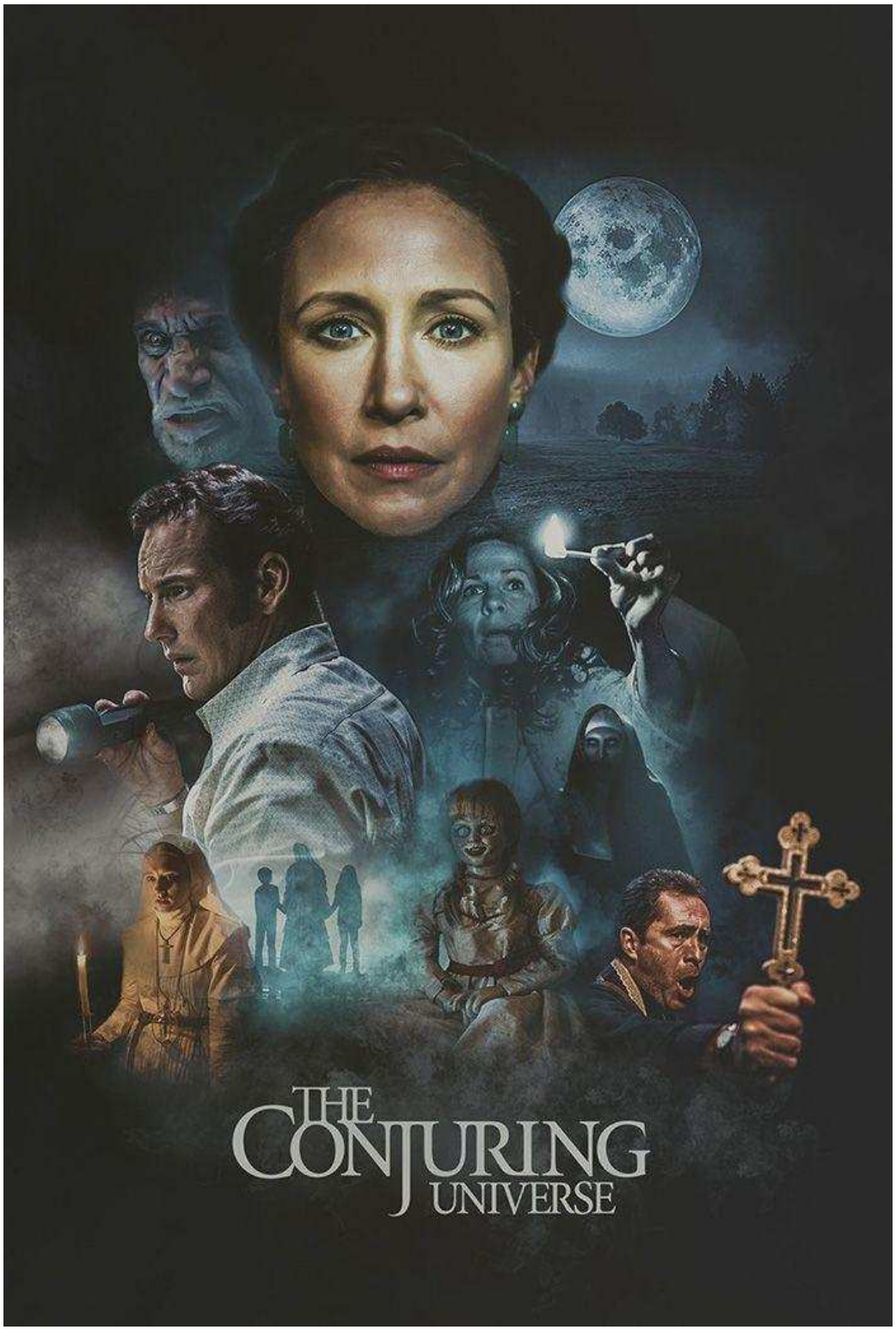
The Conjuring Universe

Version 1.0.0



This is a world much like your own. It even features figures from it. Ed and Lorraine Warren were prolific ghost hunters and paranormal researchers with a career that stretched decades. Though the details of this career are quite different in the universe you will be entering.

Started with the 2013 movie The Conjuring, this is a world of ghosts, inhuman spirits, witches, and the power of humans to stand against them all with a little help from faith and God. These forces are not widely accepted and publicly acknowledged but they are very, very real. On the surface, though, this world is indistinguishable from your own. Even most of the hauntings are based on real hauntings, though there are some more liberal uses in places – the nun's actions in St Carta for example. Still you could be forgiven for thinking you'd simply gone back in time. But things go bump in the night here.

You will be spending a decade in this world, and your life is guaranteed to involve at least one haunting, whether by a ghost or a demon there's no guarantee. You might only be involved on the periphery, or you might be smack dab in it, but even if you don't go seeking you'll find yourself encountering such a thing, don't worry.

And if you go looking, who can say how many you'll find. The Warrens claim to have investigated over 10,000 cases, and while their career was much longer than a decade, you still could encounter many.

You will arrive between 1952, at the beginning of the film The Nun, and 1977 at the beginning of the film The Conjuring 2. You can select a date between these, but while there are films that take place after The Conjuring 2, the (current) last film ends before a decade after The Conjuring 2 has passed.

Whether you're a mortal, a ghost, or something that never was human in this world at all, you'll need these so take them:

+1000 Conjuring Points

Good luck and good jumping.

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Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Victim (Free): You are an ordinary human of this world, most likely either a child, or an individual at the lower spectrum of the wealth ladder who is barely managing to keep their children housed and fed. Ghosts and demons are drawn to distress and misery and like many bullies prefer to target those already suffering.

Paranormal Researcher (Free): Whether you have connections to the church or not, you are someone who tracks down and studies paranormal phenomena. Perhaps you're a skeptic seeking to disprove it, a miracle hunter for the church called in to confirm an event is actually miraculous before they declare it one, or a kook hunting ghosts because someone has to save people from them.

Sensitive (Free): You are someone who was born more sensitive to the spectral world than most. You might not be a full-blown clairvoyant, but you definitely sometimes get feelings and gut instincts and they're at least a touch more accurate than normal. You might not be practicing any career that touches upon your psychic sensitivity directly, but it has definitely impacted your life in this world.

Ghost (300 CP): You are a ghost. That is to say you are the spirit of a dead individual who has attached themselves to this world, and are lingering within it. You are not truly a physical or material being any longer, but only the spiritual portion of a once living person now influencing the world as a disembodied spirit. Don't go into the light. Passing into the afterlife is normally one way and counts as death. You gain the Spiritual Presence perk for free.

Fallen (600 CP): You are not a ghost. Whether you're actually a fallen angel or not could be questioned, but that is how demonology has recorded you. You are an inhuman spirit, a spiritual being that never knew flesh. You exist as a force in this world, called up from some dark, unknowable Hell, ready to enact your will on reality unless someone manages to exorcise and banish you back to it. While inhuman spirits aren't alive to be 'killed' and can in theory be summoned again, being completely exorcised or banished to the realm you came from such that there's no part of you still able to interact with the material world will count as death. You gain the Spiritual Presence, Hallucinations, and Inhuman Spirit perks for free.

Demon (600 CP): You are not a ghost. You are an inhuman spirit, a spiritual being that never knew flesh, or what this world would call a demon. You were called forth from some unknowable spiritual realm, and now you presumably want to drag the soul of a mortal back there with you. While inhuman spirits aren't alive to be 'killed' and can in theory be summoned again, being completely exorcised or banished to the realm you came from such that there's no part of you still able to interact with the material world will count as death. You gain the Spiritual Presence, Hallucinations, and Inhuman Spirit perks for free.

If you'd prefer you can be from a more distant realm than people in this world would expect, having simply manifested in this world without any history or past connections within it, just an invitation that has allowed you in as a spiritual being and take this as the drop-in option.

Location:

You will arrive somewhere in the United States of America, Central America, or Europe. This will be a place that suits your origin, either somewhere you'd have a reason to be as a living origin, somewhere you are haunting as a ghost, or somewhere you have been invited in intentionally or by accident as a fallen or demon. If you are a drop-in you will still be somewhere you have been invited in like with other spirits from beyond.

Age and Gender:

Your age and gender can be chosen within reason for your origin. Ghosts can be quite old, with apparent and calendar age not lining up. Both age and gender may be completely irrelevant to an inhuman spirit.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Any perk with a name in blue or red represents supernatural, spiritual powers. The more spiritual power you possess the stronger these perks will be, and each such perk you take will increase your spiritual power, though most will represent only a rather small increase in such power. Blue perks work better if you are a living, physically incarnate being, while red perks function better if you are a spiritual entity such as a ghost or an inhuman spirit (demon); this has more to do with your natural state (or alt-form) than something like if you are possessing an individual.

Elvis Impersonator (50 CP): You might not be one professionally but you have knowledge and skill at playing guitar and singing. This is not at a truly professional level, or at least not at the level you can expect to make it big without hard work, practice, and dedication, but you're pretty good for an amateur. You also do a surprisingly good Elvis impersonation.

Handyman (50 CP): You know how to fix cars, basic plumbing, appliances, and… well you're just generally good at fixing anything you'd expect to see around the house. You're not good enough to make things from the ground up, you won't be doing the entire wiring of a house or building a new record player from scratch but you could fix some damaged wiring, figure out what's busted in a record player and fix it, or figure out that a motorcycle needs a new sparkplug and it's not the carburetor. Some things are too broken, but you have an aptitude for fixing household fixtures and objects. And this will remain true across tech levels. More advanced tech is more likely to require specialized skills and tools that you may not have, but you're handy with machines.

Professional Background (50 CP): You have the skills and training for one professional field, with several years of experience. These skills are mundane and unremarkable but will never degrade below this level, or be forgotten for lack of use. You may take this perk multiple times getting skills and training for another field.

La Langage de l'Amour (100 CP): You know how to catch a prospective romantic partner's interest and convince them to join you for a night of love and erotic passion. They might not know it's only a one-night thing, or they might; you're good at judging which works best on a given target. But you're very convincing when it comes to getting people to enjoy your company for an intimate night. Enough that when a woman and an older man come to your house it could be safe to assume that it's because you slept with her and he's mad, even if you don't recognize the woman; maybe you were drunk.

You're also pretty good with kids. Not necessarily raising them, but you're good at befriending them and making them like you. Sometimes the best way to get with the mom is to befriend the kid first.

Pyrokinetic (100 CP): You possess the ability to light things on fire with your will. An ordinary human might be able to light something easily flammable with this ability. A particularly powerful demon might be able to light a priest's entire body ablaze as if he was soaked in starting fluid.

Lucy Locket Had a Pocket (150 CP): You have knowledge of a nursery rhyme ending in a declaration of unreality. Its exact words don't truly matter, because it's not truly a spell but simply something to help steady your mind and your will. By reciting this rhyme in full, however, you may end hallucinations, or artificially induced visions. Whether it's a hallucination induced by a flaw in your brain, a chemical affecting your brain chemistry, artificial visions pushed into your mind by a curse, demon, or even some wizard's magic or an AI hacking your brain this will instantly end false visions and sensory input; it's not limited to visual input but can end audio, olfactory, and other senses as well. It will not, however, affect things like holograms; they create real images not just pushing ones into your perception.

Off Screen Teleportation (150 CP): You are able to cause objects to teleport when they are unobserved by others. This requires an exertion of effort and spiritual power so the greater your spiritual power the further you can teleport an object. This also requires you to have spiritual influence over both the object and the place it is traveling to, with the ease increasing the more your influence over each is.

Possessive (200 CP): Any ghost or demon has some ability to possess others, you are particularly adept at it, however. You are able to transfer your spirit into another and use it to usurp control of their being. Even for you it won't be easy. Still where an average ghost (that is the **Spiritual Being** perk) might only be able to possess a sensitive individual who was not strongly trying to resist, you could take control of even a

non-sensitive individual and do so (sensitive or not) while they were actively fighting against your control and you were forcing them to perform deeds that went against their most deeply held values and desires such as forcing a loving mother to kill her own child. This would, however, take time to build your influence over them and to weaken their will before you could obtain this type of hold. With **Inhuman Spirit** or something else that already would put you at that level, you could make this period of building your influence over them significantly shorter and the amount you have to wear away at their will significantly less; a truly powerful demon might be able to possess even a brave and good hearted individual with no preparation at all though it'd likely take time to build from there to total control.

This does require your spirit to not be contained or trapped in a body already; so without other abilities a human won't be able to use this. This also usually involves some visible transference, such as your spirit puking blood into your victim or a snake transferring from your mouth to theirs. While possessing an individual they seem to possess increased strength and resilience; to some extent this is simply because you are able to force them to ignore their body's natural limiters and ignore pain, but this does scale beyond this as your spiritual power increases.

Hallucinations (300 CP; Discounted with Spiritual Being & Free with Inhuman Spirit): You possess the ability to influence the senses of those around you. This is difficult, or depending upon your power even impossible, until you build spiritual influence over an individual, but the more influence you hold over someone the less effort it takes you and the more totally you can influence and affect their senses. You could make someone see a doll as their child, or vice versa, and alter what they hear, what they feel, and what they perceive. This is ultimately a contest of your spiritual power against their spirit and will, and they have some homecourt advantage, but it'd take a strong willed or spiritually powerful person to fight this back even if you were merely a common ghost.

Ordained (300 CP): You have been ordained as a priest by the Catholic church. While this does not give you the skill to perform exorcisms or the authority and power over spirits that the **Exorcist** perk would bestow, you can perform blessings, bless holy water, or transubstantiate wine so that it is the blood of Christ. The power of these blessings will grow with your spiritual power, but in short this gives you the ability to sanctify objects, places, and things and give them true holy power against unholy and supernatural forces. With just this these are still only minor defenses against demons and inhuman spirits, or black magic of satanic witches, and may not even be enough to stop a ghost, but these blessings will continue to have power to defend against and hamper dark and unholy

forces even in future worlds where they would not normally be harmed by objects of the Abrahamic God.

If you have the **Exorcist** perk you'll be able to perform exorcisms as with that perk, and you'll find that your blessings and sanctifications are much more effective against ghosts, demons, and dark occult forces.

Hellhound (400 CP; discounted with Spiritual Being): You're a ghost, or maybe a spirit, but you're a somewhat strange one. You are not bound or fettered to a place or object like most ghosts, not bound as a spiritual contagion, but instead take the form of mist. You are able to gather this mist into the form of a great wolf or wolf-man, one with greater than human strength. A hard blow can shatter this form, turning you back into mist, but such physical discorporation is at best a temporary inconvenience. However, you are still a spirit, and remain vulnerable to exorcism and means of dealing with spirits and the light of day will drive you back into the mist. You do not showcase the standard abilities of ghosts of this world, such as poltergeist activity. With the **Possessive** perk you can cause possessed individuals to turn into a wolf-man demonstrating increased strength and durability (even compared to other possessed individuals).

Spiritual Being (600 CP; Free Ghost, Demon, or Fallen): You're a ghost, or at least you're something which works very similarly. You are a disembodied spirit, though you do seem to be primarily focused in an equivalent to a body. But you are not a material being and have no physical existence. Instead you practically seem to be a spiritual contagion, latching onto places, objects, and people. Once you have latched onto something you may manifest near it and influence things around it. This begins rather minor, but the more your spiritual influence grows the greater your ability to affect the physical world grows. This influence grows best through fear; and some amount of terror is needed to fully manifest your powers. That is to say fear is required along with time and use of powers to fully grow your spiritual influence, and is not saying that you will grow indefinitely with fear.

Still this means you are a ghost, or a similar spiritual entity. You can perform the basic common features of them. This means you can cause poltergeist activity making small objects move on their own in your general presence such as making paintings fall off of walls, crosses turn upside down, or clocks stop, or with a more sustained effort from your main manifestation lift people or move larger objects, you can cause electrical disturbances, and you can exist in a non-corporeal form which while it (generally) has a focal point that can be seen – as a ghostly representation of your original living form – can extend influence beyond it and is not limited to moving through the physical world

but instead existing near those things its haunting has spread to. You can even possess the living, though without other abilities this tends to merely be being able to speak through those particularly sensitive or vulnerable to you, and you will be unable to make them do something to which they are strongly opposed; even then you'll typically need to have built up spiritual influence over them. Over all this existence as a spiritual being does give you somewhat greater spiritual power and abilities than an average human.

However this comes with the downsides of being such a spirit. Spirits are less active by the light of day. Whether it's that the light of day weakens them, that they are empowered by the night, or that the spiritual and physical worlds are closer together during the night and thus it takes more effort and power to influence the material world as a spirit during the day, the end result is that with just this alone even operating at full power you will be unable to affect the physical world during daylight hours, though with additional perks increasing your spiritual power it will only be more difficult and you will only be weaker in daylight hours. Spiritual practices have power over you, especially Christian ones. A cross might make you uncomfortable, a strongly presented one held with faith might reduce your spiritual influence, thorough blessing could cleanse a place or object of your connection to it, and an exorcism could banish you completely from this world forcing you fully into the afterlife or a similar 'beyond' in effect killing you. You also need something you're connected to to haunt. This is usually a place of death, some important object, or an individual you have attached to and it can change – most ghostly hauntings shown start as places but slowly attach themselves to the individuals they interact with – but this does mean you cannot assume this alt-form outside of a place where there is such an attachment or the proximity to an object to which there is such an attachment.

This perk's effects are, as a whole, an alt-form. Leaving this alt-form won't end any hauntings you have active. However, doing nothing for a time while haunting something with this perk will allow your spiritual influence to wane and weaken forcing you to build back up from the start of a haunt, and it may be harder to maintain while not in this form. If purchased as a living background (that is Paranormal Researcher, Sensitive, or Victim), you will not be able to access this alt-form until the end of the jump, unless you do so through **Death Haunting** (below).

Inhuman Spirit (Free with Demon or Fallen, requires Spiritual Being): It would seem you are definitely not a ghost. You are a spirit which never was truly incarnated. You still function on similar rules, though your hauntings typically begin with you being invited into an object or a place as opposed to having a pre-existing connection. However you are, as a rule, substantially more powerful than ghosts. Where an average ghost might make a human float, and a particularly strong ghost might be able to pull a grown human

across the ground at speed, almost as if running pulling them, with their main concentrated being you are at about the level of a strong ghost by default, and could grow stronger still with more spiritual based perks; a particularly powerful inhuman spirit might be able to throw around furniture and large objects all about a large wine cellar, or toss humans around with force enough to kill them without a particularly heavy investment of their personal force, though this will require more raw power than this perk gives you. Similarly where an ordinary ghost would perhaps be able to briefly possess a child that was already under its influence, you could extend your influence over a mortal to the point where you could possess them; you'd not quite match a ghost with the **Possessive** perk but it'd be close to it (having said perk will significantly improve the ease with which you do this and maintain control). This both is increasing your spiritual power by a large amount, more than normal for a red perk and also that the powers granted by **Spiritual Being** improve more readily with increases to your spiritual power than with just the base perk. It also means you can enter the alt-form anywhere that is not sufficiently blessed as to banish you automatically upon doing so, but won't be able to spread from there unless you have a connection or are invited in by the living. You will also find it easier to exert your influence over other spirits, or to lay claim to souls, though you cannot steal souls with this requiring them to be given to you which will usually require quite a bit of desperation from the one giving them.

Aesthetic (100 CP; Requires Spiritual Being): You have a certain aesthetic to you and your haunting. First you can design a spiritual form based on this aesthetic. While some spirits already can change their appearance freely and appear as whatever they want to be they do so with a touch of effort and this form will be completely effortless for you. Beyond this it gives you additional, relatively minor, effects and manifestations based on the aesthetic, and improves your other supernatural powers purchased here when they fit with the aesthetic. If you chose something like Ferryman of the Dead you might be able to replicate **Off-Screen Teleportation** but only for a few coins, and even warp a small portion of space to display your past victims. Or maybe choosing a drowned woman might let you leave water behind with your poltergeist activity, and make it easier to act through water. Choosing a blasphemous anti-nun might make it so that your presence turns crosses upside down and knocks down religious iconography with almost no effort to yourself and at a further range than it normally would. This is a sort of 'write your own power' ability, but just remember this is limited to minor powers.

Death Haunting (200 CP; Special): This perk is incompatible with **Inhuman Spirit**, and requires some existing ghostly or spiritual alt-form, such as **Spiritual Being**, or **Hellhound** to purchase. This perk is **Free** to Paranormal Investigators, Sensitives, and Victims who purchased **Spiritual Being**.

Once per jump when you die you will become a ghost, haunting either the place of your death or some place or object that you hold a great emotional connection to. It may take a few days, weeks, or even months for you to make your presence felt, but you will enter into your **Spiritual Being** alt-form, or another similar ghostly/disembodied spirit form (such as **Hellhound**) if you'd prefer or do not have **Spiritual Being**. You will no longer be able to leave that form, permanently locked into the form of a haunting spirit, until the end of the jump. However this will not count as death for the purposes of ending your chain.

Witch (600 CP): You are a witch, a practitioner of satanic black magic. You have fairly extensive knowledge of black magic as it is practiced in this world, and occult rituals. We do not see too much of this, but the main witch shown was able to invoke a demon to possess individuals through certain satanic bone totems, and this possession was resistant to ordinary exorcism requiring the destruction of the witch's altar to break the spell. They were also able to re-animate the corpse of one of the victims of this demon's murder-suicide rituals and cause them to move as a zombie, to influence what visions the possessing demon showed those it possessed, create a powder that induced a mad, berserk rage, and maintain a connection with their magic so that they could observe and feel what was happening near it and even engage in astral communication and contact with someone astrally projecting and probing along this connection. Other forms of rituals show up; the Duke of St. Carta managed to open a portal to Hell to summon a particularly powerful demon. Of course this magic seems to tend to have dark and terrible costs; the Duke of St. Carta had to perform repeated human sacrifice that drew the eyes of knightly orders, and the possession directing spell required 3 victims (an innocent, a lover, and a man of faith) to each be possessed and forced to murder before killing themself, and if stopped from completing would result in the demon dragging the summoner's soul to Hell. So use such magic with care and caution. This perk also provides you with a very large boost to spiritual power, much more than other blue perks.

You can be a male witch, those existed.

Victim Perks

Emergency Leave (100 CP): You are good at keeping your job despite disruptions that emergencies might cause. As long as you were dealing with an actual emergency, or supernatural problems your employers and business associates are very understanding and willing to overlook missed work, or even things like the damage done to your employment premises due to your friend releasing a demon in your employer's house. This won't protect you from legal consequences – so if you're possessed and murder your boss you might still in trouble – or consequences for your own laziness or incompetence, but if it isn't really your fault or was a true emergency you'll find you can get away with a lot of disruption or missed work.

Five Beautiful Daughters (200 CP): Most victims in these films are children, or through them their parents. And whether you have children yet or not, you are an excellent parent. You know how to care for children and raise them into functional adults. Your children might not be perfectly behaved or good little robots, but you have excellent instincts for taking care of and raising children, and making sure they are well-adjusted, and have experienced and felt parental love and care.

This also gives you some ability to be a good spouse. Again you're not perfect. Life can be hard. Stress can still set in. But you can understand when you're neglecting someone and know how to show your love and affection, and to make your spouse feel appreciated and cared for and have a good sense for when you're being a bad partner.

Unhaunted (400 CP): The events of these films could easily be terribly traumatizing. But they aren't. We're assured the victims all live happily ever after. And while this perk won't ensure everything goes well for you in the future, you will find that traumatizing events have less of a long term impact on you.

You can overcome terrible things in your past and will never be permanently haunted or traumatized by it. You will not be permanently malformed by scars of trauma, and will find it easy to recover from past horrors once they are no longer being perpetuated against you. Even if someone you loved tried to murder you because they were possessed you could recognize that fact on both a rational and emotional level so that you didn't hold it against them.

With **Five Beautiful Daughters** you can share this perk to some extent with children in your care, and those you raise will even keep it to an extent after they have grown into adulthood.

Finding Help (600 CP): You have marvelous luck when it comes to finding local aid when you are in need of help and assistance. This is especially true when you need aid against the supernatural. This is more about protecting you and those you care for and what you already have, than pursuing goals and ambitions. But, when you need help and protection against the supernatural, individuals, and even relics, which can provide you with aid have a tendency to fall in your path. You will find experts willing to help you, and allies who you can trust to stand by your side.

Paranormal Researcher Perks

Rational Explanation (100 CP): One needs to ascertain if they're dealing with the supernatural or just some loose floorboards or a hoax. If nothing else that can save a whole lot of time and effort. Thankfully you are good at identifying, and eliminating, conventional and mundane explanations for events that could be mistaken for supernatural. This includes basic skills in forensics and detective skills, as well as a natural aptitude for thinking of what mundane means could replicate what you seem to have observed.

I Have to Do This (200 CP): You might not be an action hero, but you're pretty close for a researcher. When adrenaline surges in you, you see a noticeable spike in physical ability and strength. You might be able to go from a tired medical student to beating 2 knife wielding cultists, or even as an aging man recovering from a heart attack bring down a sledge hammer to break something that a young, man in the prime flower of youth would struggle with and however strong you are, you'll be noticeably stronger when the adrenaline flows.

And it's not just strength. You'll be able to resist pain and shrug off injuries better as well. Even something like steam burning your face and leaving you half blind will only slow you down because you can't see well enough. This means it's a good thing you seem to have a knack for healing up well, and some luck in having injuries avoid lethal spots. You can still die, don't get too cocky, but unless they're good enough to really be aiming for specific vital spots, generally speaking you'll be more likely to be hit next to the major artery than actually on it.

Face Your Fears (400 CP): It seems like when danger spikes you don't get scared so much as adrenaline surges in you. Even knowing your death is prophesied won't scare you, if the other option is to let a demon claim a child's soul and you consider the chance to save a child's soul from a demon worth your life. You can still recognize danger, and can still feel fear, but you don't panic, and you don't feel the sort of fear that makes you break down, just the sort that gives you the edge of adrenaline and awareness of danger. Maybe that's why demons and ghosts that feed on negative emotions and fear can't feed on yours.

Maybe it's because courage, that is conquering fear, is an act of will, but you've got a strong will when it comes down to it. Though strong will alone doesn't explain the way that possession and unnatural mental influence seems to have difficulty affecting you. You're not immune, but given you're no nun protected by divine vows, or powerful

clairvoyant with psychic gifts and awareness to struggle against it, you're pretty hard to possess. Most spirits of this world would find you too much to handle in a possession, at least without some spell emboldening them, and you have more than a fighting chance when it comes to breaking free from hallucinations or influence at least for a time. You're not immune, but you're definitely resistant.

And while you can't share this resistance in full, your presence does seem to be reassuring and calming, as if your being there helps others face their fears, and even helps them – if just a little – to overcome dark influences upon their will; it won't let someone snap out of full blown possession, but it can make it harder for a spirit to take them.

Exorcist (600 CP): You possess the ability to exorcise ghosts, demons, and unholy forces through the power of the Son, the Father, and the Holy Ghost. This is not limited to Judeochristian demons, but can work on all forms of spirits, demons, and adjacent supernatural forces of darkness. This does run off of the Catholic rites of exorcism, and while they do not need to be followed exactly – it can be hard to do every little part when things are flying around the room – they are part of the ritual of it all. This is ultimately a battle of spiritual power against spiritual power, but this gives you a great deal of authority and command behind you when it comes to banishing spirits or forcing them from physical existence or from a possessed being. An ordinary man with this power could overcome and exercise most common ghosts, and even potentially an inhuman spirit, though it'd be hard. Greater spiritual power can help, and knowing your enemy's name helps immensely; knowing the name of a demon you might be able to banish even a grand president of Hell with nothing more than the words from the rites of exorcism and the authority God has lent you.

This perk also provides you with a limited authority over spirits, making other powers to command, protect against, combat, or exorcise them somewhat more effective. This perk also provides a moderate boost to spiritual power; larger than the norm for a blue perk.

Sensitive Perks

Why Do You Even Try (100 CP): You're very good at telling when people are lying to you, especially your friends and loved ones, or people emotionally close to you. This becomes virtually infallible when they're among those who travel with you between jumps – whether they're your (fellow) companions, your jumper, your followers, etc. This also applies to individuals you have paid to recruit but who have not joined you yet.

God Still Has A Purpose For You (200 CP): It's important to be able to recognize people who need your help. And you are able to. It's just a feeling you get, but you can get a vibe when you see or interact with someone who is in need of the help that you provide. The greater their need the more clear this feeling typically is, though in general it is especially keen for picking up those who are dealing with extraordinary or supernatural threats and circumstances.

Psychometry (400 CP): You possess the power of psychometry. By touching an object, or person, you are able to get glimpses and flashes of strong memories and psychic imprints left on the object, or the person. Some things leave stronger stains on objects, such as being used in a murder, than others, and some memories or events in people's lives will stand out more when they are touched.

Magic also leaves a psychic trace. While this doesn't come with the knowledge necessary to identify how an object has been used in magic, it is possible to feel psychic traces of magic that was used on or through an object or on a person. For example you could feel the magic that remained upon a corpse that was killed by a curse driven possession, and potentially recognize it from the feeling if you've encountered it before.

This ability can trigger on its own with flashes, though you can actively focus on it to trigger visions and see more detailed and thorough visions. Feeling magic can be hard without this focus. You can also close off this sense if you want to avoid these visions.

Despite being called visions these can be full sensory experiences.

Clairvoyant (600 CP): You are a full clairvoyant. You are able to feel the presence of ghosts, spirits, and the supernatural, and can even see ghosts and spirits that are not trying to be seen. It may be possible for some spirits to hide themselves from you, but this would involve active obfuscation of your senses as opposed to simply being spiritual beings who are unseen by nature. These spiritual senses do not make you immune to induced visions or illusions, but they do give you additional tools to see through them if you know how to use them, and do not turn a blind eye.

Your clairvoyance is not limited to simply observing spirits when they do not wish to be observed. You are able to get visions and flashes of those who you care for and are emotionally invested and connected to. Usually this is limited to a vague sense of their well-being, but at times – especially when they are in danger – you will get larger and more detailed information such as where they are and an idea for the danger. You are also able to get flashes of visions of the future. These tend to be more symbolic and vague, and are most common when danger, especially supernatural danger, is approaching someone you love or care about, but are not truly limited to danger. You could get a feeling for what your future might be like, or visions years in the future guiding you to the relic necessary to banish a fallen angel, but most commonly these will be visions and warnings of dangers in the near future to those you care about where these visions become very common.

With training and practice you can also astrally project, allowing your spirit to wander outside of your body. This will generally be in the nearby area. Finally this perk comes with a large boost of spiritual power; much larger than the norm for a blue perk.

If taken with **Psychometry** the two powers can provide additional uses through combination. With the ability to feel magic with **Psychometry** and astrally project through this perk, you could follow the connection between magic and its source allowing you to view the caster or the ritual site from afar, and even get feelings about them. Though this can be dangerous as some forms of magic will allow for the increased spiritual awareness to sense you and meet you astrally or on a psychic level. Similarly these abilities can combine to let you relive past events in areas you astrally project through, such as living through a murder spree from the eyes of the killer to see how people in a house actually died.

Ghost Perks

Building Horror (100 CP): You know how to set the mood and scene for horror. You're a good judge of when a bump in the night would be scary or spooky, and how to use atmosphere and uncertainty to slowly build a feeling of terror. You possess a simple instinct for generating an air of dread and fear, leading towards panic and terror. This isn't intimidation, or making someone feel you possess the power to kill them. This is creating an atmosphere of terror in which they're ready to be scared.

Unproven (200 CP): You possess a sixth sense for how far you can push powers, abilities, and actions before it constitutes proof. That is to say you have an idea for how far you can push things before people will be convinced that something is happening or being done. This works best for supernatural abilities, giving you a natural ability to tell how much poltergeist activity will be needed to make someone you're haunting believe there's something there haunting them, and how much you must avoid before it becomes seen as proof by the world at large and something like the Catholic Church gets involved, but it can also apply to general gaslighting.

Spirit Tyrant (400 CP): You are a tyrant over the ghosts and spirits of others. You possess the ability to bully other spirits into obedience, and compel action or inaction from those weaker than you. All spirits can do this to a certain extent, but you are particularly skilled at it, and at applying your powers and abilities over other spirits in general; this makes any of your powers or abilities used to command, control, fight, or enforce your will upon spiritual beings more effective.

But that is only the start of your dark power. You are able to force those you kill to linger as ghosts such as exist in this world. Until you allow them to do so, or are exorcised, killed, or otherwise removed from your influence over them, their souls cannot pass on to the afterlife but will be trapped between life and death as ghosts. This does take effort and intent on your part, though the greater your spiritual influence is over them the easier it is to force them into this ghostly state. An ordinary ghost would need to do something like fully develop their influence over an individual and then force their death in a particularly gruesome way, a more powerful ghost might be able to merely do it by performing some ritualistic form of killing such as forcing their victim's possessed mother to do it, and a powerful inhuman spirit might truly need to do little more than kill them in a place they had strong influence over; the more powerful you are the less influence you'll need though the more influence you have the less draining and tiring it will be. It will never happen without deliberate intent, though. You also have no special control over these

ghosts, though you do retain your skill and capability at bullying and forcing ghosts and spirits into behaviors and can exert that upon them.

Distress Feeder (600 CP): Why do ghosts, and demons, make people suffer? Well for demons it can weaken their wills to allow them to get their souls. But for both there is the possibility of feeding on the negative emotions of others and drawing strength and power from the fear, distress, and despair others feel especially when it is about you. Someone across the world fearing you won't do much, but when you linger around those who fear you, you can feel your power glutting and growing. This power increase is loss when you're away from this fear for long enough, but by surrounding yourself with enough terror you can find your powers rising substantially. The deeper their fear and anxiety the more power they give you, long term dread, anxiety, and distress being more effective than simple fear that you'll kill them, but even that works. And of course the more people who fear you that are nearby also matters. And this isn't limited to growing your spiritual power, all your special powers and abilities grow with fear. There is no hard limit to this, though the number of people you can have around provides some soft limit and there are diminishing returns such that one person in total dread provides a slight bit more than the 2nd, and eventually you'll need to be adding more and more people to have as great an effect.

With **Spiritual Being** this ability will stack allowing you to effectively double dip on people's fear until you've reached full power for that perk, and you'll be significantly stronger from that.

Fallen Perks

Menacing (100 CP): There's something about you that seems to invoke a certain amount of fear. It's in the very way you move and smile and the tone of your voice. This isn't about creating an atmosphere of fear, or long term distress, but raw intimidation, making it clear and obvious that you are a danger to be feared. You can toggle this off if you don't want to be scaring everyone around you.

The Unseen (200 CP): You possess the power to hide your spiritual presence, even from the senses of those who are normally sensitive to such presences and powers. For you this will extend to other supernatural powers and abilities even if they are not directly related to your spiritual presence, allowing you to hide them from special senses that would normally detect them. This can take a fair bit of power, and actively using such powers will make it harder. Just like having something to hide behind makes it easier to hide, having another presence to cover and conceal you can help to hide you. An inhuman spirit such as the Mirror Demon when using this power was forced to a ghost as 'cover' when dealing with a powerful clairvoyant, though was doing other actions at the same time. Valak managed to not only hide itself but to prevent her from directly sensing the ghost as well. Like Valak, you will be able to extend this out from you to hide other entities from such spiritual and supernatural senses, though this will require more power and effort from you; for all its power Valak held back without doing anything else while hiding itself and the ghost.

Infinite (400 CP): Infinite might be a hyperbole, but you can be forgiven for using it somewhat. You are capable of multipresence, or at least when you are a spirit you are capable of easily splitting your spiritual self in multiple parts. Where most spirits only show one bodily representation at a time, you could split yours into multiple ones, splitting your awareness and power between them. The more powerful you are the more easily you could split your presence and how many such projections you may have at once. You could use this power to project part of your being into multiple individuals to possess them at once, or secretly possess an individual while still acting as a spirit, possibly even using it to hold part of yourself in reality while the blood of Jesus himself banishes the majority of your being; you can 'survive' in these fragments of yourself, and if the rest of you dies (or gets exorcised) you will slowly recover your full spiritual being around it regaining the lost power associated with this reduction.

Beyond this spiritual multipresence, you are really good at multi-tasking. Enough to be able to exist and coordinate multiple bodies at once seemingly without loss of focus on any of them, and you can multi-task when in a physical body that can't be split as well.

Defiler (600 CP): You possess a great deal of resistance to holy objects and powers. While you're not wholly immune, and as an inhuman spirit the blood of Christ could still exorcise you and cleanse you from this world, you are a great deal more resistant to holy powers and exorcism, and this will protect you as a human from "holy" powers that would harm humans. You are even capable of taking sources of holy power into yourself and absorbing them as your own power. They could be used against you before this happens, but once you have absorbed the power into yourself it will not harm you, but merely grant you increased power. Now something like a cross or a Bible won't be meaningfully powerful, as they are merely a symbol and conduit, but the true body parts of a saint, or something with substantial holy power could fuel you higher than you already are.

And this is not limited to holy power. You will find you can take in sources of spiritual or mystical energy to increase your own even if they would normally harm you, and while this won't stop them from harming you when outside of you, once you absorb them they will simply be power. This will also allow you to mix and wield normally incompatible powers you possess without harming yourself.

Finally this provides a very large boost of spiritual power; a great deal larger than the norm for a red perk.

Demon Perks

Playing on Sympathy (100 CP): You excel at making people feel sorry for you, inducing their sympathy, and/or convincing them that you are in need of help and succor. You find it easy to appeal to someone's empathy and care for others and use it to manipulate them.

Many Faces of Evil (200 CP): It's said that demons can take on any appearance they need to deceive. This isn't quite shown, but they can take on many appearances, and now so can you. This is easier with a spiritual form than a physical one, taking a fair deal more power from you to maintain. These appearances are also normally twisted, evil, and demonic versions. However with effort it is possible to take on a more normal appearance just expect it to require a great deal of focus. The greater your spiritual influence over an individual the easier it is to take their appearance, and taking on the appearance of anyone whose soul you have claimed is effectively completely effortless.

Unsealed (400 CP): It just seems to be hard to keep you contained. While it's possible to seal you away, people have a tendency to lift seals placed upon you, and otherwise through carelessness or curiosity release you or free you. This works best on those who don't understand what a threat you actually are, or who believe you could help them by being free, but when you are sealed away you seem to draw these sorts to you. Or have them, in pure curiosity play with your cage and open it. It will take a vigilante jailor to keep you contained.

Beacon to Spirits (600 CP): You seem to call and gather other spirits to you with your presence. It becomes easier for them to manifest in an area around you, as individuals who would normally not even become ghosts or ghosts who would usually not be able to affect the physical world at all can become capable of manifestations of poltergeist activity and on levels that (ordinary) humans can interact with. That is to say you can cause long dead individuals who have never haunted the area but would have the lingering attachments to do so to appear as ghosts. While this is not limited to ghosts as this world understands them, this does make it easier for beings to manifest to ghosts in ways associated with the current world's metaphysics as well, even in future worlds where souls would not linger, have other means of manifestation, or would not exist you will find ghosts like those of this world manifesting around you. These ghosts tend to be extremely weak ghosts, as they are feeding off of your presence to manifest at all, but given attachments and the chance to expand their spiritual influence and be feared they could grow strong enough to exist without you.

Your presence goes beyond merely allowing manifestation, however, as other ghosts and spirits seem to be made more powerful by it. Even the weak ghosts that manifest around you become at least normal ghosts, and those that were already more powerful become more easily able to influence the world. It's as if you were an overflowing beacon for spiritual energy, allowing such things more strength. This isn't limited to spirits from this setting, and will continue to empower spiritual beings from future settings; though here it might let spirits that had been sealed and cleansed, kept weak and nigh powerless, immediately push into a full scale haunting.

You can toggle this effect on or off. Even if you've toggled it off, though, being an overflowing power source for spirits does mean you yourself have more power to work with and this perk provides a moderate boost to spiritual power; larger than the norm for a red perk.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

If purchased as a Ghost, Fallen, or Demon houses and similar properties will legally belong to someone else during this jump, because as far as it's concerned you don't physically exist, but will legally be yours in future jumps.

Bag of Food (50 CP): This is a paper bag full of a mixture of groceries. It might have a real meal, but mostly seems to be a mixture of snacks. These snacks seem to be very effectively chosen to satisfy random cravings, especially those that come about during pregnancy.

Car (50 CP): This is an ordinary car that might be seen on the road from the 1950s to the 1980s. It's not particularly top end, and it's not necessarily a clunker, but just a rather average car. Except that it will repair, refuel, and maintain itself when not in use. Saves a bit on gas.

Crossword Puzzles (50 CP): This is a weekly supply of crossword puzzles, either as individual puzzles or books of them. They can range in difficulty from very easy to very hard, and will even scale in difficulty with your skill at these puzzles and super human intelligence, assuring you always have one of the proper level to entertain you, whether you want a mental challenge, or just some light, relaxing diversion.

Victim Items

Music Box (100 CP): This is an old music box. When opened it has a mirror with a spiral on it. This mirror will spin when the music box's music is playing and while it's spinning spirits can be seen reflected in it. This will also work for other things that are normally invisible but can be seen by certain individuals.

Dog (200 CP): This is a well behaved dog. A good boy or girl. It's a rather ordinary dog, except that it can feel ghostly presences, sense spirits, and with this dog sense other forms of supernatural, occult, spiritual, and magical forces and energies. You can generally tell because they make it uneasy and afraid and it will start to act uncharacteristically afraid, though it's possible for it to learn certain forces are acceptable and alright and just something you do or that exist in your house without generalizing this to all forces.

Circus Ticket (400 CP): This is a business card with the phone number of someone in the news media. Once per jump if you call them up they will get your story out to a wide audience in an interview. It's not guaranteed to go how you want it to, but it's guaranteed to be picked up on a major network and spread from there, and be a chance to get your side of the story out. You'll get a new card for a local news man (or woman) each jump, someone big enough that your story will make the news or whatever passes for it in setting.

Friendly Haunting (600 CP): This is an ordinary home, maybe a touch on the old side. You can choose whether it's in the country somewhere with a good chunk of land, in suburbs with a nice lawn and backyard, or in urban sprawl with only a rather minimal property around it. It's an ordinary home, though taxes and normal utilities are automatically paid for and it will maintain and repair itself over time. This house will insert itself into the countryside, city, or suburbs as appropriate to your prior choice at the start of each jump, legally yours, and with taxes and utilities paid for.

Well ok, it's not quite *ordinary*. This is a haunted house. Unusually, the ghosts are friendly, wanting to protect you from harm and even stop those who might harm you. This means they usually only perform minor poltergeist abilities, and just little things that remind you of their presence from time to time as if they were making themselves at home alongside you. But if someone – physical or spiritual – invades or you're in trouble they can demonstrate full blown haunting powers, as if they'd been building up their influence over the area consistently and feeding on the fear therein.

Paranormal Researcher Items

UV Light (100 CP): This is a handheld UV light. Among all the other things that UV light might make glow, it makes fresh hand and foot prints glow including those from ghosts, also makes things that have been recently moved by supernatural, spiritual, occult forces or any means of telekinesis glow. Battery powered but it will recharge itself automatically.

Cross (200 CP): This is a small cross that might be worn on a necklace around the neck. It has power to repulse weaker forces of darkness, malicious spirits, or unholy beings. On its own it's enough to drive away truly weak ghosts and spirits, but something like a weaker demon or a more powerful ghost would only be made uncomfortable by it and have some trouble directly affecting it and a touch of issues affecting you when you present it firmly and strongly, and something on the level of a grand president of Hell like Valak wouldn't be more than annoyed, though if presented strongly when they were unprepared it might leave them momentarily shocked. It will scale somewhat to that of the world and to a lesser extent your own power. It will always work on the chaff and weaklings of the local occult/spiritual/supernatural world, and have some effect on the more average specimens. If you're powerful enough it can also affect creatures based on that, driving away those you could casually scatter, and having some effect on those that are just much weaker than you are.

Recording Equipment (400 CP): This is a complete set of recording equipment as might be available in the 70s. There are cameras, sound recording equipment, etc. They're all designed with timers and various means of being triggered such as conditions like something tripping a wire, a sudden drop in temperature, or even at the flick of a switch from afar. It's enough to pretty thoroughly cover a house. You'll find that these devices continually replenish necessary supplies to work, recharging batteries, refilling recording tape and film, etc.

Oh and they're able to take pictures of ghosts and spirits, and record their sounds. This is pretty standard stuff here, but they'll work for other invisible entities, spiritual or otherwise in future settings.

Artifact Room (600 CP): This is a room. It can be part of a property of your choice or added onto your warehouse. This room is a containment chamber for cursed objects. When an object is properly placed within any curses on it will be negated, and spirits haunting or possessing objects inside find themselves suppressed and trapped unable to leave them or act upon the world, and the object and any spirit within it will lose all

ability to influence the world outside by supernatural means. This will also cut off connections and influences to spirits outside of the object. A lich couldn't come back from a phylactery in here, Sauron couldn't influence the One Ring or use it as an anchor, and Voldermorte couldn't do the same with a horcrux.

You will instinctively understand how to place objects within this room, and it will extend as needed to store cursed, possessed, or haunted objects and only such objects. As you cannot, normally, drag unwilling beings along with you through your warehouse, a copy of this room will be left behind in jumps to contain any spirits you had locked away in it, though other cursed objects can be carried along with you.

Sensitive Items

Locket (100 CP): This is a simple locket. It contains a picture of a loved one. Holding this locket, or looking at the picture will remind you of what they'd consider about the morality of your actions and if they'd approve of them, and why they are important to you and why you'd care about this approval or disapproval. You can change the picture within at the start of each jump.

Wine Storeroom (200 CP): This is a large room, by default underground, such that a winery might have to store its wine. And it does store wine, many casks and barrels of wine lining the walls. This wine will refill over time, relatively slowly in a percentage sense, but enough that you really should never run out if using it for personal use or even a whole family. The wine is good stuff, too, and of a variety which would be fitting to use for purposes of mass if it was properly transubstantiated. It can be added to a property you possess, an independent storage building, or exist as a warehouse add-on .

Sisters of Perpetual Adoration (400 CP): This is a small order of nuns. They have been trained in perpetual adoration, such that they can maintain their prayers and focus on their religious rites even in extreme circumstances and duress. There are enough of them to make this actually perpetual, easily filling in round the clock shifts of praying and religious adoration and devotion between growing their own simple food and living simple lives. You can direct them to pray to, for, and where you want, and they will be completely devoted and faithful. Their prayers will even have real holy power such that they could help to contain unholy forces, weaken them, or even keep closed a gate to Hell that hadn't opened too far; or simply help empower a being fueled by prayer with their perpetual adoration. And in places where prayer would always possess such powers their prayers will count for more.

While you can direct how they pray and to what, they are only here to pray and live a simple life; they won't become your holy soldiers or otherwise do much more than care for basic necessities of their lives and pray.

Blood of Christ (600 CP): This is a glass bulb larger than a man's fist, hung on a chain such that it could be worn as a necklace. Inside is a glass cross containing blood, with a stopper to keep it in. This is the blood of Christ, the Son, the blood of God Almighty when He took on the flesh of man to save us from our sins. Normally only a true bride of Christ could wield something so sacred, but your benefactor seems to have made allowances so that you can use it. In the hands of a layman, a small amount of this could be used to force a fallen angel and grand president of Hell out of possessed body, and in

the hands of a nun – or yourself – you might be able to use this – with no ritual or other power other than pouring this blood upon it – to seal a gaping gateway to Hell itself and even banish a nearby arch-demon along with it. Simply put this is a divine relic of the highest power, and can be used as a potent tool against any unholy force, whether they be mere ghosts, demons of the highest order, or even so-called gods of evil.

Ghost Items

Comfy Chair (100 CP): This is a simple arm chair. It's probably old, tattered, and damaged looking even. But it's really comfy. Like it's the comfiest chair you're liable to find no matter how hard you look. It's comfy enough that if you needed some place to relax on the way to your final hours it'd be the place to do it. It's comfy enough to make someone want to hang onto life just to haunt it. It's a really nice chair to sit in.

Birds (200 CP): This is a flock of birds – pigeons, crows, those sorts not birds of prey – that you are capable of telepathically commanding. This is not fine control, you won't be micromanaging actions, but you could make them dive bomb things, come or go, etc. Lost members of the flock will be replaced over time.

Witch's Shears (400 CP): This is a pair of large, metal shears – that is scissors like you'd use to cut wool from a sheep. Sacrifices performed with these shears are somewhat more valuable for magical or occult purposes than if they were performed with another weapon. This is extra true in the case of a child sacrifice, even more so if they're your child.

A Haunt (600 CP): This is an ordinary home, maybe a touch on the old side. You can choose whether it's in the country somewhere with a good chunk of land, in suburbs with a nice lawn and backyard, or in urban sprawl with only a rather minimal property around it. It's an ordinary home, though taxes and normal utilities are automatically paid for and it will maintain and repair itself over time. This house will insert itself into the countryside, city, or suburbs as appropriate to your prior choice at the start of each jump, legally yours, and with taxes and utilities paid for.

Well ok, it's not quite *ordinary*. This is a haunted house. Sort of. There's not necessarily a ghost here, but you, even if you're not a spirit, seem to be haunting it. You are able to use powers through it as if you were present throughout the entire house. Nothing that requires touch or directly emits from a part of your body, but if you had telekinesis that worked on things within a few feet of you the house would count, as would anything reliant only on your spirit. You are also able to observe any part of the house you wish as if you were physically there (with your eyes and ears) just by focusing on it.

If you have **Spiritual Presence** you can manifest your spectral form within this house while you are in another alt-form elsewhere.

Fallen Items

Habitual Habit (100 CP): This is a set of religious garments. You can choose the type, a nun's habit, a monk's habit, a priest's vestments or preaching gown, a monk's or even non-christian religious garments such as those associated with Buddhist monks, or Shinto priests. Whatever you choose these garments will clean and repair themselves over time (even when worn), and can be manifested on your spiritual form(s) should you possess such whenever you desire.

At your whim these garments can change from normal seeming to reeking of absolute blasphemy and mockery of the divine. In this state those who observe them on you will be able to feel in their gut that it is an insult to the religion they represent and all it stands for.

You can change which religion these garments are associated with at the start of each jump.

Ducal Grimoires (200 CP): This is a collection of books and grimoires similar to those written by the Duke of St. Carta. These books contain rituals to summon demons and open gates to Hell. These are bloody and vile rituals, requiring human sacrifice and pledges to Hell, but they can be used to summon demon such as might be found here even in future worlds, and will also contain summoning spells for local demons, unholy forces, and similar summonable dark beings as well as potentially holding rituals for opening gateways between worlds should they exist in the setting. Notably absent are actual spells to directly control such demons, though perhaps you can barter with them, or just summon them in the path of your enemies and trust they'll be thankful enough for the victims not to target you directly.

Witch's Altar (400 CP): This is a large stone altar and a trio of bone fetish-totems. Magic can be cast upon or through the altar so as to affect the area around one of the fetish-totems as if it was cast at the fetish-totem. This also allows you to project your spiritual energies and being through the fetish-totems while keeping your true self at the altar, thus creating a connection to the spot with the totem. You are also able to perceive out of one of these totems from the altar as if you were there by extending your awareness into it; to aim your spells. The totems will only automatically replace themselves at the start of new jumps, but it comes with instructions on how to make them yourself from bones, wood, and some binding materials such as rope or twine.

Isolated Abbey (600 CP): This is an old, mountain abbey, and the surrounding wilderness which isolates it from any civilization. It doesn't come with any order of monks or nuns to occupy it, but as a complex built to house a religious order could house people in decent numbers. The few outlying buildings not built into the main building are connected by underground tunnels so that the nuns or monks dwelling within would never have to leave it if someone would arrive to deliver food and groceries.

There is however a choice to be made. This abbey can either be consecrated, bolstering holy powers inside it and on the grounds immediately surrounding the abbey (this won't cover the whole mountain) and weakening dark and unholy forces and their ability to influence its grounds. Or it can be desecrated, strengthening unholy powers and beings and weakening holy and light forces instead.

This abbey, and its surrounding mountain wilderness, will insert somewhere appropriate in future jumps. The choice as to consecration or desecration can be reselected each jump.

Demon Items

Cursed Vessel (100 CP): This is an antique object such as a full length mirror or a hand crafted doll. Whatever this object is, you find it easy to haunt and maintain spiritual influence over. Your spiritual connection with this object resists attempts at exorcism or cleansing, and you will unusually find it easy to affect this object with spiritual powers you possess. This object repairs itself quickly if heavily damaged or destroyed, though tends to stay in a battered and less than pristine condition.

Instant Haunting (200 CP): This is an antique object such as a full length mirror or a hand crafted doll. Whatever this object is, it seems to draw forth local ghosts and spirits, making the area around it slightly easier to haunt. This won't be enough to make it haunted on its own, but if there is a strong reason for spirits to haunt it they may manifest as minor ghosts. However once per jump it can be activated in a more thorough manner, causing a full blown haunting to manifest. The location must have *some* appropriate specters or ghosts to manifest, but it will find some individuals who died of violence or murder in the local area if they ever were there and bind them to the location as a haunting presence. It will actively stir these ghosts into poltergeist activity and as long as the object is not identified and cleansed it will return to the location given time if moved and continuously keep these ghosts active.

Delivery Box (400 CP): This is a cardboard delivery box. Put something in this box and it will be delivered to the location where you want it delivered as long as it could be legally sent through the US Mail. This means poisons, living creatures, and bombs are not ok, but cursed dolls and spooky messages are. You'll get a new box each day if the old one is used and never takes more than a few hours to be delivered. This box will generally be delivered in a place where the mail might be left such as on the stoop, and will not be appearing in someone's room or a dungeon cell. That said it can deliver to regions without mail service, just it will arrive where mail service would put it if there was mail service.

Cult (600 CP): This is a smallish cult of religious fanatics who serve your will as if you were both God and the Devil. While they are not trained in perpetual adoration like the **Sisters of Perpetual Adoration**, and their prayers or faith isn't worth extra, they are religious fanatics absolutely loyal to your will and eager to do whatever you say no matter what it is. There's 2 or a few dozen cultists and if members are killed, or sacrifice to your whims, replacements will come steadily just as loyal and fanatical as their predecessors.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You can give a companion the Ghost origin for free, or a discount on the Demon or Fallen origins by paying the price to import them a second time. You may pay to do this with multiple companions at once and will follow the same pricing scheme as importing them initially. If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Ed or Lorraine Warren, or a demon. For every 100 CP you pay you may recruit 1 canon demon or Ed or Lorraine Warren.

Ed and Lorraine Warren (100 CP): You may take Ed and Loraine Warren as a pair sharing a single companion slot or importing separately (at your choice) for 100 CP. Yes, this means you can get them both for the same price as one alone. It'd just be wrong to break them up.

Soul Mate (200 CP): For 200 CP you can import or create exactly 1 companion with 600 CP as your soul mate. This is someone who completes you, and supports you, like Ed and Lorraine Warren do for each other. Usually this would be the love of your life, but this could be a purely platonic life partner. Whoever they are, you'll find that you are both wonderful moral support for the other and work together with ease as if you were born to do so. You don't directly share powers, spiritual or otherwise, but you share a deep, spiritual bond and connection such that you are able to share some of your spiritual strength with each other, and when working together you both seem to be spiritually and mystically stronger, and that things like picking up your partner's unfinished exorcism, religious ritual, or even spell is strangely easy for you. This spiritual bond and connection also means you have a spiritual bond and connection for anything that requires it.

You may only purchase one Soul Mate. You may give them a free Ghost origin or discount on the Demon or Fallen origin by paying to import them with the basic import/create option above, and you may do so as part of importing a group of

companions. You may transfer CP to this companion at a 1 to 2 rate (you spend 1 CP to give them 2 CP).

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Comics and Weeping Women (Toggle): There is a series of licensed comics available, and 2 films – Wolves at the Door and The Curse of La Llorona – reference the films and share certain characters but are officially not part of the franchise. You can use this toggle to decide what bits of extended media are included or not.

Extended Stay (Toggles): The Warrens had a long career, and the films only cover part of them. Still the films cover more than 30 years. By selecting this instead of staying 10 years, you'll stay from whatever start date you chose until 10 years from the latest possible start date.

A Soul for a Demon (+100 CP): A demon wants a soul. Why it wants one or what it intends to do with it is less important. A person has to give it up, and die in the process. Oh, failed Satanic rituals can let them take it, but that's not an option for you. You must claim a person's soul. The person has to knowingly offer it to you and commit suicide. They can be driven to it, tortured to it, and threatened into it, but they cannot be actively mind controlled into it. They must kill themselves with the intention of giving you their soul. You only need one soul this way, but you must obtain it or fail the jump. It's a low price, one human's soul, isn't it? Oh, and followers and companions don't count, you need this to be the soul of a native.

Bullied (+100 CP): Something about you seems to attract bullies. You can expect people to bully you no matter how powerful you are or how charismatic you normally would be. "Normally would be" since you'll find that it's hard for you to gain social acceptance, and that you are prone to be socially ostracized for some trait you possess or another. Even as a ghost or demon you'll find that people, or spirits, will be drawn in to bully and torment you.

Got to Pay the Bills (+100 CP): One would think it'd be easy for you with your powers and abilities to make ends meet. And maybe it is. But for some reason you will find yourself compelled to work a normal full time job. You'll do your best to get one, do your best to keep one, and if you get fired you'll do useless busy work that takes you away from your other goals and responsibilities until you find a new one. Even if you're a ghost or an inhuman spirit you'll find yourself going through the motions of working.

Nyctophobic (+100 CP): You're irrationally scared of the dark and night. Given the things that go bump in the night gain power over you from your fear this is not good.

Sleepwalker (+100 CP): You have a tendency to sleepwalk. You won't do it every night, but you will do it, occasionally waking up in places you can't remember how you got to. This probably isn't too bad, you just have to be careful, but it could prove dangerous especially if you were being haunted. And if you don't need to sleep you'll find yourself blacking out and performing actions in a sleep-like state. If you're a ghost or an inhuman spirit you'll even be performing poltergeist during this sleep walking.

Taste of Fear (+100 CP): Ghosts, and demons, don't simply want to kill their victims. They feed on their anxiety and terror. You might or might not do that, but you have a nasty tendency not to deal with threats directly, but to play with them and toy with them. You're facing the nun who once before banished you, only barely managing to escape by planting a piece of yourself in another individual to escape the effect that dragged your spirit back to Hell, and instead of finishing her off, you will make a show of your power, demonstrating how utterly and completely doomed she is. Unfortunately you often play with your food when they still have options and recourse. And this isn't limited to life or death confrontations, or victims you're intending to kill, you have a tendency to play with your opponents and enemies as if confident you can win even in other fields of endeavour such as sports or business.

You'd Get Lost On the Way Home from the Supermarket (+100 CP): You have an absolutely terrible sense of direction. You won't get lost walking around the house or something, but you have a tendency to make wrong turns, miss your exit, or just get lost when you attempt to travel somewhere, especially somewhere new. As a ghost or inhuman spirit this also means you have some difficulty in remaining 'attached' to new objects or victims if they travel away from the main part of your haunting, and have trouble interacting with distant places as a spirit. It's not impossible but you'll 'get lost' in the spirit world and waste time or simply fail to find where you meant to go sometimes.

Murder-Suicides (+200 CP): There's a lot in these films. Bathsheba, the Cult of the Ram, the witch from *The Devil Made Me Do It*. Demons seem to love ritualistic murder-suicides. And you'll be learning to do so as well. See now you must find an innocent and drive them to murder someone in cold blood and then take their own life. And you don't need to do it just once. You'll need to do it again and again and failure to do so will lead to you failing the jump. These can't be your companions or followers, though you can use possession to force them to do so. In fact given it is ritualistic, you

must build your influence – whether spiritual or just emotional – over the killer first, slowly over time as if you're savoring every moment of breaking them as a person, driving them to do it when it is fundamentally against their nature and desires.

Nocturnal (+200 CP): Spirits are more active at night, and now so are you. You'll find that during the day you have a great deal of lethargy and difficulty motivating yourself to do anything. In fact doing anything at all will be hard. Part of this is that your powers and abilities seem to nosedive in the daylight hours, existing at only a small fraction of what they normally would be. But part is just that even when it's life or death you'd find it hard to put forth the effort to do much more than fix a bowl of cereal and vegetate or sleep. Hopefully you can get a night job and enjoy the nightlife.

School Child (+200 CP): You're in elementary school, and must spend the next decade in schooling. People will treat you like you're a child, and you will physically be a child with your physical, emotional, and mental capabilities reduced from those of an adult to those of a child. By the end of the jump at least you might be in college, and as you age people will treat you as if you're older and your powers will come back, but you're going to be going through high school and puberty all over again. As a ghost or inhuman spirit you're instead bound to haunt a school, and must haunt schools regularly for your time here, though you will also be rendered the ghost of a child, or in the case of an inhuman spirit just child-like, either way you will be physically, emotionally, and mentally reduced accordingly.

Warren Files (+200 CP): The Warrens encountered a lot of ghosts and demons in their time. But they were professional paranormal researchers. So what's your excuse? You'll find yourself regularly encountering ghosts, demons, and even stuff like witches for your time here. It's not necessarily weekly, or constant, but you can expect to live in supernatural-filled times.

You're Not Real (+200 CP): You see things. Things that aren't there. You feel them too. You have disturbing, and terrible hallucinations that encompass all of your senses or an unfortunately regular basis. They aren't constant, but they're a lot more often than you'd like, and unfortunately they're very real so it can be hard to tell the difference between them and something actually terrible happening. And even if nothing bad is liable to happen to you, it can still just be annoying to suddenly hallucinate your friend murdering you over breakfast, or a ghost crawling out of your TV while you're trying to watch it.

Heart Attack (+300 CP): You had a heart attack. And it has left you substantially reduced and weakened. Your physical and spiritual capabilities are a fraction of what they normally would be, and hard exertion of either risks causing another deadly heart attack. And no matter how superhuman you would normally be, the risk starts building at what would be hard exertion for a human. You'll have medicine which helps, but you have a tendency to forget it, meaning any real exertion puts you at risk. Even as a ghost or inhuman spirit you will find your abilities reduced to a fraction and that exertion can cause you to have a 'heart attack' that can permanently banish you from where you could affect the material world and count as death. Better not live a lifestyle that's unhealthy for your heart.

Open Gateway (+300 CP): Anything from out of jump seems to serve as a beacon to ghosts and inhuman spirits. Your out of jump items draw them in so that they can attach to them, manipulate them, and attempt to possess you through them. Your out of jump properties and dimensions seem to be universally haunted – including your warehouse – by malign entities. Your followers, pets, and non-imported companions seem to be possessed with terrible regularity. And when you use your out of jump powers, perks, and abilities (including human alt-forms if your origin here was a spirit) it seems to draw spirits to you, and those which are always passively active will constantly be drawing them in. The more powerful and useful something from out of jump is the more it will draw the spirits. You still possess everything you'd normally have, it's just all cursed and haunted. You can choose not to have anything that'd normally import into the setting import into the setting, simply pausing its existence till the end of jump – as if it was locked away by a drawback – and you'll have a one time chance to lock away any always on perks, powers, or out of jump capabilities that might draw the spirits. If you possess many great powers, you can expect to be continuously assailed by many great and terrible spirits, and your powers will be of limited use as given they serve as a conduit for them to maintain themselves and enter the world and draws them to you, your powers, abilities, and out of jump resources will not be able to ward off or exorcise spirits, nor can they prevent possession by them. And the greater your powers the greater the spirits drawn to you; the more you exceed this world's powers and capabilities the more the spirits drawn to you will.

Possessed (+300 CP): You are possessed by a demon. It doesn't have full control, yet, and its control seems to wax and wane at the best (or worst) of times so you'll still be able to act normally for periods. Unfortunately, fully exorcising it is impossible, and while exorcisms and the like can help deal with it for a time they will inevitably fail to keep it contained long term or to keep it from escaping from time to time and using your

being as it wills. It will have full access to all your powers and abilities when it inevitably, and often, takes full control. It has its own goals, which are sadistic and evil, but it at least isn't actively seeking your death or anything that would keep you unable to act in the world. It is, however not above making you suffer, and is able to let you remember the actions taken under its control as well the ability to make you forget them or even replace the memories with something else so that you don't even realize it has been taking control, all depending upon how it feels will best serve its purposes. Still it doesn't want you dead and will not act to try and prevent you from succeeding the jump… maybe it thinks it will get to go along with you.

Speaking of which, if you want you can take it along as a free companion at the end of the jump. It will have just spent 10 years sadistically tormenting the world with your powers and tormenting you and those you care about, but you can take it if you want. And yes this demon can possess you even if you are a ghost or a demon yourself.

Tethered Spirit (+300 CP): You cannot leave home. That is the home you first arrive into in this jump. You can't move this home either. You're tied to the location you arrived in and cannot leave it. And you will insert into this jump directly, and not into some pocket dimension or your warehouse, at some location which is accessible to other people (an isolated mountain abbey is fine, a magically warded valley that turns away visitors you don't authorize or high security military base is not). You might be able to extend out over the full grounds in the case of a school, or maybe even an isolated mountain if you arrived in an isolated mountain abbey, maybe even a block in the suburbs, but you cannot leave the local area. At all. For the entire decade. This even includes leaving through your spirit, as you cannot move your spirit, soul, mind, awareness, consciousness, what have you to another location either. No astrally projecting, or clairvoyantly scrying on somewhere else. You can watch it on TV, but you're going to be stuck in your house for a decade. If you want anything from anywhere other than it or done anywhere else you'll have to find someone willing to help you.

If taken with School Child you'll be homeschooled.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Back to Hell: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Lingering Attachment: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Into the Light: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Examples for blue and red perks are based off of examples from within the setting, but they are all intended to be able to grow more powerful as your spiritual power grows. Valak/the Nun was assumed to be the strongest demon shown, at least as shown in the Nun films (The Conjuring 2 they're actually still somewhat more impressive than Annabelle or the Mirror Demon but they're exorcised with relative ease compared to in the Nun films).

The alt-form granting perks/Inhuman Spirit are red because they represent being ghosts/spiritual beings and as such by definition most of their effects are tied into being one as opposed to a material being. What happens when you use some alt-form blender to combine these with a material form and how that counts for red and blue perks is fanwank territory and may depend upon the alt-form blender.

When perks talk about building spiritual influence over things it's a reference to how the more a ghost/demon was active in a location the easier it was for them to influence that location, and the more they were active around a person the easier it was for them to influence that person. As was stated in *The Conjuring* ghosts (and demons) attach to things. And what it means in practice is that you need to work your spiritual influence on something regularly to reach full power; like how a car has to accelerate to full speed. And just like a car does eventually reach its maximum speed, your spiritual influence can only grow so great; no matter how long you haunt someone or something you'll eventually reach a point where your power stops increasing simply due to maintaining this influence. Continuing the metaphor with Spiritual Being and fear, fear is like the gas for your car. You need it as fuel, but it won't be pushing you past the limits of the vehicle (Distress Feeder does change this). It's not a perfect metaphor since even without fear you can do some stuff, but Spiritual Being won't get anywhere near its maximum output without fear.

If you want to use Possessive without taking Spiritual Being the Witch or Connection perk would allow it. You'd be worse than a ghost with the perk. Still these are examples of perks/abilities which would allow it without being a ghost. Astral Projection in general would allow for it.

An actually faithful version of Hellhound would probably have you still be connected to an object or place, but as they were more widely roaming than the other spirits released by Annabelle and more immediate in their effects they seemed *less* connected, and it was

in many ways already a spirit that functioned on its own, generally inferior, rules and capabilities and acted rather differently, so I felt alright giving you a mobility advantage compared to other ghost forms purchased here.

What happens when you lay claim to a soul with Inhuman Spirit is completely unclear. We're just told that they have to be given, because they can't just take a soul, and that once a demon is called up it doesn't go back till it gets one.

Witch is painfully vague because their limitations and abilities in setting are not really explored at all. It seems to be mostly summoning and controlling spirits through giving them things they want and creating easy paths for them, but she also re-animated a corpse temporarily (though feasibly that was another example of a demon doing it) and was able to make berserk rage powder (though against feasibly that was just something that focused and empowered the possession the victim was already fighting against).

Death Haunting's inability to leave a spiritual form does not necessarily mean you can't get around it by something like being in both a spiritual and physical form at once through an alt-form blender, or find some other method around the limitation. It's not a Drawback, it's just something intended to simulate becoming a ghost after death. It's not intended to be something that a jumper can't find a way around the limitation with out of jump resources. In fact if anything it's intended to have a way around it found.

Exorcist vs Spirit Tyrant: Actually a bit surprised I ended up needing this, but yes both have a similar effect of making you better at exerting your power and influence over spirits with other abilities, almost as if they were mirrors of each other. Of course their other effects are very different.

School Child is comparative and not a strict limit. That is to say if you are 100 times as strong as a man you'd be a child who is 100 times as strong as a child. If you're 100 times smarter than a human, you'd be a super super smart child. You're just scaled down to child. And of course some things don't care if you're an adult or a child; a child's psychic powers can be just as strong as an adult's.

Open Gateway doesn't necessarily make things useless against spirits; a sword that kills spirits could still kill them. They just can't keep them away, banish them, or prevent possession. And depending upon your OoC resources Open Gateway could bring out a whole lot more spirits and hauntings than Warren Files would.

Changelog:

Version 1.0.0: Released.