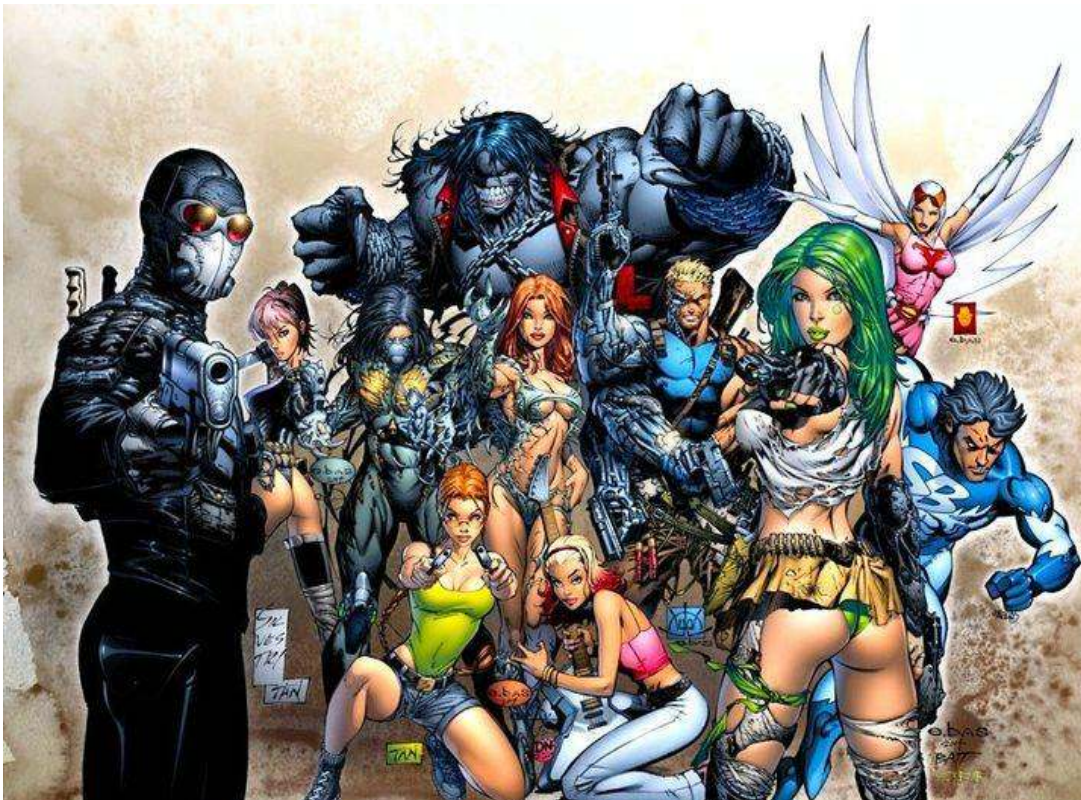


TOP COW



Welcome to the Top Cow Universe! A comics company that Mark Silvestri spun off from Image, beginning with Cyberforce, but better known for their urban fantasy series like Witchblade and the Darkness. It's a rich little shared universe. And for the next decade, your home. Have **1,000 cow points** (cp) to get started.

ORIGIN

Drop-In - You have no past, no background, no friends or job or support structure in this world. On the other hand, no preexisting enemies. Any origin may be taken as a Drop-In, but only this gives you the relevant discounts.

Police - To serve and protect, that's you. A guardian of the people, or an enforcer of the corrupt status quo.

Gangster - Alternatively, you can be someone who rejects the idea of society, save as the environment in which you must survive and the people you fleece money off of.

Mercenary - Or possibly an assassin. The point is, you kill people for money. Maybe you figure you're just the instrument of the client's will and they'd have just hired someone else. Possibly you never think about it.

Acolyte - A religious type are you? Could be a priest, a nun, a monk or just particularly faithful laity. Faith has a power in a world where demons stalk the shadows.

Mystic - Magic is a force born from mankind's hopes and imagination, but also our ignorance and fear. You have learned to harness this force, perhaps as a sorcerer, a warlock or a cultist.

Archaeologist - In a world where Atlantis and Shangri-La are both real, archaeology can be an exciting field, where field work can be very dangerous.

AGE, RACE, SEX, ETC.

Up to you. Feel free to change any of these things about yourself.

SPECIES

Human

Hairless apes. Mostly harmless.

Neanderthal

Basically human in every important way. A bunch of you were zapped over from a parallel reality a while back, in Alaska.

Blue (-100 cp)

Amphibious, undersea dwelling humans with some mild hydrokinetic powers.

Minean/Dayak (-100 cp)

Two tribes of winged humanoids, transported from their world by the combination of a mystic ritual on their end and the Chernobyl disaster on ours. The Mineans are your classic angelic looking people with wings, the Dayak have grey skin, occasionally glowing eyes, fangs, claws and berserker rages, overall resembling gargoyles. The Dayak are seeking to free their great sorcerer-king who was bound away, the Mineans mostly hide from the world but fight to protect what pages of the ritual they could steal.

Angel (-100 cp)

A species of winged humans, only a hundred or so left after the Great War. Angels are ageless and immune to disease, and highly resistant to injury and can fly. They can retract their wings to pose as human, the wings are a weakness as if they are removed the Angel becomes human and subject to human frailties.

Demon (-100 cp)

The Angels who rebelled. Demons are also functionally immortal and very strong, and really hard to hurt. They are specifically immune to fire and can light themselves up. Demons can possess people to pass as human.

Banshee (-100 cp)

All-female fey race of incredibly beautiful women. They all have an amazing singing voice, retractable needle-like claws, and can levitate into the air a bit.

Gorgon (-100 cp)

The daughters of Medusa, an all-female race with snake-hair and traits including large tails. Fortunately they are shapeshifters who can look however they want. They also have a degree of regeneration that makes them nearly unkillable. Finally, they have venomous fangs like a snake.

Troll (-100 cp)

An all-male species with mysterious origins. Trolls prefer to live underground, are short-tempered but famous for their wisdom. Trolls lead extremely long lives and usually dedicate their time to a single craft or field of study, becoming superlative experts. Trolls are very tough, but slow. All Trolls can assume a human disguise.

Vampire (-100 cp)

Top Cow vampires suffer a disease, nothing especially supernatural, but the basics are all there. Ageless immortality, a need for human blood, greatly enhanced strength and speed, and mild psionics. Also an extreme sun allergy.

Warlock (-100 cp)

Unlike a Sorcerer who toys with the primal forces of the universe, a Warlock is just a person with a mutation that lets them tap and shape elemental energies and perform a few tricks. Mostly gross elemental manipulation, but also levitation, basic shields and teleportation.

Werewolf (-100 cp)

A human who can turn into a wolf. Even as a human, you have enhanced physicality and senses.

LOCATION

*By default, you are assumed to start in New York City, March of 1992.
You may however start at any place and time within Top Cow that you wish.*

FRIENDS

Feel free to take anyone from the Top Cow universe as a Companion, if you can convince them. Here are just a few of the people you might consider:

Gang's All Here - Import as many Companions as you like with 800 cp of their own to spend. Companions cannot take drawbacks for more points and do not receive a discount on their first Artifact purchased.

Sara Pezzini - An NYPD homicide detective who accidentally stumbled over a deal on an ancient artifact, the Witchblade. Her partner was murdered, but the artifact bonded to her, saving her life. Sara is clever and driven, but does suffer a bit of a black-and-white worldview.

Jackie Estacado - A ruthless hitman for the Franchetti crime family. Jackie grew up in a brutal NYC orphanage in the 80s, where the only good thing in his life was his best friend Jenny. His violent defense of her drew the eye of Frankie Franchetti, who posing as the boy's uncle adopted him and taught him to kill. By his 21st birthday, Jackie was an extremely violent man who spent all his free time on hedonism, when he awakened the powers of the Darkness. Jackie is an absolutely terrible person outside the couple people he feels a need to protect, and is oddly at peace with that.

Sister Mariella - Raised from a young age as the Magdalena, the women from the bloodline of Jesus and Mary Magdalene whom the Catholic Church has always used as their monster hunter of choice, because of their resistance to magic and ability to sense sin and evil. Mariella in particular was deliberately never put through the ritual to unlock her potential so she could be used as a weapon. This changed after she went after Jackie and lost.

Patience - Mariella's successor and in most ways the better Magdalena, balancing a genuine faith with a cynical distrust of the Church and a sense of humor.

Aphrodite IX - The ninth gynoid of the Aphrodite series. The series was built as seductive assassins. For the longest time, Aphrodite got her memories wiped after each mission, as well as not recalling killing her creator. Eventually she discovers the joys of life, and starts to question, rebel and recover her missing memories.

Tom Judge - A fallen priest who one day told a man to look inside his own heart when asked how to deal with someone who dealt him injury. That man went home and stabbed his cheating wife 97 times. This broke Tom's faith, and he left the church, seeking solace in the bottle and shameless hedonism. He was saved from rock bottom, however, when Tilly Grimes killed a demon he was bedding and told him to wear the Rapture. Now as the Judge of Man, armed with that mystic crucifix, Tom assists his friends in their struggles and the FBI in solving supernatural crimes.

Lara Croft - A cultured English noblewoman turned globetrotting archaeologist and adventurer after surviving a Himalayan plane crash. Lara is athletic, skilled at arms and puzzles, and no stranger to handling artifacts of great power and danger.

Abby van Alstine - A small-town pastor's daughter and cheerleader, Abby's small act of rebellion, bringing a book of witchcraft to bible study, went horribly wrong when she, a prodigious mage and 'transcendent child' temporarily manifested a powerful demon lord, Mala, who killed her friends and her parents. Abby was later adopted by an immortal sorcerer, Locke, and moved to LA where she's been trying to reinvent herself as a gothic defender of the innocent. Besides having raw power, she is a Necromancer who can see and speak with the spirits of the dead.

Ming Chang - A young girl who survived but lost her parents in Tiananmen Square, later emigrated to LA where she was working as a waitress when she was made the Avatar of Life.

Dark Zoey - A biracial college student who struggles with homicidal urges, ever since she successfully avenged her best friend on the man who outed her. Now a journalism major and operating a college radio station, she is stalked by a serial killer hoping to nurture the killer within her. Zoey lives with her uncle, a forensic scientist, and is extremely familiar with how most killers get caught. She spends a lot of time journaling her murderous fantasies and burning them.

Joshua Wright - Another NYPD detective who discovered his dead partner and father were both fallen angels. The search for their killer led him to Epoch, a tournament of duels to determine the leader of Earth's hidden community of Supernaturals.



SKILLS

House Style (-100 cp)

You are extremely good-looking and find it easy to maintain hygiene and health, even on a very limited diet.

Hidden Expertise (-100 cp)

A lot of characters have very interesting backgrounds. Pick any skill or profession that exists in the real world, anything from brain surgery to underwater welding to

juggling. You now have the experience and credentials of a top expert in the field with 25 years of experience. Naturally this may be taken multiple times.

Stable (-100 cp)

You'll probably see a lot of horrifying stuff here. Fortunately, you're a really well-adjusted person, able to process trauma in a really healthy way. You won't be corrupted or go insane, no matter what you experience.

Grimy Intellect (-400 cp)

Tilly Grimes has a talent inherited from her famous great-grandfather Howard Grimes. Namely being such math prodigies that it kind of loops back around to being a supernatural ability. The Grimes can model the future from scant information with incredible accuracy, but can't begin to explain to even the most learned mathematicians how they got to their conclusions. You share in this talent. You can stare down a shotgun barrel and calculate the path of each pellet as easy as making change. Or predict a new superhero's emergence from nothing, just because they're throwing off your equations.

Of course, you can casually solve problems that are impossible for teams of experts with supercomputers. The Three Body Problem? Easily done in your head, might want some scrap paper to show the proof.

Avatar (-600 cp)

Magic is a force born from mankind's hopes and imagination, but also our ignorance and fear, it is a force with its own volition, and always this duality is part of it. Every few centuries magic wants to decide if it will be good or evil with a contest of champions, choosing Avatars to represent various aspects of nature and humanity, such as Death, Winter, Joy, War, etc. You are one such Avatar.

As an Avatar, you will never age or get sick, have no need for food, water or air. Only violence can kill you, and only another Avatar, Artifact or beings on a similar level can kill you and make it stick, otherwise you respawn in a couple of days.

You receive a focus gem, which will greatly help you harness your powers and manifest a unique armor on command. This cannot be lost and will be replaced if damaged or stolen in a day or two.

As to power, you will have vast control, senses and mastery over your chosen Aspect. An Avatar of Darkness, for instance, will be an extremely skilled shadow manipulator and illusionist, though still lesser than *the* Darkness. An Avatar of Combat will be a peerless fighter, the Avatar of Winter can put Elsa to shame, the Avatar of the Hunt can literally sense the direction and distance of their quarry and so on.

Generally, an Avatar will be strongly compelled to good or evil, the average impulses vanishing. This won't be a concern for you, but you can long-term change how your Aspect is treated, emphasizing the positive or negative aspects so darkness can be seen as comforting and protecting instead of blinding and frightening.

This perk doubles as a capstone booster.

Special Deputy (-100 cp, free Drop-In)

Whatever your race, sex or age it isn't a problem for people. Even if you're a vampire or a robot, that will be interesting water-cooler conversations, not a reason to lock you up or experiment on you. Even people who are extremely prejudiced will find themselves making an exception for you.

Whispers (-200 cp, discount Drop-In)

Propaganda is a fact of life. You can tell when the talking heads are lying to you. More potently, people smell a rat whenever people try to start rumors or slander about you.

Outsider (-400 cp, discount Drop-In)

You come from outside this universe, and part of you remains an outsider when convenient. Any changes to the timeline, cosmic reboots or retcons or reality warping don't affect you. Nor things like grand-scale national curses.

Exceptional (-600 cp, discount Drop-In)

You really are exceptional. As in 'an exception to the rules.' In each Jump, pick one inherent limitation or rule to the local magic system or powers or creatures to flatly not apply to you. At all, ever. You might be the only vampire who can go tanning at the beach, or doesn't need blood. In future settings you could be an Exalted who isn't part of the Great Curse, or a wizard who can apparate in Hogwarts.

- Magic's chosen are truly exceptional. Instead of one limit to ignore, choose three.

Police Academy (-100 cp, free Police)

You have the training expected of a police officer. You're in pretty good physical condition, a solid marksman, with a working familiarity with the local laws.

Instinct (-200 cp, discount Police)

Your instincts are honed by years as a protector of men and a hunter of criminals. You know when a situation is about to go wrong, can feel unkind eyes on you, and have a really good idea when people are hiding something.

Detective (-400 cp, discount Police)

You may just be a modern Sherlock Holmes, with your ability to read a scene, spot clues, make logical inferences and so on.

Hero (-600 cp, discount Police)

They say virtue is its own reward. I'm not sure if that's true. But while you fight the good fight, your acts radiate like ripples on a pond. You find success easier as you build on previous successes, your triumphs are more meaningful. People you help will be inspired by your example, and/or turn up to help you when you need them. The secret to defeating the next villain will often be something you learned or obtained facing the last one.

- *Avatar Boosted* - Your actions now have far reaching consequences. Busting some drug dealers can keep a city clean for a generation or more. Killing a major demon frightens off the rest. No world is so grimdark that you cannot drag it kicking and screaming into the light, if you put in the work.

Petty Crook (-100 cp, free Gangster)

You have all the skills expected of growing up on the mean streets, or in a mob household. Running cons, picking locks and pockets, brawling, knifework, some light burglary. You are a competent criminal who could easily support himself under the radar if needed.

Scary Bastard (-200 cp, discount Gangster)

You know how to convey that you are not a man to be crossed, as well as any professional hitman or mob enforcer. As much as Jackie, whose presence at a coup cowed a whole crowd of Franchetti loyalists. At the same time, you know how to threaten someone subtly, so they get the message but a whole room full of witnesses don't.

Consigliere (-400 cp, discount Gangster)

A man without an education can rob a train car, a man with a sheepskin can steal the whole railroad. You have a law degree, and a positive genius for money laundering, Ponzi scams, and all the fancy ways of making huge amounts of money while obscuring responsibility. Any corporation or criminal empire would fall over themselves to recruit you if they had the least idea what you can do.

Smooth Criminal (-600 cp, discount Gangster)

Al Capone used to hold press conferences in which he would boast of his crimes and bemoan his persecution at the hands of law enforcement. Nobody would dream of accusing a pillar of the community like yourself of any crimes without ironclad proof, and even that would be an uphill struggle to make a case as you are afforded endless privileges by the law. Likewise, criminals looking to whack you and take your stuff would be extremely reluctant, expecting full-bore retaliation.

- *Avatar Boosted* - They say every man has a price, and for you, it's actually true. You know exactly what to bribe or threaten anyone with to get your way and make a

devoted minion of them. The noblest soul can be corrupted, their very virtues used against them.

Combat Training (-100 cp, free Mercenary)

You are experienced in combat, a skilled melee fighter and marksman, can survive in pretty much any environment, and have mastered the all-important skill of not panicking or freezing up just because something exploded and armed goons appeared while you were enjoying a day off.

You also have the ability to shut off your conscience and do whatever survival, or the job, requires and sleep easy afterwards.

We Want Them Alive (-200 cp, discount Mercenary)

Subduing a resisting target without killing them is extremely hard, even when they don't have superpowers or weird artifacts. You know exactly how to judge the force of a blow to incapacitate without doing lasting damage, or where to place a bullet. You never kill your targets by accident.

Do Job, Get Paid (-400 cp, discount Mercenary)

Betrayal is sadly common in the killing-for-hire business. Not a problem with you though, you can always find work and as long as you fulfill your contract, you won't get screwed over or left for dead, or even have your memory wiped as a security precaution.

Tech-Head (-600 cp, discount Mercenary)

You know your way around mechanics and can keep most common gear up, but that is the least of this. It turns out you are the world's greatest hacker and programmer, able to create, and outcode, advanced sapient AI.

- *Avatar Boosted* - You have the skills to invent technology generations ahead of your time, in this or any other Jump. You can now code AIs far more capable than yourself. Any AI or robots you create will be loyal to you and such codes of ethics as you wish to instruct them in.

As the Good Book Says (-100 cp, free Acolyte)

You can always think of a good proverb or scriptural quotation to bring comfort in trying times. You also understand when such help isn't needed or wanted.

Last Rites (-200 cp, discount Acolyte)

Like Tom Judge, in examining a corpse you may receive a vision, experiencing the last thirty seconds or so of their life. Now, the dead don't always clearly see the face of their killer, but you can generally glean some helpful context such as where this happened, identifying witnesses or generally understanding the situation.

Judge of Man (-400 cp, discount Acolyte)

Your mind and soul at least are your own. They cannot be corrupted, controlled, taken or twisted. You could be bound in the most terrible Hell for a thousand years and still emerge sane and recognizably you.

Body of Christ (-600 cp, discount Acolyte)

Like the various Magdalenas it seems you are also descended from the big JC. This grants some increased physicality, Patience was able to leap out of a helicopter no problem, but most prominently this gives you the power to sense evil and sin. You will always know a liar or a fundamentally untrustworthy person on sight. You are rather resistant to magic, only the strongest sorcerers and demons posing a real threat. From your hand you can project the Light, which forces those to behold it to face their own sins, suffer the harm they have caused others and see themselves objectively. This usually leads to repentance, and is such a powerful effect the Top Cow Hitler repented before turning a gun on himself in horror at the suffering and death he'd wrought.

- *Avatar Boosted:* The Light now burns demons and banishes them from the possessed, while having healing qualities on mortals, erasing their wounds and soothing troubled minds. Your magic resistance is strengthened to the point that you are flatly immune to any spell you do not wish to be affected by.

Midnight Nation (-100 cp, free Mystic)

There is a hidden, parallel, twilight world, full of the soulless, the forgotten and abandoned, who walk among us unseen. Well, not around you. You can see invisible spirits and lurkers in nearby realities, hear them quite clearly as well. This also extends to ghosts.

Lorekeeper (-200 cp, discount Mystic)

There's a lot of ancient lore involved in magic, tried and true practices dating back to Atlantis. You know enough about spellcraft to figure out how a ritual works and what it does given just a third of the directions, to identify rare monsters and varieties of spells, and to know which legends hold a kernel of truth.

This knowledge naturally updates in future Jumps.

Modern Theurge (-400 cp, discount Mystic)

Magic is generally thought of as highly traditional, but magic is a force of human imagination and that's always evolving. Sticking to the eye of newt and proven formulae can blind someone to the possibilities of today, like hexing someone through a chain email, or using the Information Superhighway for fast travel. However, your magic easily works with, and through, technology, making you a technomagical pioneer.

Transcendent (-600 cp, discount Mystic)

You are a once in 3,000 year talent in magic. You take to the mystic arts as if born to them, learning complex spells that masters study for years in a week or less. Your raw power is matched by maybe two or three sorcerers. You are especially good at summoning beings from beyond and treating with them for boons at bargain prices. All these boons apply to all forms of magic.

- *Avatar Boosted* - Your instincts let you improvise entirely new spells, even improve them mid-ritual, and learn them from your enemies mid-combat, returning each slung spell tenfold improved. Your power and skill are such that the otherwise

ironclad laws of magic are more like guidelines that can be finessed around or overcome with brute force.

Well-Educated (-100 cp, free Archaeologist)

You are *extremely* well-versed in languages, fluent in each in the setting. You know just about everything there is to about the trivia of religion, myth, philosophy, history, sociology, anthropology and psychology. The soft sciences. You can at least hold an intelligent level with graduate students on the maths and sciences, and blend seamlessly in with any culture on Earth.

Naturally this all updates in future settings.

Puzzle Master (-200 cp, discount Archaeologist)

It does seem strange that so many ancient civilizations would have created elaborate puzzles and death traps that still function centuries later, but here we are. You are very good at recognizing booby traps and solving these kinds of elaborate environmental puzzles.

Survivor (-400 cp, discount Archaeologist)

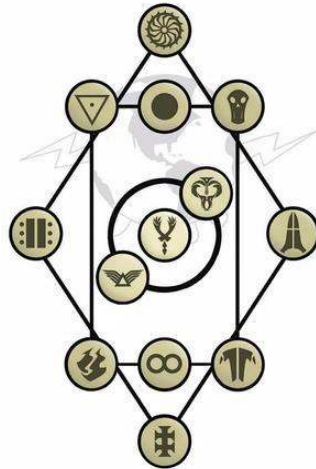
You are in extremely good physical condition, enough to push large boulders around. Your climbing and swimming skills are unbelievable. You can hold your breath for over ten minutes and jump twice the height of your head. You have excellent wilderness survival skills, knowing which plants are edible or medicinal, how to hunt or fish for your dinner, hide in the bush, make camp and so on.

Tomb Raider (-600 cp, discount Archaeologist)

Jumpers were never meant to travel to new and exotic worlds and spend a decade on the couch, channel-surfing. Weird and exciting, dramatic events happen near and to you all of the time. A man gets murdered on your doorstep, his dying words a cryptic mythological reference, a cult seeks you out. You will live a life of adventure, of consequence, and no matter how powerful you become, will be able to find suitable challenges to keep you from growing complacent. Naturally this can be toggled off,

even the greatest heroes need a weekend off sometimes, but if you follow the plot threads, you will never be disappointed.

- *Avatar Boosted* - You now benefit from quest flags, map markers, and a mental list of objectives. It's no certain strategy guide, but you'll never be at a loss for what to do or where to go next.



ARTIFACTS

The Top Cow universe contains thirteen artifacts which, gathered in one place, would reboot the universe in the image of whomever gathered them. Tools for mastering fundamental aspects of reality. Each is fully sapient, preferring to bond strongly to one person, and for purchase will accept you as a worthy bearer.

The Jumper may purchase a single Artifact for 200 cp. Otherwise they are 400 cp apiece.



The Witchblade - A gauntlet, product of the one time the Darkness and Angelus had a truce, and reproduced, creating an Artifact of Balance. Can collapse into a bracelet or expand into organic armor, usually shredding the clothes of the user. Normally, the Witchblade has a strong preference for female bearers, but you don't have to worry about that. This is the full Witchblade. Besides armor, it can heal the user and others, raise the recently dead, shoot energy blasts, control fire, grow a sword, shield, wings, a whiplike chain or tentacles. It can enhance the wearer's senses, and is particularly sensitive to supernatural forces. The Witchblade can share the memories and experience of previous bearers, a list that includes Red Sonja, Cleopatra, Scathatch, Joan of Arc, & Anne Bonny.

While wielding the Witchblade, any powers you may have relating to light or darkness, order or chaos, are tripled. This stacks multiplicatively with the boons of other Artifacts.



The Darkness - The source of all darkness and chaos, a primordial power. Generally passed down father to son with the father dying instantly at the moment of conception, you won't have to worry about this, it sticks with you. Besides general shadow manipulation, the bearer of the darkness can create virtually anything they can imagine, but their creations dissolve in the light. First and easier are Darklings, monstrous creatures like goblins or flying eels, brutally violent and foul-mouthed. With time and experience though, you can shape the shadows into anything, even full people. Barring death by Artifact or a few similar weapons, it also revives the user should they perish.

While you carry this power, any powers you have of creation or shadow manipulation are ten times mightier.



The Angelus - the source of all Light and Order, the Angelus is a potent spirit that has possessed many people, usually treating them as disposable bodies, yet you are empowered by it and not enslaved to it. The Angelus is a physical powerhouse, having torn down the Tower of Babel and the walls of Jerusalem, and smashed Krakatoa with her bare hands, and swifter than mortal eyes can follow. Fire and light are her toys, and she can easily imbue weapons with them or form constructs of them. She can also teleport/plane shift with global reach and fly on wings of light/fire at supersonic speeds. As host to the Angelus, you are immune to harm from mortal weapons, fire, light and electricity, as well as disease and age, and can regenerate quick enough to make impalement a minor inconvenience. The Angelus host has no need for sustenance and can fight for 21 years straight without a rest break or a wink of sleep.

Just know that, though vast, your pool of energy has limits and cannot refill while you are in darkness.

You also gain a handy pocket dimension, the Angelus Realm, containing a legion of Angelic warriors loyal to you, whom you can command telepathically.

Any powers or magics you possess that involve light, fire, order, or holy energies are made ten times stronger.



The Glacier Stone - Once the great treasure of the Winter King, the wearer of this jewel can transform into a mighty frost giant and create and shape ice at will. As a cosmic keystone, the Glacier Stone represents the primordial force of destruction, and so its power can be used to kill or destroy anything.

Any powers you have related to ice or destruction are ten times mightier while you bear this gem.



The Ember Stone - A fiery ruby that lets the wearer transform into a mighty dragon made entirely of flames with vast pyrokinetic powers. The Ember Stone stands in opposition to the Glacier as the force of creation.

Any powers you have related to fire or creation, even inspiration, are enhanced ten times while you are this stone's keeper.

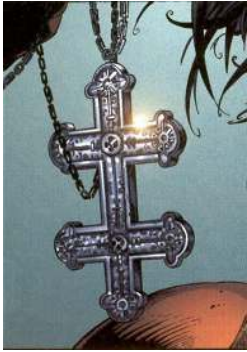


The Blood Sword - A katana which a very powerful demon was bound to in ancient times. This sword grants tremendous power, normally at the cost of a potent bloodlust but since you're paying, no worries. The strength and speed and skill of the wielder is enhanced by each kill made with the sword, a form of growth that is potentially limitless. It can also easily cleave through any non-magical material. Any demonic, vampiric or blood-related powers are enhanced ten times over while you wield this sword.



The Spear of Destiny - A holy spear which predates Christ considerably, but will always be most famous for drawing His blood. There is no better weapon for slaying supernatural evil. The spear is also sensitive to the supernatural, able to detect and locate things from some distance, can grant the wielder visions of impending disaster, and increase their skill and potential for combat. The spear is extremely effective at wounding and killing demons and similarly corrupt beings, and wounds dealt to evil with it do not heal. Its holy aura can exorcise demons and break virtually any curse.

While you wield this spear, any powers you have for locating and combating evil are ten times as effective.



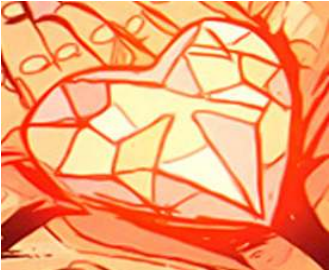
The Rapture - An odd little crucifix necklace. The Rapture is the manifestation of the Almighty's forgiveness, the symbol of hope. As such, it has the power to open portals to Hell and pardon the damned within, or to rescind hope by condemning someone to Hell directly. This also makes it terribly convenient for summoning demons. Looking between the arms grants a powerful form of truesight, revealing the hidden and stripping away all illusions. When needed, the bearer can transform into a hulking figure of shadow and flame, nigh-invulnerable with the strength of a mid-level demon, a touch that burns evil, and the power to grow tentacles.

While you bear this charge, any powers you have based on faith, hope or summoning are ten times greater.



The Coin of Solomon - A coin that sometimes sinks into the skin of its bearer. The Coin grants powerful regenerative gifts, letting people ignore impalement and survive decapitation. It also grants incredible insight and inspiration, matching the famed wisdom of Solomon.

Your intellect, and any enhancements to it, are at least ten times greater while you possess the coin. Also any powers rooted in biology.



The Heartstone - A gem granting power over life and death. The most basic ability is to see auras, but it can heal or kill with a touch.

Any powers you have that involve healing, or killing, are enhanced ten times over by this stone.



Pandora's Box - A chest with the power to unleash chaos, twisting the hearts and minds of men for many miles so love becomes hate, ego becomes suicidal urges etc. Generally needs the Ember & Glacier Stones to unlock, but you can if you want. By bonding to this artifact, any powers you have that eldritch, or relating to madness, horror, corruption or the twisting of minds is enhanced ten times over.



Wheel of Shadows - An artifact with strange powers over time. When the Wheel rests in a person or thing's shadow, you can adjust their age up or down by turning the dial/gnomon, to the point that even immortals can be instantly aged to death. You can also heal others by resetting their body to before an injury and aging them back up. While you hold the Wheel, any time-manipulation powers you have are ten times as effective.



The Thirteenth - A small marble bearing a stylized skull design. An immense evil is sealed in the Thirteenth, which would destroy the universe if it could. The user can teleport with global range, fly, and sense the location of other artifacts and bearers. In future Jumps, this sense will trigger on artifacts, people or sites of great importance. While you keep the world safe from the Thirteenth, any powers you have based in evil or dark magic, and any gifts for rapid movement, are ten times stronger and longer ranged.

ITEMS

Clothes (free)

Have some regular old street clothes to help blend in.

Soundtrack (free)

Oddly enough, there is music associated with the franchise. Mostly through the show/games. Have some tunes you can play any time, you choose if other people can hear or not.

Gun (-100 cp)

Not gonna cut it against a lot of the supernatural foes you're likely to face, but helpful if regular goons kick in your door. Never runs out of ammo, nor can it be found with even the most careful search of your person.

Money (-100/200 cp)

You receive a monthly stipend of \$50,000.00, plenty to live off of if you aren't rather wasteful. For those with greater needs, mostly from the adventurous lifestyle, an extra 100 cp will upgrade this to \$5 million a month.

In future Jumps this updates to match the local currency and equivalent buying power.

House (-200 cp)

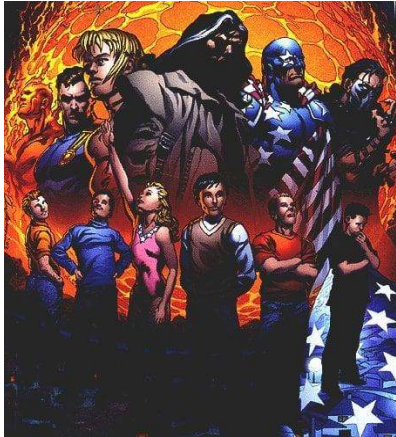
A two-story suburban household. All the utilities and bills are taken care of. Unless they directly follow you there, your enemies will never find it.

Corp (-300 cp)

A huge company, like Cyberdata, Nova Corps or Amazon. Probably evil, but it makes you so much money, and with an air of legitimacy, letting you flex on a scale most can hardly dream of.

Lucifer's Sword (-300 cp)

The blade wielded by the Morningstar in the Great War. One of the few weapons on a par or nearly so with an Artifact, this weapon is great at killing so-called immortals. Especially angels and demons, who are consumed by hellfire at the slightest wound.



POWERS

Bit Beastly (-100 cp) You can assume an animalistic hybrid form with enhanced senses, some boosted strength and natural weapons. Like a werewolf, but a little more freeform in choosing your animal.

Chandra (-100 cp) Everyone looking at you sees their perfect, ideal lover. Unlike the canon Chandra, you can turn this off.

Icarus (-100 cp) It has always been the dream of mankind to fly, and now you can! Not much faster than a helicopter, but with far greater agility and control.

Siren (-100 cp) You have the most beautiful singing voice, ever. If you choose, you can make it so your voice cannot be recorded and/or people won't even remember the specific song, just how it made them feel.

Ballistic (-200 cp) Your sight is superhumanly sharp, comparable to an eagle or owl's, depending on whether it's day or night. Your accuracy is unreal, the match of other comic book characters like Deadshot, Bullseye and Haweye. Doesn't matter if you're shooting, throwing, or using a bow.

Edgelord (-200 cp) You can spontaneously and instantly grow knife/sword blades from any point on your body, and shed them to arm yourself or others or just not ruin the next shirt you put on. You know the guy who canonically had this power named himself Killrazor? Yeah....

Fade (-200 cp) You have the power to turn intangible. Fantastic defense against most attacks, good for escape or infiltration.

Healer (-200 cp) You can near-instantly fix most injuries. Even death, if you get there in the first few minutes, can be reversed after the best physicians would have called it.

Medium (-200 cp) You can see, hear and question the deceased. Those who haven't moved on anyways. Ghosts are inclined to be helpful to you, though some may want specific favors for any major act.

Puppeteer (-200 cp) You can sort of cast your consciousness out to possess people within twenty meters or so, piloting their bodies and yours at the same time. You can make people forget what they did under your control.

Sandman (-200 cp) You can walk in people's dreams, learning the innermost truths they won't admit even to themselves. Fantastic for therapy, spying or discreet videoconferencing.

Shadowdance (-200 cp) You can sink into shadows and teleport to any shaded area within five miles.

Cyblade (-300 cp) You can create blades or projectiles, or just launch beams, of a variety of energies. EMP, electricity, psionics, heat (up to 5,000 C!). You can easily restrain yourself to just stun someone. Any other powers you can also be manifested as blades or projectiles.

Fragmentary (-300 cp) A number of antagonists in the Darkness have held fragments of that power, and at the start of Witchblade, the Witchblade is actually divided into

two, a male Darkness-oriented half in the gauntlet that only bonds women, and a feminine Angelus aspect that favors men in the sword Excalibur. Later the Witchblade was divided again so there could be two wielders but one went crazy from Darkness corruption, which was never a problem for Sara but - where was I going? Right, you have been empowered by a fragment of an Artifact. Pick one power of an artifact, other than the enhancing functions, to wield in a slightly weaker fashion as an innate ability. Perhaps the might and resilience of the Angelus, or their power over light or fire, the power to create from shadows, or control the age of whatever's shadow falls on you.

Pyre (-300 cp) You have vast powers of fire, enough to incinerate a building, or a person, and melt a main battle tank. You can even light yourself on fire without injury.

Sanctuary (-300cp) You can levitate, generate and manipulate light for lasers or very basic illusions. But the most impressive is your ability to absorb energy. In an emergency, you could swallow down a nuclear detonation and spare everyone around you.

Tempest (-300 cp) You can control the weather. Big things like cyclones or hurricanes take some time to work up to.

Tweak (-300 cp) You are a telekinetic, your powers top out at about five pounds but you are incredibly precise with them. Enough to sew dozens of things at once, or repair a computer, sever brake lines or pinch a carotid artery.

Genius (-400 cp) You have more brainpower than all the geniuses of human history combined. That may be vague, but darned if it doesn't sound impressive. Mostly this means a perfect memory and the ability to rapidly learn and make connections, building on your knowledge. It also means given even a little time and resources you tend to prepare plans for all likely, and several improbable, contingencies.

Patriot (-400 cp) Your basic flying brick package. You have the strength to hold up a collapsing four story building or hurl a tanker truck six blocks away. Your resilience is enough to shrug off anti-tank weaponry, and you can fly at supersonic speeds.

Poet (-400 cp) You are a technopath, able to sense all forms of electronics and signals, and bend them to your will. You can sense the electronic gaze of a camera on you and tell it to simply... not see you. You can tell at a glance when a video has been edited or tampered with. You can drive a car with your mind, or surf the web.

Velocity (-400 cp) You can sprint at up to Mach 5 and sustain Mach 1 more or less indefinitely. You have the reflexes/mental speed to react to things at this velocity, and are rugged enough that wiping out from a sprint will hurt your pride more than anything.

The Force (-600 cp) All superpowers are particular expressions of an energy they call the Force. So when you think about it, all supers are force-manipulators. Not like you though, you're the fail-safe with what you might think of as admin privileges. You can suppress or enhance any other supers' powers, even permanently depowering them. Or gruesomely kill them by disabling secondary powers or turning their powers against them.

This works on supers in future Jumps, whether or not the Force is theoretically in play.

DRAWBACKS

Continuity (+0 cp)

There's a Witchblade show, two Darkness games, and many, many forms of Tomb Raider media. Feel free to pick your favorite continuity to be in.

If you want to use this Jump as a supplement for any other Top Cow Jump, go ahead.

X-Over (+0 cp)

Top Cow has had a number of crossovers with Marvel & DC both. Wonder Woman & Red Sonja have both wielded the Witchblade, for instance. Feel free to supplement this Jump to any Marvel/DC, or heck, any Jump.

Chaste (+100 cp)

Jackie Estacado can't have sex or he'll most likely conceive a son and die instantly. Except that one time the Darkness possessed him to rape Sara and conceive Hope but that whole plotline was - *something*. Your reason isn't quite so extreme, really just ticking this box for cp, but you still won't be getting any nookie for your entire stay here.

Creep (+100 cp)

You do not have the vibe of someone trustworthy. Hope you never have to convince someone to trust you in a hurry and run this way to avoid the monsters after them.

Curious (+100 cp)

A quality famous for killing cats and would-be heroes. You just cannot let a mystery be, even if it means prying into your coworkers private business or angering a vast and powerful secret society.

Hero Complex (+100 cp)

You have a strong sense of empathy and compassion, and it can land you in a lot of trouble. You find it hard to turn away people in trouble, and may act recklessly when you see people in immediate danger.

Long-runner (+100 cp)

Extend your stay by another decade. This may be taken up to four times.

AVP (+200 cp)

Well, this is a very crossover-friendly verse. Add xenomorphs and yautja to the list of problems you'll eventually have to deal with.

Iron Attention (+200 cp)

Kenneth Irons has taken a hostile interest in you. An immortal Knight Templar turned sorcerer and business mogul, one of the ten richest men in the world especially in the arms industry. Kenneth is quite as obsessed with besting you and stealing your Jumper status as he canonically was with the Witchblade.

Monster War (+200 cp)

A variety of public domain (one might say, Universal) monsters and killers are stalking you. Count Dracula, Frankenstein, the Wolfman, Mr. Hyde, the Mummy and more.

Pinocchio (+200 cp)

You cannot tell a lie. You can skirt around the truth, maybe give some half-answers, but it will be deeply uncomfortable for you.

Rage (+200 cp)

Like Ripclaw or Lucien, you are possessed of a repressed rage and burning battle lust. This isn't much of an issue in daily life, but in combat you will struggle to remain lucid and tactical and not *kill them all riptearbleedkilleatkill*.

Secret Society (+200 cp)

There is a hidden group of mystics, like the Theurges in Atlantis or the Cult of Mala, or the Dayaks, who have taken a keen and unfriendly interest in you.

Wanted (+200 cp)

You are wanted by the police, all the more if you escape them with extraordinary powers. You can probably make yourself too powerful for mortal authorities to easily deal with, but this will greatly complicate interacting with society.

Demon in a Bottle (+300 cp)

Like Tom and Jackie, you are a (recovering?) alcoholic, accustomed to getting wasted whenever you have the time or opportunity. You can overcome this, lots of people do, but for a long time your first impulse will be to reach for the bottle when stressed.

Excalibur (+300 cp, requires an Artifact)

Any Artifacts you have are divided in two, their powers greatly diminished. If you want the full version, by the Jump's end you must track down the other bearer(s) and convince them to part with theirs, or take it by guile or force.

Wait, What? (+300 cp)

You forget anything you might know about the Top Cow universe, including any insights gleaned from this Jump-doc. Have fun figuring out what's going on and who everyone is for the first time!

Epoch (+400 cp)

You must win the Epoch tournament, and reign as leader of the Supernaturals for ten years, or chain-fail. Your Jump will be extended for your time in office if necessary, but should you be ousted for any reason the clock will be ticking to get it back.

Flat Broke (+400 cp)

Your Warehouse (or similar supplement) is barred and unavailable to you. Any items you had from previous worlds are locked away inside. The sole exception is items from other Top Cow Jumps.

No Such Place as Switzerland (+400 cp)

Every faction in all of the half-dozen shadow wars secretly raging across the world is convinced that you are involved somehow, maybe crucial to their conflict. And they know you're not on *their* side, or they'd know more about you...

Powerless (+400 cp)

All your perks and powers from previous Jumps are sealed away for the duration of this one. Unless these also originated from the Top Cow Universe.

END

A final choice beckons. Go home, settle down, or on to the next Jump.

Notes:

Assume all items can be combined with similar items. No worries about bonding to multiple Artifacts or compatibility issues in simultaneously hosting the Darkness and the Angelus or some such.