

Rebirth

The year is 1998, and on the surface the world appears to be much like your own was, but look deeper and you will see that this is a place of hidden magic, monsters, and gods. It is also about to end. For all the prophecies agree that before the turn of the millennium this world shall be destroyed by the god of light, but they also say that a young vampire that was slain three hundred years ago and who will soon be resurrected may be the key to preventing the final end of all life.

Or perhaps it is still the 17th century, and while the world is certainly no brighter in this dark age, maybe events can yet be altered and the once doomed future changed?

Whatever the era may be, welcome friend. Welcome to the world of *Rebirth*. Take these 1000 Choice Points [CP] to help prepare yourself for the hard days ahead.

Origins

Perks and Items are 50% off for their matching Origin, with 100CP options being free. You may treat any Origin as a Drop-In option if you so wish. And your age and gender may also be freely chosen so long as it still makes sense for your background and race.

Dark: Sorcerers, heretics, and monsters alike all call the night their home. So should you wish to draw upon the darkest of magics, defy the tyrannies of fate, or become something more than any mere mortal, than join the the winning team and rule over the useless cattle from the shadows.

Light: Long has the Roman Catholic Church and other such holy institutions used their miraculous powers to offer salvation to the innocent, and final destruction to the wicked. Come, join your brethren in the light and work together to bring about order, and burn away that which hides in the darkest night.

Good for Nothing: Well that's just not true! But what you are is not hung up on that narrow minded "light vs dark" nonsense. Perhaps like the Nagamil Monks you see the benefits and dangers of both sides, or maybe you just do your own thing and don't care much either way. But whether you be a mystical monk, or mighty warrior, you're well honed body and mind will show the world that there are still heroes left in man!

Time & Location

This part is going to be a little more complicated than usual. First off, before we get to where you will be starting out, you must decide WHEN you shall be entering the world.

The 17th Century: [free/+200]

For **free** you may start at any time between the years of AD 1624 & 1631. You either be staying in this universe for 10 years, until the end of 1641, or take **+200CP** should you agree to stay until the Jump would end in the next era option instead, just make sure you can actually live that long. You may begin anywhere you like within Europe. For a few examples-

You could start out in the small village where the once prominent Maybus family makes their home. And where a peaceful yet ill fated vampire used to live with his human wife and their young son in the nearby Castle Ludbich, and may still yet for a very short time should you have started at the earliest date.

Or the famous Castle Leeds, where the bandit leader and unparalleled warrior Rett “the Hellraiser” Butler will be imprisoned for a time.

And if you're feeling unwise, the northern swamps where the six demonic brothers of Swamp Clan and their vile mortal followers make their home is another potential option.

1998 [+200]

Unless something drastic changes most of the world shall be destroyed before the turn of the millennium, and the god of light may very well finish the job soon after. As such you gain **+200CP** for choosing to start in this era, and may either leave this Jump right after what would be the final battle against the god of light, or stay a full 10 years if desired. All of Earth is on the line, so you may start anywhere on it you please. For example-

A small Romania mountain town that has a long association with vampires, and where the one prophesied to be the world's only hope of salvation will very soon be revived.

Or the Young Sung temple in Hong Kong, where the Nagamil Monks scry the future in the hopes of averting disaster, and train their deadly agents in both the mystic arts and combat techniques to better prepare them for what must be done.

Even the very halls of the Vatican are open to you. Although considering the armies of powerful combat exorcists trained to strike down the enemies of the holy church that make their home in Rome, you might want to have a very good explanation for any unexpected visits you plan on making.

General Perks

Talented As Ever [100]: Some people just have all the luck. You have the odd tendency to be surrounded by extremely attractive girls (or whatever it is you're into) far more often than makes sense. “Dead” for hundreds of years? You'll likely meet at least two beauties within minutes of being revived. Even your foes are unusually likely to be skimpily dressed femme fatales. But keep in mind that the fact that just because you're more likely to meet them, doesn't mean that they're anymore likely to actually get along with you after the fact.

Old Promises [100]: Immortality looks like a wonderful thing at first glance. However, not everyone is mentally and emotionally strong enough to withstand the crushing weight of years, or watch as their friends and loved ones constantly grow old and die one after another, without losing the ability to form those connections in the first place, but you're made of sterner stuff. No matter how long you might live, you will always be able to remain sane and form true relationships with those around you. It's going to take more than simply living a long life to break one such as you.

Strength of Face [100]: As dark as this world can be, it's certainly not lacking in very attractive individuals, and you can count yourself among the best of them. Whether you'd prefer to be darkly handsome, a beautiful bombshell, girlishly cute, a masculine mountain of muscle, or whatever your preferred aesthetic is, you're one of the finest examples of it to be found. Just prepare yourself for all the sexual harassment you're likely going to experience.

Child of Wisdom [400]: It is said that no one being could ever wield the magics of both light and darkness, as even if someone figured out how to gain both powers, the clashing of the opposing energies would tear them apart from the inside out. However, there are one or two exceptions out there, and now one more including yourself. Much like the artificial Human known as Beryun, you possess a body actually capable of withstanding the resulting chaos of mixing opposite forces, giving you the power to use them as safely as you could have should you only had the one. You could even try combining them together, but that would be probably far more dangerous. This all also applies to any incompatible magics you may gain in the future.

The New and Oldest Ways [400]: While a laymen may think otherwise, science and sorcery are far from being incompatible in this universe. From devices that accurately gauge one's supernatural strength, to defensive systems capable of slowing down even the gods, true wonders have been forged by those with the wisdom of how to fuse these crafts, wisdom that you now share. For not only do you know more than most still living about the creation and use of this world's magitech, but you also possess great talent at combining any new scientific and magical talents you gain together into a whole greater than the sum of its parts. For example, perhaps with enough knowledge of genetic engineering and skill in the dark arts, you could even replicate the works of ancient man, who created the original vampires to do battle against the gods themselves.

Son of an Elf [800]: In the beginning, the old gods cared only about the running of the universe as a whole, and knew very little of humanity's struggles. And so in an attempt to provide mankind deities who would be able to properly guide them, the old gods created Seeds to be cast down to the Earth. Eggs that will hatch into what would seem to be normal human infants, but with the potential to grow into something divine should certain conditions be met, new gods who will hopefully understand what being human means, and how to best help them. You are now one of these Seeds.

This offers few boons to start with other than making you blood temporarily supercharge any magical hemovores who partake in it, the whole point was to live as a human after all. But there are ways for you to ascend to your true godly status, gaining power beyond any mortal here. Finding out how to do so is on you, but it will very likely be neither quick nor painless. Also, fate tells of your coming, so gods and those with strong powers of foresight or prophecy will almost certainly know, or quickly learn, that you exist, and won't have a hard time figuring out who and what you are should they decide to track you down for their own purposes, so be careful. Exactly what kind of deity you become in the end will be influenced by the events of your life prior to the apotheosis, and also potentially by any powerful outside parties who got their hands on you before the deed could be accomplished.

In future settings with divine figures you may retain this potential for godhood, as well as the notoriety to the powers that be. Either fulfilling whatever innate requirements a mortal must have to ever ascend, or should that be normally be impossible locally, a new way will be made, one that will be at least as difficult as it is for Seeds here. However, by itself this will only ever make you into a middling divinity at best, certainly not the kind to rule a pantheon. You may also chose to not use his perk before entering into a new Jump should you wish, in case you'd rather lay low and stay off the radar.

Dark

Sorcery Most Foul [100]: Vampires, demons, and other such unholy entities are known to draw upon these powers most unnatural. Dark magic is capable of many supernatural feats such as destroying foes with blasts of hellfire, coating your body in a dark aura to strengthen and protect it, befuddle minds, shapeshifting yourself, and even summoning minions to fight for you. By buying this here you not only have the capability of using dark magic yourself, but will also be given amazing talent in these sorts of arts, able to learn new spells easily, and increasing your raw power faster than most. This perk is normally mutually exclusive with Signs and Wonders, but see the notes for exceptions.

Von Count [100]: One of the least pleasant fates that can be suffered is not to be destroyed, but to be left in an unending limbo, conscious, but unable to act in any way. And while this won't prevent you from ever experiencing that hell, it could help you come out the other side mentally intact. You are now able stave off the maddening effects of any level of sensory deprivation by merely counting in your mind, the simple act of focusing on increasing the number keeping you just detracted enough to remain sane. It still won't be a pleasant experience at all, but you'll be able to return to your old self easily enough should you ever be freed.

Hero of Zero [200]: In this and many other worlds there are ways to measure, or scan, the energies given off by others, letting those doing the scanning know the general strength of someone's magic, or body, or whatever. But you've learned a way of hiding your "power level" from such methods, allowing you to always give a reading of 0, even if that shouldn't be possible. Just keep in mind that this only blocks reading you directly, so if you decide to fire off a huge magic beam attack, they could still scan how much power was put into that.

Once Love Sustained Me [200]: But no longer. Hate, hate is what will feed this new strength within you. The more that hatred fills you, the harder you will be to put down, potentially allowing you to survive and continue fighting long past when your body should have given out. What's more, you'll find this also feeds into your magic, giving it an extra kick in your attempts at revenge. But these flames require fuel, and cold old grudges won't do, only the all consuming rage and hatred of a soul whose wounds remain open will gain the power to fight on.

The Intervener [400]: Can one be fated to change fate? Philosophical musings aside, you are one of the very rare few who have the ability to defy destiny, and truly change the future for all. From now on, no predestination, nor any manipulation of fate can bind you, for your future shall be what you make. Strangely, important enough prophecies can actually include and account for you, but only as one destined to be a possible wild card, who could bring forth an unknown end. And divining likely outcomes if you do make a specific choice is also doable, if more difficult than it would be for others.

Dark Master [400]: Having destroyed this demon, I now bind its essence to my will! By saying these words after dealing a mortal wound to a spiritual entity, their power shall be enslaved to you, forming a metaphysical symbiotic relationship where in you can use the vestiges of their spirit as a sort of summon. Their true form is forever exiled, adrift in the ether, but when you call upon them, their essence will spring forth to do your bidding. Think of it as turning them into intelligent spells, able to use whatever abilities they had in life autonomously on your behalf when cast. This may sound like a cruel existence, but surely it is preferable to being erased altogether?

Blood of Deicide [600]: Vampires, the dark masters of the night, and secretly the result of ancient humanity combining their advanced knowledge of genetic engineering and magic to create a race of super soldiers to hopefully do battle against the gods. You are now a member of this mighty race. This grants you many powerful advantages; such as heightened physical abilities that would allow even a weaker example of this species to easily tear through a hundred *normal* human warriors, incredible regenerative powers making it almost impossible to kill you without using magic or one of your weaknesses, nigh eternal life, and a sorcerous nature that greatly empowers any dark or unholy magic you use. And while vampires are all born that way, being unable to truly turn others into more of their kind, they also breed true, with the child of a vampire and a human being another vampire, not that most vampires seem to know about that last fact, only seeing humans as lesser beings.

This doesn't come without downsides, however. Sunlight burns like fire with exposure becoming fatal in short order, silver is a poison that will shut down your regeneration for a time, and above all you need to drink blood to survive and power your body. Also, always remember that those you who die from you draining their blood will rise up as a pseudo vampire, a weaker, zombie like being who knows only hunger, and will spread their curse with each meal. Although they are easy for you to control with magic, and can make for good expendable troops if used correctly.

Light

Signs and Wonders [100]: From destroying vile heretics, to protecting yourself with holy energy, those blessed with the power of light can accomplish most of the same feats a dark magic user can. Although light does seem to lack the dark's more transformative abilities, it more than makes up for it by being far more able to support and empower allies, keeping them alive and in fight while also strengthening them for the battle. And with your prodigious natural talent in these sorts of arts, you could one day become a legendary exorcist given enough time and hard training. This perk is normally mutually exclusive with Sorcery Most Foul, but see the notes for the exceptions.

Savior [100]: Sometimes what is really needed to save a person isn't a divine miracle, but simply someone who genuinely wishes to help them, and you more than most are able to be that someone. When around those you care for, and who care for you in turn, it would feel as if all the anger hatred and fear in their lives just melts away for them, allowing the most troubled of souls to finally find some peace should they be able to open up enough to let you in. Just keep in mind how such a hurt soul might then react should anything truly unfortunate ever happen to you...

Sanctified Ground [200]: You have been granted the keys to bind and loose on Earth and Heaven. By which I mean that you have gained great skill as well as innate talent in the creation and use of mystic seals and barriers, the art of binding magical effects to locations such as ley lines, or specially prepared buildings/geography, greatly enhancing and stabilizing said magic. It is through the use of such barriers that things like churches that quickly drain and weaken any dark powers that enter their halls, or shielded arenas where even the most powerful vampires on Earth could fight without endangering any of the spectators, have been created. Seals are also magically neutral, and can be used by practitioners of any flavor of magic, even going foreword their use will translate to any new magical systems you happen to learn. This is also a major component of many of the greatest works of magitech to be found in this world, so you'll find that this will synergize very well with any skill you may have in crafting, or modifying, such things.

Thy Will Be Done [200]: Those born to serve should obey their maker. Any beings you create, whether it be through sorcery, science, or a combination of the two, shall now always follow your direct orders to the best of their ability. While obedience to straight up commands is guaranteed, they will also naturally be inclined towards true loyalty to you, seeing you as either a rightful ruler, or as a parental figure, whichever you would prefer. However, they can still come to dislike you, or your goals, and may decide to indirectly act against your interests if they can somehow justify it as still “serving you”.

Go Go Vatican Rangers [400]: The forces of evil are far too numerous for any one person to defeat, which is why you must spend so much time working alongside allies. You are a master at coordinating and leading others in group tasks, especially in regards to combat and spellcraft, allowing you to easily form wholes stronger than the sum of their parts. With a little training you can turn your battle team into a well oiled machine, perfectly synergizing their magic use for best effect, defending the squishier members, and almost seeming to know what the others are planning before they do. As it is said, do not forsake the fellowship of the brethren.

Prophet Puppeteer [400]: You know what they say about if you want a job done right, but then, sometimes the use of pawns is necessary. Well here's a neat little trick to split the difference. You may take complete control over someone who allows you to do so, hijacking their body and senses for your own use. Even better, you are able to channel your full magical power through them, allowing you to cast spells as if you were there yourself. While you do also remain aware of your real surroundings, since you are using someone else's senses, this does have the drawback of you feeling whatever happens to the body you've taken over, although the actual damage doesn't pass through to you.

Possessedorcist [600]: Summoning can be a dangerous game, if what you call up is something you can't put down, you might find that instead of the master, you end up as the being one controlled instead. But it seems as if you figured out how to turn what should be one of the worst possible outcomes into a powerful new technique in your mystical arsenal.

Whenever you would have summoned some sort of supernatural entity, you may instead fuse yourself with the monster. Granting you any abilities it may naturally have; such as extremely fast regeneration, or powerful magical attacks, while also combining your both of your bodies and total power together. And unlike those poor fools who might have gone through this process unintentionally, you will not only retain full control of the end result (so long as you would have remained in control of the summon anyway), but you are able to end the fusion at anytime, returning to your normal form and sending the summoned beast back to wherever it came from. This is quite the heretical little trump card you have here, but it's sure to be one hell of a nasty surprise for those who would dare to defy your will.

Good For Nothing

Who You Gonna Call [100]: Well calling you wouldn't be a bad place to start, for you are a distinguished spiritual researcher! Claiming to be a true expert on the paranormal would definitely be a stretch with just this, but you do know at least a little bit about pretty much every kind of supernatural creature, practitioner, and phenomena that there is, giving you some idea about what exactly you might be dealing with, and what you might be able to do about them. You can also see things like spirits that might otherwise be hidden from human sight. Your very broad if shallow knowledge of the occult world will update each new Jump so that you may better continue your investigations.

Hentai Brotherhood [100]: You're not just some regular old pervert, but a MASTER pervert. Your skill at all things lewd is absolutely remarkable, to the point where you could get some very fascinating reactions from merely sucking on someone's finger. You also have an odd tendency of getting away with "harmless" perverted antics like copping a feel, or peeping on some pretty lass, as while they might still yell and slap you, at the end of the day you'd largely be forgiven. Perhaps odder still, bonding with those of a similarly rakish bent over your shard perversions is now much easier, as many would love a chance to befriend and learn under an expert degenerate such as yourself.

Bloody Hound [200]: Whether you be a hunter, or a scout, reading the hidden signs all around you is a vital skill to develop if one plans on surviving long in the wilderness, or the theater of war. Thankfully you're one of the very best. You know how to find and accurately interpret the smallest of disturbances in the natural environment, allowing you to track almost anything through even the roughest of terrain. Additionally, you've seen enough battles to read the gory aftermath like a book, able to use things like the pattern of blood spray and foot prints to tell how fast and strong the killer must have been, the sort of weapon he used, and how long ago it all happened. Perhaps you should look into a career as some noble brat's hunting dog?

That's the Spirit [200]: There are other, less understood, kinds of magic than just light and dark, and shamanism is the one that you have great potential in. Being a shaman is the art of calling upon the power of spirits to cast your spells, and while this means that you can only work with what's on hand in the local area, the fact that everything has a spirit makes that far less of a limitation than one may think. Even the spells cast by others has a spirit, allowing you to use powers both dark and light against their wielders should they start throwing magic around, and being on the ground of a great battle may let you call upon a war god. Just know that these spells are still fueled by your energy, and only having weak spirits around to work with well offer lesser results.

Hellraiser [400]: A normal man may be all but defenseless against the more monstrous beings in this world, but you're just built different. You have incredible physical abilities that would not only let you easily beat a man in full plate armor to death with your bare hands like you were crushing a tin can, but you could also keep up with most vampires and even win should you also have enough skill and a blessed weapon. And this is only your starting point, with a lot of time and training your inhuman capability would grow to where you could throw most of a skyscraper at someone like a spear. Just don't try punching out a god without some other tricks up your sleeve.

Of Swords and Shuriken [400]: Strength is only one part of the equation, as a truly great warrior needs the skills to back it up, and you are indeed truly great. Your abilities with melee weapons have been honed to an almost inhuman degree, to the point where you can effectively defend yourself from those who are your physical superior in every way through skill alone. And beyond even that you have started to learn how to channel your internal energies into offensive techniques that appear magical in nature, such as creating wind blades with each swing to cut at range, or setting your blade and foes alight with flame, with the knowledge of how to develop more with time and training. Perhaps one day you will grow into a force that even gods of war must respect should your skill be matched by your body.

Optionally you may trade some of this pure combat prowess to instead gain a great expertise in stealth and assassination. As well as adding many mystical ninja tricks to your arsenal, like blending in with your surroundings, substitution techniques to trade places with prepared items, creating shadow clones, and more.

Highlander [600]: Did some god take a particular interest in you? Or maybe you are actually an artificial human magically created to be immortal? Whatever the real reason might be, besides simply no longer aging, you are *incredibly* hard to kill. Some powerful magic pervading your body refuses to let it die, preventing most blows from being able to pierce your skin, keeps you clinging to life even as your internals are pulped, and any damage you do suffer quickly heals with a full night's rest, usually seeing you wake up good as new. So while you could still be defeated in a fight, it would take something almost on a godly level to finally end you for good.

Perhaps as a side effect of whatever made you immortal, you also have a rather amazing long term memory. You might not be any better than normal at remembering what you had for breakfast yesterday, but all those important memories from hundreds of years ago would be no more foggy for you than those from last year. All the better to never forget all those close to you that time and fate have taken away.

General Items

Hot Topic [50]: Why bother blending in when you could instead assert dominance with superior style? Each purchase of this item gives you one complete outfit to your taste, so long as that taste would definitely be considered very cool and badass looking by the standards of the 90s anyway, or really sexy, sexy works too.

Jumpchaniel's Journal [100]: Someone has to keep a record of the real truth, untainted by corruption. These tomes are a transcript of all the important moments in your life, your past presented as if chronicled by a friend who was given the information directly from the source, and was there to see it much of it themselves. Just know that while this biography will frame you in a sympathetic light in so much as you could honestly be, it never lies, as its only purpose is to preserve your real history. This will update each new Jump to also include another manuscript covering your life from the previous universe.

Nosferatu's Ghost [300]: It's a fucking nuke! Some say that humans are weak, but it was humanity who harnessed the forces of the universe to create the most destructive weapons on Earth, and now you have been granted one of your very own. That's right, hidden inside of this large ornate coffin is an actual nuclear warhead, and the activation key is in your hand. This bomb's explosion will output over 30 times the amount of energy as an attack preformed by one of the most legendary of vampire lords during the tournament leading to his coronation, the most powerful attack ever recorded by the vampiric race, surly only a power on the level of the divine could withstand the blast. Once used you will get a replacement nuke filled coffin next Jump, or after 10 years have past, whichever one comes first.

Do Be Afraid [600]: Praise be to Jumper, leader of the heavenly host! Indeed, you now command an angelic army consisting of 18000 combat angels, and 200 major demonic offensive angels, a force that would require the most powerful warriors on Earth to all work together should they ever hope to withstand such an onslaught.

Combat angels are insectile humanoids created for the sole purpose of slaughtering all those who would defy the will of the gods, and make for incredibly powerful soldiers who will mindlessly obey your every order. While the major demonic offensive angels are more like giant pill bugs, huge monsters requiring a tremendous amount of firepower to put down, are able to simply crush most opposition beneath themselves, and fire off artillery barrages of light magic. Woe to those who dwell on the Earth! For the trumpet calls the locusts of your wrath upon them.

Dark

Rings of All Spirits [100]: Looking for a gift for that special someone in your life? I've got something they're sure to love! These very precious magical rings create a mystical link between the souls of those in love, allowing each of you to know the well being of the other wearer. So long as the ring's beautiful gem glow red your beloved is still with the living, but should it turn blue then you shall know that they are among the dead, with no distance nor obstruction being able to block this destined bond.

Crimson Decanter [100]: A flask of human blood, how morbid. But what makes this unique is the fact that it will slowly refill itself, providing enough hemoglobin to keep a few vampires very well fed, so long as they didn't have to regenerate from a lot of battle damage that day anyway. This might be more useful than you'd think, considering how often the broody vampires around these parts seem to forget that they don't *have* to drain those they feed from to death, or that they can even survive on animal blood in a pinch.

OVER 9000! [200]: This may look like just an overly ornate stopwatch, but it's actually an interesting bit of magitech thought up by vampire scientists. A power gauge capable of accurately reading the power output of any attack you point it at, whether that attack be physical, magical, or psychic. Displaying exactly how much force is being brought to bear. Do note that this doesn't work on passive effects, but only on direct uses of power.

Dracula Ball [400]: Is it time for the obligatory tournament arc? This clearly vampire designed fortress holds all that you need to host one of the greatest fighting competitions the world has ever seen! Besides having enough seats for a massive number of viewers around the central arena, there are plenty of luxury rooms available to house the fighters and important guests between the matches, and smaller rooms for any staff. But it is the arena itself that is the true prize.

High overhead of the ring is a scaled up power gauge similar to the one you may buy above, but one that is even able to read the passive power output of all those fighting as well as individual attacks, which is then displayed on its many screens. While hidden deep underneath is a massive magitech shield generator that produces a barrier around the arena capable of dissipating almost any energy that crosses the threshold, to both keep the audience much safer from becoming collateral damage, and to prevent outside forces from influencing the match. However, there is a limit to what the shield can stop, so don't expect it to contain a large nuclear explosion, or to thwart any gods. Although... perhaps someone with the right kind of knowledge *could* figure out a way to temporarily overcharge the generator to block even the power of the divine for a time.

Miserable Piles [400]: The evil in men's hearts often leads them to paying tribute to one monster or another, who will only end up stealing their souls and making them into slaves in the end... but perhaps the same could be said of all religions. Whether you be a monster or not, this large organization of humans has come completely under your sway, even worshipping you as a sort of dark god if you should so wish. Your servants are fully capable of providing many useful services to you; with solders, scientists, mages, and more filling out their ranks, some may even have been specifically bred to provide the highest quality of blood should you be of a more vampiric persuasion. The exact from this group takes is up to you, whether a corporation, a secretly heretical branch of an established religion, or just a bunch of loyal hidden slaves. After all, you are the master, and thus have organized your small army of minions in whatever way you so pleased.

Monarch's Room [600]: After a vampire proves himself to be the strongest of his kind and is crowned Lord, he is taken into a special pocket dimension to be further trained into the greatest threat to a god as he can be, and now hidden in your Warehouse is a portal to a copy of that pocket dimension for your personal use. The “room” appears as a small island floating in a starry void, the surface covered in stone tiles and pillars, but the real prize is the magitechnological AI that controls this place. For the AI is capable of scanning the minds of those who enter and then magically forming foes, obstacles, and other training courses tailor made to train them into deadly warriors, it can even create things like scenarios meant to remove weakness like sentiment by having you strike down very convincing copies of those you love the most. Thankfully all training missions will be optional. And while the room was already meant to be used by the most powerful beings this Earth can muster, by buying it here you will ensure that it will always be able to scale to your raw power enough to provide a worth while workout and a place to test your might.

For an extra undiscounted 300CP there will also be a magical scroll waiting for you in here, containing a spell much like one meant for the Vampire Lord. Casting this spell will irresistibly summon one enemy of your choice to you even should they be hiding in some other realm in the local multiverse, and more importantly, make them mortal. Now mortal doesn't mean weakened in any way, they will still have all their power to strike you down with, and be just as “normally” tough as before, but for a brief moment after casting they WILL be at least susceptible to raw force, things like higher dimensionality or true immortality be damned, and should they die during this time they shall remain dead thereafter. Just know that besides only lasting for a very short time, this spell will only work once per Jump, or every ten years post-Spark, so make it count.

Light

Lift Up Your Staff [100]: The classic image of a wizard is never without his magic staff with a nob on the end, but there has been many a rod wielded by a holy prophet as well, and whatever you may be, this one is for you. Your staff is in a style of your choice and slightly empowers spells while making them easier to cast. Optionally you may dedicate this focus to either Light, or Darkness, which will increase it's effects for spells of that type, but will prevent it from helping with any other kinds of magic. Spare not the rod.

Sanctifying Liquid [100]: Holy water, the bane of monsters of the dark. In truth it's not likely to do much against anything but the weakest of unholy beings by itself, but when used to bless actual weapons it will temporarily make them far more dangerous to such creatures, and able to cut through defenses that would block any purely mundane assault. This small vial of yours contains enough holy water to bless a few personal scale weapons at a time before you'll need to wait a day for it to refill. Luckily it will also always work for you no matter your faith, training, or magical alignment. Exorcizo te, creatura aquæ.

Praise the Lord and Pass the Ammunition [200]: Supernaturals often regard guns as weak weapons barely worth the effort to acknowledge. They are fools. You now own a pair of small arms of your choice, and while they are of exquisite quality, the really important thing is the ammo that they never seem to run out of. The bullets are not only made from purest silver, making them a deadly poison to vampires and the theoretically existent werewolves, but are also blessed with powerful holy magic that will do grievous damage to any being of darkness that should be hit by one of them. Remember, we can't expect God to do all the work.

Ye Are Guilty [400]: It seems that Benuhazzer, a “sacred beast”, has taken a shine to you. Looking like a cross between a demonic crab and a triple barrel shotgun, this creature was once called upon by ancient wizards for the incredibly destructive blasts of light magic that it can fire from the three barrels where its eyes should be, and the even more amazing regenerative abilities that allow it to almost immediately heal from any damage that doesn't completely obliterate it. Only by abandoning using it due to its tendency to devour their souls, and possess the bodies of the weak willed. Fortunately you don't have to worry about any of that, as this beast is quite loyal to you, and will obey your orders and answer your summons without any tricks. Allowing you to make full use of its power without fear, even if you should otherwise lack any magical skills.

To Last a Millennium [400]: Many are those who would dare attack the representatives of God, and so this massive church was made to be more of a fortress than a mere house of worship. Besides its sturdy construction and maze like interior, the entire complex has been warded with anti-spell architecture, the holy seals infused into almost every brick prevent the use of dark magic within its halls and greatly weaken the other supernatural abilities that a creature of darkness's body may possess, although this warding may be turned on and off at the heart of the seal hidden in the center of the deepest basement. You are considered the rightful owner of this church, and are in charge of its large staff made up of expert exorcists, who have all been well trained in light magic and combat, although they'd be no match for something as powerful as a vampire in a FAIR fight.

For an extra undiscounted 300CP you will also own a luxurious divine realm the size of a large island, much like the one made by the god of light, that you may reach from your Warehouse. This pocket dimension perfectly matches your aesthetic desires and is full of godly technology to cater to your every need. And while it may lack any heavenly tools of war starting out, with the right know how to study the inner workings of all the holy devices at your disposal, and by consulting the the information stored in the mainframe connecting and controlling them all, perhaps one day you may learn to use this place to produce such horrors as angels, or even a weapon to bring about the Apocalypse...

Antediluvian Project [600]: Every culture speaks of a time when the gods ended the ancient world of man, for this is far from the first time that the Earth has been the target of divine wrath. Thus was Plan Noah formulated. A giant magic circle crafted by the greatest mages humanity has to offer, making use of a combination of sacred geometry and technology to create a defense platform capable of protecting the space around the entire planet, offering the best chance mortals have at surviving yet another apocalypse. By utilizing a high tech deep space scanner, the computer console that controls the circle is able to track dangerous energy signatures and objects heading towards the Earth, and then calculate a firing path for the circle's incredibly powerful magical blasts to intercept it before it may reach the planet, hopefully stopping the danger in its tracks. This version of the circle is self powering, but its capabilities can be increased by magic users using their own power to charge and stabilize it while in use.

It also has one last function for when all else fails, dimensional isolation. By overloading the circle you may send a small group to a hidden dimension for seven days. This barren place and everything in it is completely unable to be detected, not even the gods could find a way in without a direct soul link to someone on the inside. The hope is that when the survivors are kicked out after seven days pass, the threat will have passed, so they may start the rebuilding and repopulation of what was lost. You may choose when to deploy this circle on a planet of your choice once per Jump, and move it every ten years post-Spark.

Good For Nothing

P.K.E. [100]: A rare example of purely normal human technology that interacts with the supernatural world. This handheld device is detector of magical energies, capable of accurately tracking such readings within an area about the size of a large town around it. And while doesn't give hard numbers like the vampires' power gauges, it is possible to vaguely tell the relative strength of what it's picking up by how brightly their signature flashes on the screen. Just try not to track down more than you're prepared to handle.

Rider of the Apocalypse [100]: I get it, you're an important Jumper with many things to do, and no time to walk to all of them like a peasant. So you need a high quality ride! Choose between either a well trained and extremely loyal war horse that would carry you to hell and back without bucking, or a very fast and expensive car of your preferred style and make that's sure to impress any onlookers. And of course, should your ride ever be killed/broken, it'll respawn good as new in short order. You can also buy the other option at full price should you so desire.

Cellcharms [200]: Through a clever bit of enchanting, these simple paper charms can now act both as communicators and/or trackers. When activated by a touch with the intent of doing so, anyone holding the parchment is able to tell the general direction of, and talk/listen through any other(s) in the set by focusing on them. You start with a stack of 9 charms, but know how to quickly and easily make more should they be needed. You also know how to permanently deactivate them remotely should any be lost.

Senran Kunoichi [400]: You seem to have somehow gained the loyalty and service of an entire clan of ninja specializing in the gathering and possessing of information, as well as other such stealthy work. Besides keeping close tabs on all the important goings on in their area of influence that they can and alerting you to anything of note, they will go out to preform any missions you should ask of them to the best of their capabilities, and said capabilities are quite high. With ninja powers like shadow clones and blending in with the surroundings, as well as physical abilities high enough to dodge bullets, you'd be hard pressed to find better spies and assassins. But as deadly as they are when compared to normal humans, don't expect them to be taking out even mediocre vampires in a fair fight. Oddly most of this clan is made of of very attractive specimens of your preferred gender, do with that as you will.

Each new Jump you may choose what city their main base shall be hidden in, and the clan's knowledge and secret influence will update to their new locale.

Souls and Swords Eternally Retold [400]: Even the greatest warrior's efforts can be severely hampered should they lack a weapon capable of properly dealing with a foe's more supernatural defenses. Good thing that's something you don't have to worry about anymore! In your hands is a melee weapon of your choice every bit the match for Rett's Demon Sword, able to punch through mundane materials and many magics as easily as a normal blade slices flesh, and is even more effective on that which is unholy. You can even call up a magic portal to summon it through so you don't have to carry the thing around in a suspicious manner, so long as you don't forget it can do that anyway.

For an extra undiscounted 300CP you will also receive the much more powerful twin of your weapon, the god to its demon. While possessing all the same abilities of its sister, only increased to a far greater height, this one also noticeably increases your physical capabilities, and more importantly has anti-divine attributes allowing even mere mortals to potentially pierce both their godly protections and bodies. And while the original God Sword's bloodlust was so strong that its keepers refused to allow it to be unleashed until they had no other choice, you need not fear any such difficulty when wielding your weapon, for it recognizes you as a worthy master.

Tome of the Dual Forces of the Five Elements [600]: An ancient book containing the mysteries of peering into the future has now fallen into your hands. By cross referencing the passages from this tome with the movements of the stars and other such portents in nature, you will be able to not only predict, and hopefully avert, major events that might threaten the world as a whole, but also vaguely gaze into the fate of individuals and see where their actions might lead them, and the most likely outcomes of said actions.

But always in motion the future is, and while you can see the situations themselves, the abilities of this book don't reach as far as the minds of the beings who bring about these futures, and thus the smallest of proverbial butterflies may yet change the predicted outcome entirely due to machinations of free will, meaning that there is always some level of uncertainty as to final outcomes. For example, while you might foresee when the world is going to end and who would be most needed to save it, whether or not they actually do in the end would be up to the actions you and they take in the meantime. Or by reading into someone's immediate future to see the outcome of their next mission, you might see that if they go they will either gain great power for themselves, or die in the attempt. But despite the vagaries of prescience, within these pages you will find secrets that many would kill to keep, and the power to change the fates of people and worlds both. Please, guard this book well, and use it with wisdom.

Companions

Cameo Island [50-300]: I wouldn't want to subject any friends to the dangers of this world, but in the end you might need the help. You may import or create 1 Companion for each 50CP you spend here, with each of them gaining an origin as well as 600CP for perks and items of their own. Or for 300CP you may import/create a full set of 8 instead.

Ash Crows [50]: Plan on recruiting a local? Is it the tall, dark, and broken man with a incredibly tragic past? The doomed love of his life turned into yet another tool to torment him? Or even the pretty boy who used to be his best friend until insanity and godlike power twisted the poor lad into the greatest evil of all? (Is this all starting to sound oddly familiar to you as well?) Whoever it may be, for each 50CP spent here you gain a slot that may be used to make any one person here who agrees to join you on your Chain into a full Companion. I'm sure they'll be glad to get away from this place.

Songbat [50]: This cutie is one of the most friendly and innocent people you will ever meet, and also the vampiric daughter of one of the most powerful members of that dark race. Her father could have been a contender for the title of Vampire Lord, but he cared little for such things, and after the murder of his wife at the hands of a human mob he has dedicated his existence to protecting his only child, and providing a safe haven for “monsters” who wish to flee the world of man. His over protectiveness has lead to this (seemingly) young women having a very sheltered upbringing, believing that all humans are vicious killers of any not like themselves, but despite all that her sweet and naive disposition means that it wouldn't be hard to change her mind on the matter. And while she's still inexperienced in their use, she has inherited all of her dad's dark power and potential, so woe betide any who would seek to take advantage of her natural kindness.

Her fondest wish is to get to explore the world beyond the castle walls, and experience the kind of adventures and romance that she's only heard about in stories, and after a chance meeting she now believes that you are the one to make her all her dreams come true. Her father will be less than pleased, especially if you're a human, but her obvious attachment will force him to give you a chance. Welcome to the family. And remember, when something is dear to you, its effect upon you becomes immeasurable.

Drawbacks

DegeneRett [+100]: Another one?! It seems that you have joined the cadre of perverted idiots that are all too common around these parts. You are the type to not only openly ogle at any attractive person who meets your sexual preferences, but will even go as far as to do things like grope them if you think you can get away with it. This is likely to earn you an unfortunate reputation and more than a few slaps. At least you are able to put this aside when in real danger, so fighting that succubus isn't a guaranteed loss for you.

Annoying Mascot [+100]: You appear to have picked up an unwanted, if somewhat cute, hanger on right at the start of your time here. While they aren't completely without redeeming qualities, generally being a good person and having the potential to grow into a powerful asset given enough time and training, they are also incredibly loud, whiny, VERY quick to assume the worst of you and your actions, and currently almost totally useless. Nevertheless, neither of you will be willing to leave the other during your time here, and despite it all you also feel responsible enough for them that you would be devastated should they come to any real harm. You may choose to make them into a Companion and take them with you after this Jump is done if you truly grow attached to them for some reason.

Roundabout [+100]: Who has time for blending in when it would conflict with fully expressing your sense of fashion? To be blunt, you stick out like a sore thumb, and will continue to do so for your entire time here. You will dress like you are right out of an action movie or ecchi anime, hold yourself with the air of someone posing for a camera, and generally do things in a dramatic fashion. Ah, the price we must pay to look cool.

Tonal Whiplash [+100]: A little comedy relief to take the edge off of a bad situation can be a good thing, but there are limits, or at least there *should* be. Although it seems like this world never got that memo, as your life is going to be filled with jokes, slapstick, and other such gags for the duration of your stay. This might not sound like an issue, but the sense of timing of it will just be wrong. A family member could be having their life drained away by a vampire right in front of you, only for someone to point out that it sort of looks like they're making out with their killer from the right angle. Or maybe some of your clothes will be blown off in a tantalizing way during a life and death fight, seemingly just so that local pervert can go gaga over it. You can expect almost any such heartfelt, poignant, or otherwise dramatic moments to be spoiled by some shenanigans that might have been amusing if they weren't at your expense, and in such poor taste.

A Real Charmer [+200]: Some people were born to win friends and influence people, and then there's you. Choose between acting like an overly blunt and aggressive asshole, or like an emotional hysteric who tends to jump to wild conclusions. That's now your default setting. You can still make friends with those willing to look past these faults to see your good points, but first impressions *really* aren't going to be your forte.

Roll of Cinnamon [+200]: You're just too pure for a place like this. You always assume the best of everyone you meet, freely hand out forgiveness even to those who probably don't deserve it, and otherwise view the world through a lens of naive optimism, which is all rather likely to get you into trouble sooner rather than later without someone wiser watching your back. Enough personal trauma can break you from this outlook, but your mind and spirit may not survive such a thing intact.

Heresy! [+200]: You now have an extremely hard time seeing past your preconceived assumptions and viewpoints. All vampires are evil monsters and dark magic can only be used by those in league with the devil, any members of the Church must be murderous zealots or corrupt tyrants, or whatever else stereotypes and your upbringing may have lead you to take for gospel. Exposure to enough contradictory proof can make you doubt the truth of a matter, but it wouldn't take much at all for you to go back to your old views should said "proof" ever come under real question. A black and white outlook is quite blinding in a world of moral shades of gray.

Devil Spawn [+200]: People fear what they don't understand, and odds are good that you are capable of many mysteries indeed. Now when a normal person unconnected to the supernatural side of the world sees you display any clearly unnatural abilities, there's an very high chance that they're going to react extremely badly, whether because they think that you're some kind of Satan worshiper, or just get enraged and violent as their world view is shattered. It might be best to just hang around with others already in the know from now on, it'd certainly be safer.

A Knife in the Back [+300]: Is the most painful wound of all. Traitors are sadly an all too common fact of life around here, and you're going to be meeting more than your fair share. Your allies are going to be presented with many perfect opportunities to betray you during your stay, while being offered some quite tempting incentives to do just that. Thankfully this won't make those truly loyal to you any less so, but people you meet here will now be far better at concealing their motives, and you are guaranteed to gain at least one new "ally" at some point whose inevitable treachery will manage to take you by surprise, with the broken trust making that blow hurt all the more.

We've Only Begun to Play [+300]: You totally believe that you are unable to actually be defeated, and will underestimate anyone or anything that stands against you. Worse still, should a foe of yours actually show some potential, you would spare them at least once so that they might grow all the stronger and make their final defeat later on all the more entertaining, you might even go as far as to subtly help them survive some other threat if you found them amusing enough. So your ego certainly is godly if nothing else.

Big Brother [+300]: I see that your violently jealous love burns like the sun. There is no lengths you would not go to if you thought it was necessary to protect those you care for, and any slights against them must be repaid MANY times over. Anyone attempting to accost those you consider to be yours would more than earn the death penalty in your mind, with even your loved one asking you to show mercy would at most make you try to find a more subtle way to execute their would be assaulter. And should you ever fail to save anyone dear to you from a tragic fate, then the insane rage and hatred you would feel will almost certainly twist you into something truly monstrous indeed...

Unwanted Guest [+300]: Much like a fish on land, beings from the divine realm aren't meant to be in the mortal universe for long, and vice versa. Sadly it seems that you are suffering from a similar phenomenon, as this world is rejecting your arrival. This won't stop you from staying in any particular plane of existence for as long as you like, but you and your Companions have been cut off from all your out of Jump abilities and items, leaving you with only your Body Mod and whatever was purchased here.

Born Under a Dark Star [+600]: Don't take this, it's not worth it. It ensures you live an exciting life; full of adventure, love, interesting people, and *suffering*. Victories will be pyrrhic, every good thing that comes into your life will only serve to increase your pain as it is ripped away, and before all is said and done you will be lucky if you have only watched your loved ones die, as that means that you were not forced to end their lives yourself. And even should you care for none except yourself, and survive everything thrown at you to complete your goals, you will still find that the rewards were never worth the cost. Are there not already enough dark fates and doomed souls in this world? Would you really willingly join them just for a bit more power?

End Choices

Return Home: Do you wish to once again see your old friends? Or perhaps you simply wish to finally wipe out the humans on your original world for their sins as well? Whatever your motive may be, take all that you have earned thus far and do as you will.

Stay Here: Whether you managed to fully save this doomed place, plan to help rebuild and repopulate after failing to do so, or have not yet reached that final battle yet and want to stay to whatever bitter end may await, this world shall now be your new home. I hope you find all that your soul desires here.

Next Jump: I knew you would show wisdom in the end. Now let us continue on to the next great adventure in this Chain of ours!

Notes

A very special thank you to Red, and to that one anon on the 8chan.moe /jumpchain/ bunker, for all their suggestions and encouragement.

Any suitably similar gear/properties you already possess may be freely imported into any items you buy here. Combining all their benefits and granting them a new altform.

Normally Sorcery Most Foul and Signs and Wonders are mutually exclusive with each other, but if you buy Child of Wisdom, or should you already have a perk allowing you to use opposing magics, you are free to buy both.

Should you be a vampire from Blood of Deicide, and/or ascend to godhood, your new race(s) shall become altforms post-Jump.

The Songbat Companion is based on Mavis from Hotel Transylvania.

As to the power level of the local gods. It's REALLY vague, but here are some example feats of the main antagonist. He was able to casually launch incredibly powerful magical blasts that devastated a city and the local countryside, but he seemed unable to wipe out humanity in timely fashion by himself, as he needed a divine super weapon to achieve that goal, and while in an alternate future his was said to have wiped out all life in the universe, we don't know how long that took or how he did it.

He also gave one character the immortality that the Highlander perk is based on. And gave another one even better immortality, but that one required a constant flow of his godly energy to maintain instead of being permanent.

That same flow of godly energy made the recipient (who is still one of the strongest people on Earth even with out it to be fair) powerful enough to fully contain a nuclear blast in a small magic shield so it didn't do any damage to the surroundings.

When he first was turning into a god he made his own (smallish) divine realm to be his home, and three minor gods to act as his main servants, but that seemed to be a one time thing he could do after ascending, as he never showed that sort of creative power again.