

S. Cultist Simulator

EXILE



The time is February 15th, 1920, and you are on the run. Lost in the streets you always find a way to hide yourself amongst the crowds, but it never works. A familiar face, a old comrade, and hell maybe even your dear old boss comb through the crowds like hot knife through butter looking for you.

You were once a minor Reckoner Lord powerful, rich, nigh-immortal perhaps but something greater caught your eye. Something wonderful, something glorious, something impossible as a Adept might say, and you snatched it out of your lord's upon the eve of his victory.

Now each face in the crowd, each passing word, everything all of are now eyes upon your back, is it paranoia if they are really coming after you?

You escaped onto a train, barely escaping a grasping hand as the train speeds from the platform. A warm feeling spreads down your arm as the train passes into a tunnel, a bullet lodged into your wrist. but in your other hand you hold a shifting ball. its each movement entrances your eyes as light leaks through it's cracks, and through them you can see a swirling spheres of glowing light.

You stuff the Sphere into your overcoat and clutch at your wound, and as the train exits the tunnel you see a new world before you

Welcome to Exile Jumper

Introduction



Welcome Exile! You have just managed to evade your Lord's wrath by a hair, Good Job, but you're not out of hot water yet.

Exile you have stolen something beyond even a Know's Wildest Dream the Adepts, no this is greater than that. The Spark has shattered due to the force of Extradimensional travel, but not to worry. Convenetly, it has perfectly split into 77 Fragments.

Given enough time perhaps you could stitch it back together, but for now you have bigger problems. Your Lord... no Your Foe is hunting you with all the forces he could muster, even across the Histories he has gathered his host and has begun combing across the Multiverse for you.

Exile your in some deep shit, and I wish you the best of luck.... I know you came to me for help but your on your own. Im sure you will forge a path forward, but for now all I can say is, prepare yourself.



Basic Rules



Wounds

Wounds are Injuries that slowly build up. Should you ever get 7 you will permanently die. Hostiles can also be Wounded, and killed faster than you.



Obscurity

Obscurity represents your elusiveness. 1 Obscurity can be used to remove 2 Traces as a Action. To gain Obscurity, Jump 5 times with less than 3 Traces.



Traces

Traces are the tracks you leave behind. Traces will attract Hostiles to your Jump, should you collect enough of them.



Foe's Wounds

Your Foe is strong, but they are not Immortal, Yet...

Unlike normal Hostiles, Your Foe's Wounds Persist after Each Jump.

The Foe's Wounds will heal after 5 Jumps.

7 Wounds will Kill The Foe



Defiance

Your Defiance represents your resistance to your Foe. While not useful on it's own perhaps one of the Hours will notice your works, and reward you for it...



Fragments

Fragments are your lifeline in this hell. Each Fragment can be broken down into 100CP via a Action.

You start with 77 Fragments, and have no ability to recover any spent.

Basic Rules



CP - Exile you have no benefactor to help you here, and thus start every jump with 0 CP. In addition you cannot gain CP with drawbacks either, but any CP you gain from Fragments remain after you Jump.

Traces - Lets not forget your being hunted across the Multi-verse, each **Year** you spend in a jump after the 3rd will give you **1 Trace**. Some **Actions** you take each **Year** can also gain you **Traces** such as the *Attack* and *Harvest* Action.

Actions - though hunted you still have options to act. While normally you would spend a decade in each jump, you have no such limit. During this time you may take **1 Action** each **Year** listed under the *Actions* Page, however your **Hostiles** take their Action after yours should they be present in the Jump.

Hostiles - as mentioned before **Hostiles** can breach into your Current Jump should you fail to cover your tracks. Each **Hostile** is different with different abilities. The Type of **Hostile** that enters your Jump is dependant on your **# of Traces**.

If you ever meet the **Trace #** needed for higher Hostile they will replace the current one in a year.

In addition any **Hostile** you slay that is not **The Foe** will be replaced in the next **Year**, and will give you +100 EP [Exile Points].

Leaving your Jump will leave any Hostile behind.

Actions



Actions your way of fighting against or defending against your Foe, but a ticking clock stops for no-one and even you have limited time. While you can only take 1 Action per Year you may choose any Action to take should you meet and afford their potential requirements.

Choose from this List.

1. Blind Jump(-1 Fragment):

A Leap of Faith. It is impossible to tell where you will end up. Roll once on the All-Jumpchain List and immediately head to that Jump. Additionally roll a 1d20, if you roll 5 or lower the Reckoner Mob has already entered the Jump, gain 2 Traces.

2. Harvest Fragment(-1 Fragment, +100CP, +1 Trace):

The Sparks hold so much power, if only you had the time to properly utilize them. When you breakdown a Spark it is Impossible to undo the process. Additionally it is very noticeable to Extra Dimensional Scrying so you stick out like a Sore Thumb, gaining you a Trace.

3. Assault Hostile(Requires Weapon/Perk, +2 Traces, +1 Defiance[Once]):

A more Direct approach... Whenever you attack a Hostile they gain 1 Wound. However should you Attack The Foe Themselves you might have a more difficult time. If Attacking The Foe instead you will lose your Perk/Weapon, and unless you know The Foe's Weakness and use a Sacred Weapon you will take 3 Wounds and deal none.

4. Heal(-1 Regeneration Perk OR -5 Fragments, -1 Wound):

Your Wounds build up as the Years pass by, and they will end you if left untreated. You don't have the time to properly heal, but you have a trick up your sleeve. You may sacrifice a Healing Perk or 5 Fragments to Remove 1 Wound from your self.

5. Obstification(-1 Obscurity OR -5 Fragments, -2 Traces):

It is nigh Impossible to traverse the Multiverse without leaving some kind of Trace, but your time as a Minor Reckoner has taught you much. At the cost of 1 Obscurity or 5 Fragments you may remove 2 Traces from yourself.

6. Assist/Betray Uprising (Requires Brazen/Unflinching Vow), +4 Traces, -5 Fragments, +1 Defiance[3 Times Max]):

The Lionsmith and The Colonel are embroiled in eternal combat, and you seek to gain their favor. By assisting/crushing a Uprising in a Jump you show your dedication to one of them. However it takes a Measure of Power and is highly noticeable.

7. Defiant Gift (-1 Sacred Weapon/Perk, +4 Traces, +1 Defiance[2 Times Max]):

A unwise and bold move, but you are sure it will annoy Your Foe greatly. By sending a Weapon that can harm the Foe you show your boldness to the Hours, but your "Gift" can be traced back to you quite easily.

8. Taunt The Foe (Requires Brazen Vow and Foe Present, +3 Wounds, +1 Defiance):

Laugh as the Lionsmith once did. By performing this Ancient Gesture of Defiance against Your Foe and leaving yourself open to attack you gain the Favor of The Lionsmith.

Hostiles



The Reckoner Mob is always biting at your tail, and its only a matter of time before they find and smoke you out. But you know your enemy more than they know you, and here is what you know...



Reckoner Operative: *Required Traces: 3, Max Wounds: 2*

“Someone is starting from across the road, wait i know that face....”

Operatives are the lowest rank of the Reckoner Mob, but highly trained regardless. Operatives are too weak for direct assault, so they resort to theivery and sabatoge.

Action: *Roll 1d20 and lose a random [1-9. Power] or [10-20.Item].*



Reckoner Assassin: *Required Traces: 4, Max Wounds: 3*

“During the night, outside your chamber door a familiar groan of wood echos out...”

Assassins will directly attack you or your companions. They are geared with better armor than their Operative Counterparts, but just as skilled if not more so.

Action: *Deal 1 Wound to You or a Companion [3 Wounds to kill]*



Reckoner Underboss: *Required Traces: 5, Max Wounds: 4*

“A scarred face looks out from the crowd, their chest fitted with brass and ribbons...”

You yourself were once a Underboss, when you still worked for The Foe. From experience they are superhumanly resilient, and have direct contact with The Foe.

Action: *Roll 1d20 [1-5. Replace Underboss with Foe] or [6-20. Deal 2 Wounds]*



The Foe: *Required Traces: 7, Max Wounds: 7*

“Frost bites at the windows and a unnatural chill fills the air, their here...”

The Foe can only be Wounded by Sacred Weaponry/Perks [Worth 600CP+ and Baring The Aspect of Their Weakness]. Regardless any attack against The Foe will destroy the Weapon/Perk used.

Action: *Deal 3 Wounds to You [Or you may Sacrifice a Companion]*

Lore/Aspects

All things in the Multiverse have a Aspect of Lore. Every Perk and Item has 1 Primary Aspect which is assigned by determining which Lore it most aligns too. You too are strong in 1 Aspect, and weak to another. Another thing, One of these Lores is the Foe's Weakness, but you know not which.

Exile Choose a Lore to gain a Chainwide discount [Non-Stacking] in, and the opposite for it's weakness [50% Markup].



1. *Lantern Lore:*

The Glorious Lore of Lantern which dispells all that is untrue. Latern Lore Represents: Knowledge, Light, The Mind, and Truth.



2. *Heart Lore:*

The Unceasing Lore of Heart which beats and dances. Heart Lore Represents: Life, Movement, Protection, and Happiness.



3. *Forge Lore:*

The Burning Lore of Forge which Transmutes and Changes Forge Lore Represents: Strength, Change, Ingenuity, and Artifice.



4. *Grail Lore:*

The Succulent Lore of Grail which thirsts and hungers. Grail Lore Represents: Greed, Ambition, Charisma, and Hunger.



5. *Edge Lore:*

The Cutting Lore of Edge which bloodies and wounds. Edge Lore Represents: Combat, Tactics, Betrayal, and Brutality.



6. *Moth Lore:*

The Wooded Lore of Moth which flutters and hides. Moth Lore Represents: Secrecy, Unreason, Nature, and Stealth.



7. *Winter Lore:*

The Ragged Lore of Winter which freezes and remains. Winter Lore Represents: Death, Stillness, Cold, and Beauty.



8. *Knock Lore:*

The Wounded Lore of Knock which Opens and Reveals. Knock Lore Represents: Doors, Opening, Summoning, and Wounds.



**Note if you do not know The Foe's weakness, whenever you attack you can roll a 1d8, if the Corrisponding Lore is the same of your Weapon you have discovered The Foe's Weakness. If you roll the same result twice round up [if possible]*

Perks & Items

**Note All Perks and Items are Non-Discounted*
Start with **1000 Exile Points [EP]**

General Perks:



A Masked Presence [-100EP]:

“A Masked Man wearing a Dapper Face...”

You seem to have a ability to blend in well with your enviroment and peoples. Becoming another face in the crowd is childs play to you.

Every 2 Jumps you may remove 1 Trace.



A Hidden Presence [-400EP]

“A Camera Fails, Memory Slips, and Tracks Vanish...”

Exile reality itself seems to be bending to cover your tracks, as though the Hours have started to pity you but even this power has it's limits....

Every 5 Jumps you may preform a Blind Jump and remove 4 Traces.



A Nameless Presence [-800EP, -4 Obscurity]

“ ‘ ’ is Nameless like that of The Foe, but more than that...”

“ ” Cannot be refered to directly in almost any capacity, making “ ” exceptionally difficult to find....

Every 2 jumps gain 1 Obscutiy.



Tough [-200EP]

“Walk it off.”

Exile you seem to be rather tough compared to most, maybe even shrug off a bullet or Two if your lucky.

Every 2 Jumps you may prevent 1 Wound.

Perks & Items

**Note All Perks and Items are Non-Discounted*

General Perks (Cont):



Untouchable [-400EP, +2 Wounds]:

“Blooded and Wounded...”

Your flesh is like shining iron, and your wounds almost seem to bounce off. These are the lessons you have learned from them.

Every 5 Jumps you may remove 1 Wound.



A Sharpened Edge[-200EP]

“A Cutting Glare...”

Through your many years you have learned a thing or two...

Any time you Wound a Hostile roll a 1d20, on a 10-20 deal another Wound.



A Indomitable Edge [-600EP, +2 Wounds]

“These words are sharper than any sword...”

You have picked up on some teachings from some edge dryads you found, their lessons taught into you by the cuts in your arm... You find yourself twirling the knife.

Anytime you are Wounded you may preform a free attack action



A Conquering Edge [-800EP, +6 Wounds]

“The Secret of The Lionsmith, The Colonel, and the Wolf Divided passes to you...”

Nothing can escape the cut of your blade, Mortals nor Gods alike. Your attacks will always have a effect regardless of their weakness or strengths.

All wounds you deal are doubled against hostiles. In addition your Attacks always Wound The Foe regardless of their weakness, However attacking The Foe without using their Weakness will give you 3 Wounds.

Perks & Items

**Note All Perks and Items are Non-Discounted*

The Path:

The Hours are watching upon you Exile, which shall you dedicate yourself to?



THE COLONEL

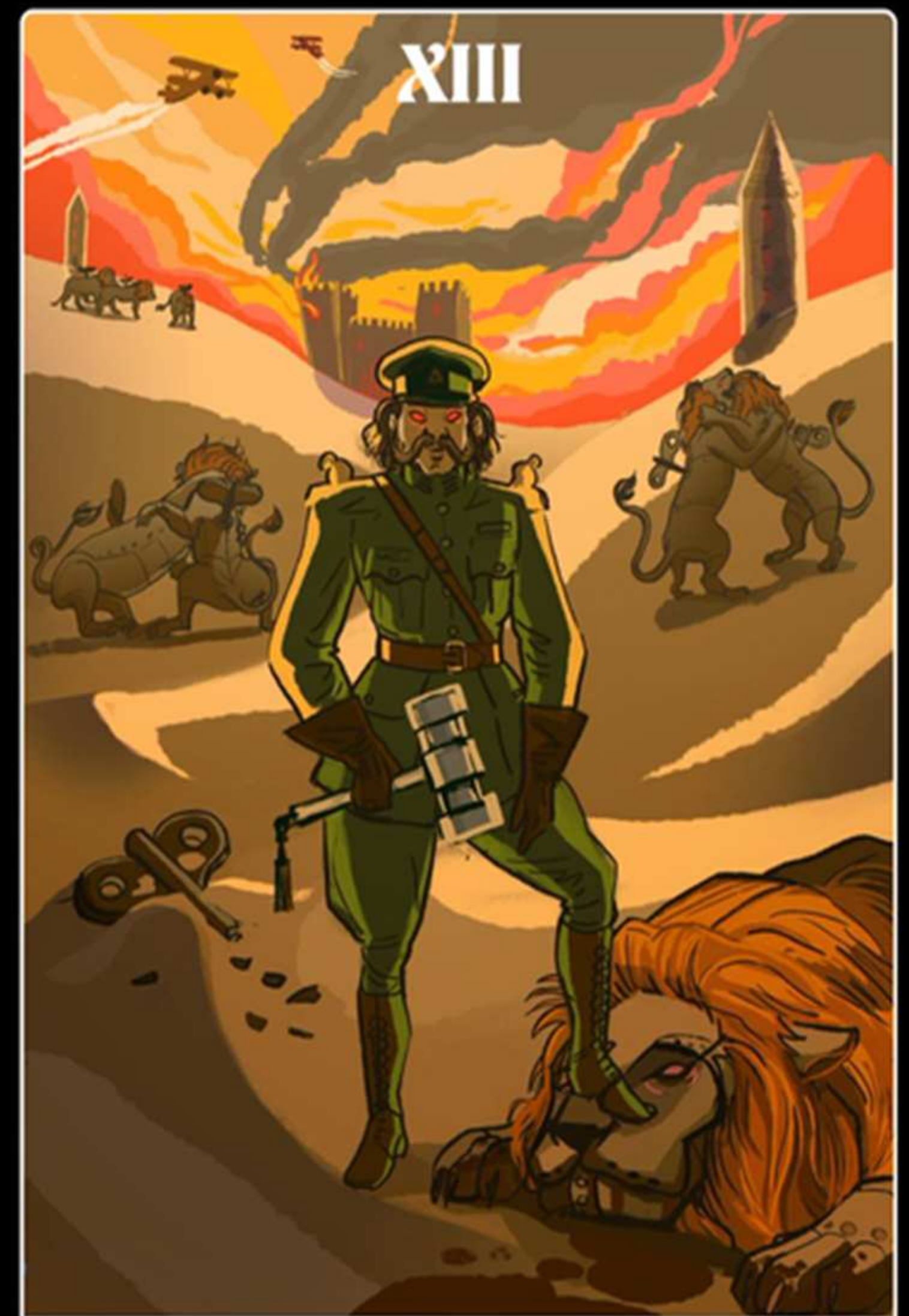
A Unflinching Vow[-200EP, +1 Defiance]

“There is no defeat but annihilation.”

You dedicate yourself to The Colonel who is scared all over.

From here on any Scar you gain gives you a Minor Strength boost (1 Scar \approx 1/16lbs of Force)

This Perk is Exclusive with [A Brazen Vow]



THE LIONSMITH

A Brazen Vow[-200EP]

“There is no defeat but shame.”

You dedicate yourself to The Lionsmith who heals without scars.

You will never scar, not matter how many Wounds you gain.

In addition You can Taunt your Foe as The Lionsmith once did.

Exclusive with [A Unflinching Vow]

Perks & Items

**Note All Perks and Items are Non-Discounted*



THE COLONEL

Status Que[-400EP, Requires Unflinching Vow]

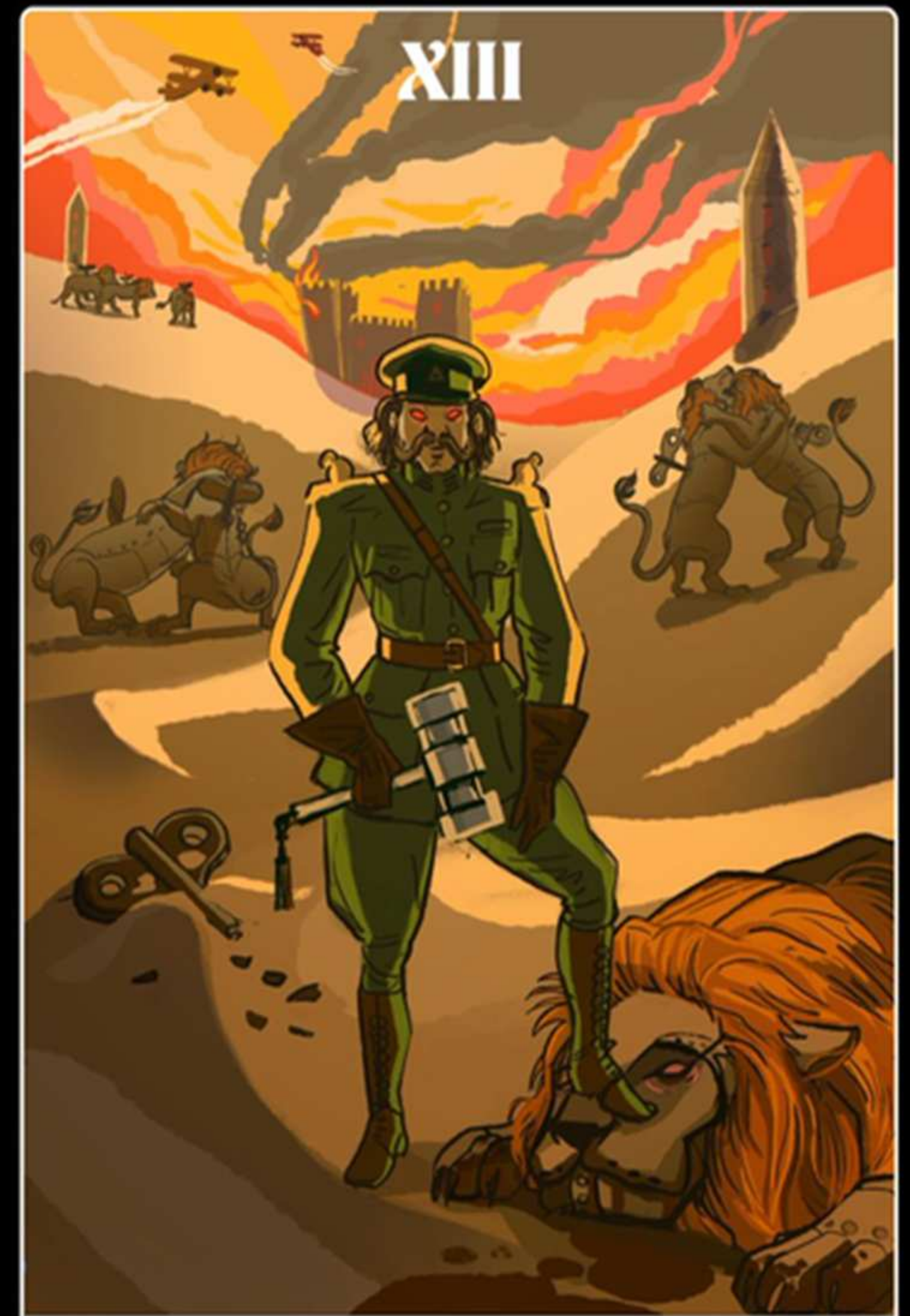
Channel the Power of The Colonel and bring even time to a stand still, if only for a day.

With this power once per jump hostiles cannot act for 1 Year.

Strategic Mind[-600EP, Requires Unflinching Vow]

Years of Battle and Conflict have slowly became second nature to you, granting you tactical genius.

Roll a 1d8, and refer to the Lore/Aspect sections for The Foe's Weakness



THE LIONSMITH

Flames of Rebellion[-400EP, Requires Brazen Vow]

Your Presence irradiates rebellion from you like a aura of knives and flame, slowly inspiring others to rise up.

With this power every 5 Jumps you may Assist a Uprising and Remove 4 Traces instead of gaining them.

Secret of Betrayal[-600EP, Requires Brazen Vow]

You have heard the words that broke The Lionsmith free of The Colonel.

You can never be bound by any Contract, Deal, or other bindings. In Addition if you whisper these Words to another they will also gain this Perk.

Perks & Items

**Note All Perks and Items are Non-Discounted*



Lionhunter's Rifle[-200EP]

The Lionhunter's Rifle has Limited Ammo with only 3 uses, however it is a powerful rifle.

Lionhunter's Rifle Aspect are Grail and Edge



Biedde's Blade[-200EP]

Biedde's Blade is a extremely lethal Weapon in the hands of the right user.

Any Wound caused by this Knife will never heal unless healed by a trained professional.

Biedde's Blade Aspect are Edge and Winter



Skaptodon's Sacrifice[-300EP]

Skaptodon's Sacrifice is a One Use Tooth Dagger, but it can harm The Foe regardless of their Weakness.



Ebreihel, The Ragged Sword [-600EP]

Ebreihel's Sword is a ancient blade, that is completely unbreakable by The Foe.

Ebreihel's Aspects are Edge, Forge, and Knock

Victory Conditions

Disappearance

Required: 7 Obscurity

You send one last taunting message to Your Foe and vanish into the multiverse. Still you check over your shoulder for a Foe who isn't there...

Reward: Convert any Remaining Fragments into CP, you start with in all future jumps. Additionally all drawbacks of this Supplement are removed.

Blood in Water

Required: 7 Wounds of The Foe

You stand over a river of blood and countless bodies. upon your hand rests the still beating heart of Your Foe...

Reward: Receive the Reward of Disappearance, Additionally gain any Captstone Perk in this supplement for Free.

Scarred Ascent

Required: [A Unflinching Vow], 6 Wounds of The Foe, 7 Defiance
Your body is that of a shrine to The Colonel, and scarred all over, and you will never die...

Reward: Scars completely cover your body rendering you immune to physical attack, you can toggle this to remove the scars but it's effects will become inactive. Additionally you can Scar others as well.

Bloody Ascent

Required: [A Brazen Vow], 6 Wounds of The Foe, 7 Defiance
You have laughed like the Lionsmith once did and have rose higher. You will never Scar, and will forever be unmarked.

Reward: You will heal from any Injury in a matter of seconds no matter how crippling. in addition you may shatter any weapon to massively increase it's effect as shards.