but you can perceive and treat the genre conventions of other jumps as aspects of the Binding. Also, while it's not absolute, you can mitigate the butterfly effect - at least when it comes to your own actions. It helps to be clear what you want to avoid disrupting.

Car Chase: Thanks to your Sire's daring escapades, you can intuit the controls of most vehicles, and push them well beyond their natural capacities, or even bend the laws of physics. You are a better driver than most NASCAR racers, and may easily pull off all kinds of movie nonsense. In older settings, this also applies to riding beasts and such, even those that probably couldn't or shouldn't be ridden by lesser men.

Slapstick: Even outside the comedy genre, you are quintessential comic relief. Luck can and will mess with you, but it also protects you from harm to a pretty noticeable extent. You're also an accomplished jokester, and have pulled many amusing pranks, which can help in certain ways.

Call It Progress: You know how to organize and hide an insurgent network under any circumstances, and if you actually commit yourself to revolt, fate turns towards revolution, even

against just rulers. Either way, something about your presence stoked the flames of rebellion. Injustice becomes clearer, and propaganda more feeble. People band together, and attempts to stamp out revolutionary feelings only exacerbate them further. This may be toggled, and applied to smaller, less violent scales as well.

Just in Time. Naturally: You're more of a lucky eavesdropper than a homicide detective, but nothing's more dramatic than a secret coming out, so the Binding often to put you in the right place at the right time to discover hidden truths and clandestine acts - especially if you're connected or would disapprove. You're also a natural confidant, with a deductive mind and ears sharp to secrecy.

'Tis Not Half so Fair as Thou: The dark powers, like demons and other forces of supernatural evil, are eager to bargain with you, and usually do so honestly. They may still hate and hunger for you, but they're more likely to offer you a contract, which they'll almost certainly honor so long as you do.

By the Blue Sky of Heaven: Promises are assured by spiritual forces; that's the entire *point* of making one. Which is why you can call on certain agencies - like the Binding - to enforce specific oaths and punish those who have broken others. Ironical coincidences and narrative vulnerability are more common than literal curses, but those can happen, especially if you're a magician. Of course, making and keeping a solemn pledge can help you reframe the story and get the Binding to work with you instead of against. Certain genres may expand this.

There is Nothing in the Whole World I Would Not Give (-200) While there are certain concerns and limitations, you can buy and sell intangibles - including souls. If you traffic in magic, meaningful contracts can strengthen and simplify it, and if you enchant objects, you can work your new wares into them for additional power.

Play the Fool (-200) By acting without guile or suspicion, you can "generate" vast quantities of good luck - for yourself, and for your allies. Being kind and optimistic is also recommended. You might fall for every trick and get stuck in every trap, but that tends to work for you rather than against you. This still works if you actively avert your eyes and put your trust in providence, though even a fool can be wise sometimes.

Hero's Journey (-200) You're what Fredrick thought he was: a hero, if classically. When the chips are down and it's all on the line, you can push yourself beyond what you thought were your limits, and do the incredible. Even luck can bend, though it bends in strange ways, and the name is no coincidence. Also, you have some of the archetypical folk magic used to kill the beasts of legend, though note that such heroes still had to fear ordinary bandits.

A Gift of Your Own (-200) You have a Binding power or extreme talent of your own design. It shouldn't be more expansive or potent than what you'd find here, but it'll be yours and yours alone.

Extra-dimensional Spaces (-300) You can interact and travel extra-dimensional spaces. This allows you to teleport, time travel, and do all kinds of fourth-wall stuff. Details are vague, however, but time travel doesn't seem to be casual.

Personality Adjustment (-300) Your words can change the personalities of those who hear them, in whatever way you please. You can even change their relationship with the Binding, in some ways.

A Sound Magician (-400) The black arts of sorcery are your inheritance and birthright, perhaps from Faustus. You've only mastered their basics, but you have the potential to be on Earth as Jove is in the sky; lord and commander of these elements. Your magical arts have no spiritual cost or consequences to you, but this is pre-Baum, so those who meddle with dark forces and the occult often come to poor ends, even if they aren't automatically damned.

Binder (-600) While some Lineage Children can directly influence the Binding, you hold incredible power over it. It's clear and obvious to you, and you can freely twist or change genres, and bless or doom people to specific tropes or stories. It can snap back - or even backlash - when you push it too far, however. Your Sire must be an author.

morphE (-800) You're a little out of place, but Royce's previous work never got an ending, so you have recently Awakened to one of the Five Atlantean Watchtowers of Supernal Realms, and gained access to some incredibly potent magic. There is a force called paradox, which seeks to destroy magic and has particular interest in public magic, but the abyssal forces behind it won't be a concern for you post-jump, except when you dramatically miscast a spell.

Items

These items share a price scheme with blessings. Lost or broken items are restored after 24 hours.

Plot Glasses: A set of glasses designed to let you see the Binding and plot threads in general. They're also great for following leads. This may be purchased multiple times, with different specialties; shipping, psycho-analytic, post colonial; feminist, and biographical are highlighted, though in theory there's one for every type of literary analysis.

Relic Glass: An older, more primitive but more powerful version of the plot glasses; an antique left over from some Sire or Dam who did a lot of investigating.

Void Goggles: Protective eyewear, designed to allow the user to safely transverse extra-dimensional spaces. They may also filter out cosmic horror and memetic hazards.

Genre Locus: A location up to the size of a manor-house, which reflects a genre of your choice. The location's genre overrides other plot threads, and often lingers on those who spend time there.

Consecrated Ground: A cathedral which has been consecrated by holy people from numerous religions, making it a sort of generic, inter-faith sacred space. The hallowed aura is palpable, if you just open yourself up to it, and it'll keep out certain forces while accommodating non-evil religious rites.

Lineage Haven: A well-supplied manor with a distinctly foreign style, which attracts Lineage Children, even in jumps where they shouldn't exist. When that's not appealing, it can instead be used to turn certain characters into Lineage Children, rather than making it random and en masse. Allusion can help, but you could easily make Jon Snow an Aragon-Child, Naruto a Shuichi Minamino-Child, or Renfri Vellga and Weiss Schnee into Snow White-Children. If the proper figures aren't real or known in those jumps, pataphysics are involved, but in any case the history is there. Also, certain spirits are visible and tangible here.

Nice Dress: A wardrobe of fine and fancy made clothing, which always fits and doesn't inhibit your movements.

Concealed Firearm: You have a modern, semiautomatic (meaning ordinary) pistol and stock of ammunition. There's also a special license that will allow you to carry it discreetly in any nation and domain, exceptional circumstances notwithstanding.

Dosh: You receive a large allowance in local currency every month; enough to live an extremely lavish lifestyle. This does not cause inflation, even though it appears ex nihilo.

Thief-proof Briefcase: A briefcase or similar package which cannot be stolen or stolen from with ordinary means so long as you live.

Family Tree: A self-updating genealogy, which can highlight notable individuals in your ancestry. It also contains places to start researching the ancestry of others.

Your Book: A copy of your Sire or Dam's book, with lots of annotations and extras. You also get a large amount of personally relevant essays and scholarship analyzing it. They're of the highest quality.

Laboratory: The perfect place for mad science of all sorts, with a supply of almost everything you must need - including corpses. You'll have to collect the really rare stuff yourself, and the resources here can't be used outside the lab, but just imagine what you can accomplish.

Holy Water: A bucket of genuine holy water, guaranteed to work in baptisms and drive away demons.

Footnotes: A sort of meta-tech sticker and matching headset which gives you context and hints about whatever the person you place them on says or does.

Minions: Three moderately competent NPCs who can fetch, carry, and guard for you. They cannot be mind controlled into betraying you. This may be taken up to five times.

Final Product: The Binding creates stories, and some of those stories eventually find their way to the public - or at least interested individuals like Julian. This may be direct, or it may seem like divine inspiration. Maybe a mix of both? Anyway, fiat or fate ensures you'll somehow acquire a free copy of every story you're involved with, in whichever format it's supposed to be, and year and a day after it's essentially completed.

Bookworm: A nasty little creature that chews through plot connections and similar, creating plot holes. Don't let it bite you.

Plot Alarm: An alarm which goes off when a major plot point in your story occurs, with or without you knowing. Pity it doesn't come with details, though it can be lent to others.

Stuff: A person's weight in the finest alcohol money can buy - by your tastes.

Nonsense: More opium than a person can smoke in a single day, plus pipes to smoke it on.

Impure Salt: A supply of salt containing an unknown impurity, as well as several formulas containing it, including the good doctor's final recipe. If you want to recreate the Enfields or don an alchemical disguise, it's only a brew away. An actual mad scientist or magician with these resources could do all sorts of interesting things, especially to people with split personalities, multiple forms, inner conflict, or long-term personas. I'm sure Susan and Anna would be grateful for some kind of Ferula Gemina...

The Library of Babel (-200) It'd be a real waste if there were no way to experience the Binding's stories, so your warehouse contains a door into a massive store, where you can purchase copies of each story the Binding has created in any world you've visited. There is also a website and a phone line. Unfortunately, using this to spy on your enemies or uncover the mysteries of the universe can be expensive, as sampling is limited and prices fluctuate based on numerous factors, including secrecy and usefulness.

Companion

Import (50) You may import any number of companions for 50 BP each. They receive 800 BP to build themselves.

Your own Hyde-child (Free!) A secondary personality, who conflicts with you but has roughly the same goals, and can peak around places you aren't. They have full access to all your perks and powers, though they may have different expressions. They do not need to be imported into future jumps so long as you share a body, and come with you into gauntlets and such. Not mandatory.

Benamina Bell (-100) The current Sherlock-child. She has Mystery Blood, Great Detective, Master of Disguise, Like Chess, and Metadetection, in addition to a Relic Glass. She can be rather... amorous, due to high octane readership, and tends to be something of a prankster.

Eleanor Warren (-100) The current Frankenstien-Child. She has Meta Technician, Mad Science Child, Actual Mad Scientist, Academic, My Creation!, and maybe An Enthusiastic Frenzy. She's more of an academic than a fighter, but she's cool under pressure and wicked smart.

The Enfield Sisters (-150) Sire's overall protagonist, Anna and Susan. They're often considered one person, so they only take up one slot, though they get their own bodies and origins in later jumps.

Galatea (-150) A made to order person, courtesy of Warren and Pellos, with a personality, appearance, and skillset to your specifications - within reason.

Anyone Else (-200) Any one other person you can convince to come along. This may be taken multiple times, but they don't need to be selected before the end of the jump.

Curses

Unless specifically noted, all of these drawbacks are worth 100 BP. They are removed at the end of the decade, at which point you have a choice to make.

Required Reading (+0) While I encourage you to stick to old or foundational literature, I wrote you a pretty blank check to pick your own Sire(s): so long as their story is supposed to be set in the past and doesn't render the modern world unrecognizable, they're fair game, regardless of the broader context, and whether they fit neatly into the historical record. That doesn't mean it happened *here*, since that would make a lot of Sires inadvisable, but if you'd prefer to use this jump as a supplement, place Sire in the background of another modern jump, or transplant some other tale into the past, feel free. Keep all point totals separated, however. Yes, your previous jumps can be part of that.

FINAL (+0) Rather than lasting a full decade, your jump ends with the comic as it stands. This is incompatible with all other curses but Required Reading.

Flashback Arc (+50) Rather than starting your jump as the Enfields arrive in London, you start a decade earlier, when Julian invades the Lineage Haven. The jump will end at its original beginning, but less is known about this period.

GOD SAVE THE QUEEN (+50) You physically cannot use swear words. Attempts to do so get censored comedically, ruining any form of stress or pain relief it would provide.

No Wonder He Never Smiles (+50) Your smile is extremely unsettling.

Only Hear What You Want to Hear: You have trouble listening to others, and taking their thoughts/feelings into consideration.

Pining: You are infatuated with someone you cannot - or should not - be with. It's very distracting, and kind of sad.

English 101: You aren't familiar with your Sire or Dam's tale, and will have to familiarize yourself the old fashioned way; reading or listening to the story. Attempting to short cut this process fails automatically.

Bug Phobia: You are reflexively afraid of all things creepy and crawly, even if you know they're harmless. You can probably get over this when it's important, but not when the stakes are low. Also, normal bugs are immune to your out of context powers and items.

Crease and Crumbling: Like Anna, your face is noticeably disfigured, though not horribly so. Still, everyone will notice the scar across your nose. You can take Leif's rotting skin sickness for triple points instead.

Orphan: Your parents are dead, and you have some abandonment issues. You tend to see a lot of these cases in this business.

Sharp Inhale of Social Self-Confidence: Like Anna, you have a pretty bad case of approach-avoidance, almost like you've never had a friend before.

Terminally Uncool: All your attempts to appear fashionable, tough, or in-tune with pop culture is doomed to failure.

Sick of Being the Protagonist: The Binding repeatedly casts you as the protagonist, and usually when it's inconvenient.

English Geek: You love classic stories, and tend to get very exuberant when you meet a new Lineage Child. It's usually endearing, but you also have relatively poor social skills.

Wrong Genre: You have found yourself trapped in a genre you are poorly suited for, like a Rom Com as a Gothic character, or a serious mystery as a comedian. If you can get through it, you'll wind up in a new one.

Prepositions: You are obsessed with what you consider to be proper grammar and speech, specifically upper class English lingo. Even the least slang will irritate you.

Villain Child: Your predecessors or Sire have left your lineage with a poor reputation,

Basic Lectures: You have no knowledge of Sire and its metaphysics - not even the parts this document explained.

Neglected Lineage Child: Your family ignored you growing up, so you have trouble opening up to people, admitting vulnerability, and being civil. You're not a monster - but you tend to lash out.

The Birth-Mark: An image like a red hand adorns your features. Most people find it charming, but those you are romantically interested in are repulsed. It is connected to your life force, and defends itself thusly, so trying to remove it is... not advised.

A Drunk Teenage Girl Wandering Through a Big City: Your age is set to sixteen. Your sex is set to female. You are intoxicated, and on the streets of London, rather than safely ensconced in the Coterie or Haven. You'll sober up shortly, but this isn't a great combo, historically speaking.

High Octane Reader Interpretation: You are an extremely lustful person, and while you can set it aside when necessary, you're going to be consistently distracted and frustrated by it during your time here.

Creeping: You are being stalked by someone with an unhealthy affection for you. They're not necessarily a bad person, but it's unlikely anything good will come of this.

Gothic Horror Children: There are a number of gothic horror children in your area- more than there should be. Don't let them kill you, because they tend to be good at that, and prone to it.

Rotting Lineages: You tend to assume people reflect their Sires in ways you shouldn't. Hero-children are too well meaning to have done wrong, villain-children are obviously a single push away from evil. It's generally nonsense, but you believe it.

Defarge: You delight in causing pain and anguish - in having people under your power. Sometimes it blinds you to the obvious.

Of Course I Know Jumper: It's not wholly clear how a Sire's story is published and disseminated. The rumor mill can spawn a Sire, but that hardly explains Shelley and Hawthorne. Let us assume that some tales are intentionally disguised as fiction, others are gossip, and a few appear in an author's mind by apparent coincidence. Yours was one of them. There is some publicly accessible tale which details your pass and powers outside this world. It may not be well known, but it is known, and allusion will mark you as a jumper.

Long Runner: The jump now lasts an extra 10 years, in addition to the default decade. This may be taken up to four times.

A Good Story Will Always Have a Good Long Lineage (+200) There seem to be a lot more Sires and Dams than before. I thought that derivatives and retellings were just Lineage-Children, but if ordinary people can become new Sires, why not the doubly-Bound? Also, while not every descendent of a Sire or Dam is a Lineage Child, and it actually seems rather rare in canon, far more of them will be. The setting has gotten more bizarre and unpredictable.

Poe (+200) You are haunted by the metaphorical imp of the perverse, which is the soul's own desire to vex itself. Your tendencies and desires bend towards all kinds of transgressive and self-destructive ends.

Hellspawn (+200) Either your ancestry includes unclean spirits and satanic powers, or you've royally offended God. Either way, holy water burns you, and picking a fight with exorcists is probably a bad idea, even if you should be far too powerful for such concerns.

Catholic Guilt (+200) You are a devout adherent of some modern religion, probably Catholicism. Unfortunately, you are hyper aware of your own failures to live up to its tenets, and are haunted by deep and unquenchable feelings of shame over them. It's not merely that you've done wrong things, you feel that you *are* a wrong thing.

Falsely Accused (+200) Yours is the story of the innocent suspect. You will constantly be dodging accusations of crime and wrongdoing while you're here.

Modern Prometheus (+200) You are arrogant and often misjudge your own limits.

You Catch On Quick (+200) Firstly, you are 1d4 decades older than your initial roll. Secondly, you are in the boat Susan and Anna's parents thought they were in. Specifically, you have a young child, who suffers from a serious mental illness. You are overwhelmed with love for them, but there is nothing you yourself can do to help, save lend an ear from time to time. You may take them as a free companion at the end of the jump.

I Slip (+200) You tend to use your powers reflexively, even in situations where you shouldn't. You can avoid it if you're careful, but no one is careful all the time.

Are You the Real Jumper? (+200) You suffer from a delusion that you are your own Sire; perhaps reincarnated. You still know modern morals and technology, however.

The Difficulty Lies in Being Just (+200) Like Emile and his Sire Javert, you are defined by absolute adherence to laws and regulations, even to your own detriment. Unjust laws may well break you.

Character Rerailment (+200) Neal proved there's all kinds of wiggle room, and you're free to mix and match cultures and eras, but not every blessing fits every Sire or Dam. Even so, you're a jumper, and limits are for other people. If you wanted to explain it away as a personal achievement, an anomaly, or the gift of a secondary Sire (whose story you do not mimic), that would be fine. Heck, you can pick a different ancestor for every blessing; the lines tend to cross, and it's more fun that way. They don't have to fit exactly. Unfortunately, while I don't really care, it seems the Binding does; any blessing that isn't clearly connected to your main Sire or Dam is unreliable for the duration of the jump. It's still there, and it still works, but not always, and not always the way it's supposed to. Obviously, you must have bought at least three such blessings to take this curse.

Willfully Bound (+200) Any attempt to meddle with or counter the Binding is now doomed to failure. Severing it is particularly inauspicious, and *will* backfire.

He'll Pay for Taking Paul from Us (+200) You are a dear friend or close relative (your choice) of Paul Enfield, a recent victim of murder. You are deeply bereaved by his loss, and desire revenge. The signs point to Julian.

I Wanted to See (+300) Like Julian Wotton, you mistake sequels for adaptations, and become quite upset when a Lineage Child significantly diverges from the Sire's story, no matter how tragic or painful it was. You're also something of a voyeur, you bastard.

Editions Wars (+300) The original version of a story is usually - *usually*, not always - the true telling, but that's not necessarily true in your Sire's case, which makes your story harder to predict and analyze. You honestly don't know which version is accurate, and you'll have to scour through numerous variants and retellings to determine the right one, and if it's old enough, it might well be lost. Sequel canon and expanded universe material is even more unclear. Who knows what a historical Mordred, a pre-Epic Ishtar, or an actual Honest Jack should expect in the world? Additional ancestors are not affected.

Damn Yankees (+300) I can't rightly say if Hank Morgan - the protagonist of Mark Twain's infamous isekai novel - actually traveled through time or merely had a vivid dream, but he became a Sire in the process. At some point, at least one of his future descendants will somehow travel or project themselves back in time to this era by some means, and when they do they'll have access to all sorts of unreproducible future technologies, plus little to no respect for anyone or anything in this era, so they'll stir up all kinds of trouble.

Rowena! Please Talk to Me! (+300) You are deeply - and worse, mutually - in love with a Poe-child. Most Children of *that* lineage are doomed to Gothic tragedies, and many of them actually look forward to it. If you and your beloved both survive to the end of the jump, you may take them as a companion and import them into every future jump for free.

Metamorphosis (+400) Pellos is the Henry Higgins-Child, but he can apparently trace his lineage back to the Ovidian Pygmalion- which is probably why the play is named what it is. In any case, that implies that the Roman gods are real. Now there's no "implies," they're real and they're up to their old tricks - if more secretly, due to divine politics. These Olympians are far more fickle and cruel than their Greek counterparts, and you *will* come to the attention of *at least* one during this jump.

Cultural Context (+400) Not every blessing fits every Sire, but those from outside this world are especially ill-fitting. All powers - including clark tech, though not all perks - from previous jumps are sealed, as are equivalent items.

Jumper de la Macchia (+500) You and reality are no longer on speaking terms. You often interpret mundane things in the most fantastical and dramatic way, and fantastical things in the most mundane way. A stranger may seem like a friend or foul witch; a park a faerie glade full of terrible wonder. A plane appears to be a UFO, and legerdemain might be foul witchcraft. A corpse is modern art; that slasher villain is just a cosplayer.

I Hate That We're the Same Person (+500) You've taken Susan and Anna's place as the protagonist and Jekyll/Hyde duo. Oh, they still exist, but they're merely a pair of cute if quarrelsome twins, nothing more. Your own morals determine if you're the good or evil half, but you're saddled with an opposing, alternate self who has equal access to your experiences, perks, and powers, warehouse included. Or broken down into two selves; either or. Those that would immediately resolve the timeshare issue are sealed, however. In any case, you've inherited their murder charge and start anachronistically straightjacketed in a madhouse in front of a lawyer, trying to defend your right to retain your victim's briefcase and the information inside.

Ending

After a decade here, all curses are removed, and you may choose to Go Home, Stay Here, or Move On.

Notes

I have Pale's spirits and Mage the Ascension's Resonance on the brain, so I'm interpreting the Binding through a more similar lens than may be strictly accurate. If you prefer another perspective, you may run with it, but I wanted to make that clear to all.

This jump is dedicated to Pope Francis. I'm not really sure if he'd appreciate the specific tribute, but I had to do *something*.