



Generic Clergy: The Passion 1.0 By Burkess

Welcome to Generic Clergy: The Passion. A world of clerics and clericing. You'll need these.

1000 Faith Points.

Locations:

1. Cleric World. A world where everyone is a cleric and religion is everywhere.
 2. Any setting of your choice, but with more clerics.
 3. Cleric Portal World: This is a planet filled up with portals. It acts as a network between any universes that have clerics and/or religion. You'll always be able to find your way back here.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Faith Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be

purchased multiple times. Doing so provides an additive bonus.

Geas Pledge: Enables you to place yourself under a geas, and in return for your pledge, you'll be rewarded with power from any being you pledge to. If you pledged you'd bring your religion to a region and your god accepted, they'd be able to gift you with power to do just that. And you'd be incapable of acting outside the bounds of the promise you made.

This isn't limited to just gods. You can make these pledges to anyone, enabling them to gift something they have or can do to you so you can fulfill your vows.

Create-A-God: Through effort and spreading the word about a god, you can cause it to gradually come into being. You will require thematic sacrifices based on the kind of god it is, belief, and people knowing of its existence.

Your newborn god will then require frequent feedings of belief and sacrifice, as it starts off quite weak. You'll then care for and nurture your fledgling deity and they'll reward you with power as you expand their influence and increase the strength of their domains.

Cleric Of _____: You're able to perform a series of divine or not so divine miracles based on your belief in something. If you dedicated yourself to dogs, you'd become a Dog Cleric and gain dog based powers and an affinity for dogs. As long as you devote yourself to something, you'll be able to take on its traits and gain abilities linked to it.

Out Of This House: You're able to perform exorcisms and free people from unwanted possessions. It also enables you to create wards that prevent ghostly beings from entering the areas you've constructed them.

God Rolodex: At all moments, you're aware of any gods who exist in the setting and can speak to them via a mental connection. You'll also be made aware of any gods who have previously died, and what could be done to bring them back to life.

Priestly Duties: You're an expert at all of the duties a priest is expected to know how to do. You can do marriages, perform funeral rites, and more! A special ability you have is that if someone expects you to be able to do something in the context of being a priest, you'll rapidly improve your learning rates to be able to do that if it's possible for you.

Priest Experience: Each purchase gives you 10 years of memories and experience in being a priest, and of practicing and perfecting your craft every single day.

White Magic: You've learned White Magic! It's a branch of magic related to healing and protecting others. It also focuses on spells related to damaging the undead and attacking with

the light element. When you enter a setting that has magic like what was described, the knowledge will gradually seep into you, letting you learn these spells too.

Holy Light: Grants control of an inner reserve of light. The light you emit spreads from your body and restores, purifies, and heals those and that which you wish to help and inflicts damage upon those you want to harm. It's both a light that can bring life to a desolate wasteland and a force that can scour life from your environment at your whims. Training with this power will reveal more tricks to you, such as creating constructs out of light, increasing the amount of light you can use at once, and more.

Unholy Darkness: You're a conduit for a vast, deep darkness. At its most basic level, you can use the darkness to attack your foes, shaping it into weapons, shadows, tendrils and so on, as well as releasing damaging blasts. Further training will increase your skill, power, and versatility with manipulating dark powers, not just this one.

But the true power comes from flooding unresisting or defeated targets with it. You can shape living beings and transform them into demons, create monsters of pure darkness, flood corpses to create undead, and infest inanimate objects to grant them a wicked sentience and the ability to move around and do great harm.

Divine Retribution: When you're damaged by hostile intent or an enemy, a blast of divine energy will strike your foe for twice the damage that was inflicted upon you. Anyone who makes contact with your body and has harmful intent will feel a surge of divine wrath that inflicts continuous damage as long as they touch you.

Neutrality: As long as you aren't directly involved in a conflict or aiding their enemies, people will generally leave you alone. You'll also be spared if your would be attackers are superstitious, as they'll feel like it's bad luck to mess with you.

Super Literacy: The longest it will ever take you to read, write, or speak a new language at the level of a native is three days. It goes even faster if you receive training from someone already proficient.

Inspired Instruction: You're able to impart knowledge to your pupils at the same speed that you yourself are capable of learning. If you find someone who is capable of learning faster than you, then your learning speed is added to theirs.

It Couldn't Be Me: People won't believe you'd commit crimes unless they see overwhelming evidence. Any positive reputation you have acts as a shield that protects you from scrutiny. This is even more effective if the people you're hiding what you did from believe in a faith that they also think you believe in.

Perfect Forgery: You're an expert at forgery and counterfeiting. Historical documents, creating realistic fake money, replicas of priceless artifacts...all of this is easy for you. When you have a goal to forge a copy of something, you can quickly pick up the skills needed to make a replica that can pass for it in a very short amount of time.

A Skilled Orator: When speaking to someone or for a crowd, you have a mental sense of precisely how they'd want you to deliver your words. It's as if you received detailed, honest critiques from your audience as to how they'd like to be spoken to, right as you started.

Tales And Anecdotes: You come up with example stories that relate to someone and the issues they're dealing with, and you're also an excellent story teller. Using the characters in a story, you can impress upon someone a moral you want them to learn or a lesson they're meant to take to heart.

Conversion Detector: At a glance, you can tell if someone is open to being converted to your faith. If they aren't, you'll get a list of road blocks and conditions they'd need addressed before they become a true believer.

You Are Their Shepard: People who need charity will find their way to you, and you'll find these people when they need you the most. If there's an opportunity for you to provide guidance, aid, or leadership, fate will arrange for you to cross paths.

Contagious Faith: Faith and ideas you introduce spread easily from person to person. If people are neutral about something, it's easier to influence them to be positive about it. The more people hear about something, the more likely it is that they'll be swayed to try it out.

Culture And Tolerance: You can downplay and normalize harmful effects of things and encourage people to be tolerant, if you can frame them as part of a culture or faith. You and your followers will get considerably more lee-way for rituals and customs you decide to implement. Excessively dangerous or destructive habits will still be a hard sell.

Encouragement Without Obligation: You have a talent for making promises without promising anything. In situations where you desire it, you'll be able to find a way to express that you'll put in effort to help but without claiming any sort of outcome.

For example, telling someone that you'll try your best at something. There's no guarantee here that you can do it, but your words and tone will convey that you'll try. And for many, that will be good enough.

Resurrection Miracle: Enables you to perform a ritual that revives the dead by taking the corpse and performing an equivalent sacrifice. You can resurrect people without a sacrifice by instead sacrificing gold, money, and items of great value, both sentimental and monetary wise.

Said items will be converted into the energy needed to perform the resurrection miracle. This requires you have the body to work.

The Hidden World: Gives you the ability to see ghosts, supernatural phenomenon, and magical creatures, even if they've got special abilities that would cloak them from your senses. Anything that tries to hide itself from you can be seen this way.

Peer Into The Hereafter: Grants knowledge of what afterlives exist in any setting you visit. You can choose which soul goes to which afterlife, guiding them there. You're also able to decide this in advance, granting someone entry to an afterlife regardless of the conditions that would normally need to be met.

Ascendancy: You can perceive alternate realities and dimensions that exist within the worlds you visit. If another world exists, you're able to breach the gap between it and step into it. This leaves a tear in reality that will gradually heal itself. For example, if you could pinpoint the location of an afterlife, this would let you visit it.

Undead Antithesis: Enables you to lay to rest any undead beings. You emit an energy that is the antithesis of death and undying, and exposure to it rapidly shreds undead and releases them from their bodies. While powerful undead can resist this, your energy is crippling to them and they'll succumb quickly unless they escape or incapacitate you.

Warrior Monk: You're a talented unarmed combatant and have skill with staves and slings. You've learned a fighting style based on avoiding attacks and rapidly striking. Further training will only improve your talents.

Literally Saving Their Souls: You're able to communicate with the souls of others and wrest them from wherever it is they've found themselves, with their consent. For example, if someone had their soul eaten by a demon, you could yank all of the souls said demon has collected from them and free them.

The Ultimate Manager: Your skill at governing and managing expands with the complexity of what you're in charge of, letting you always keep up with your duties. You could manage a church just as well as you'd manage a country, if you ended up in charge.

Art And Culture Boon: By creating places for people to congregate, you're able to create a cultural center of arts and language. Ideas will be exchanged and training will be given that pushes everyone present forward.

Shared Traits: Grants you an Affinity for being believed and trusted based on the number of things someone agrees with you about. If someone has most of the same beliefs you do, they'll automatically be predisposed towards believing whatever you tell them. Getting someone to agree with you frequently will push them closer and closer to this threshold.

Eternal Convictions: You're able to withstand any amount of repression and remain true to your beliefs. You don't feel temptation or a desire to stray from your goals.

Learning Is Important: Enables you to preach the importance of education and ignite a fire in others to desire to learn. When pitching someone on education, you'll instantly know what the best argument to use is to get them to learn something, or to allow others to learn.

Religious Studies: When you will it, a large book will appear. It details the exploits of every religion that's ever formed in the setting and what their ultimate fate was. It contains untold secrets and will continue to collect more information as you travel.

Student Of Philosophy: You can have a philosophical debate with the best of them, and when you study someone's words, you'll be able to enter the frame of mind they had when they wrote or spoke them. This enables you to interpret their views, as if you yourself believed what they believe.

Grand Tithe: You're an expert at raising and collecting donations, and can sell people on giving you charity so you can use it to help the community. Your donation drives are highly effective and you know the best ways to convince people to give you things, with or without incentives.

Items:

Uniforms: An infinite supply of religious wear. There's always enough for anyone you want to clothe.

Church: A large church. It expands itself based on the number of people you have visiting it and living in it. While it starts off as a large building, there's no maximum limit on how large it can get.

Holy Symbol: A symbol filled with a divine power. It's harmful to undead and can be used to end possessions.

King James' Bible: This book spins in an orbit around the user, damaging anything it touches with holy power. It gradually will self replicate, creating more bibles that continue to spin in its orbit. It's a highly effective weapon that can slay many demons at once.

Stone Tablet: A blank stone tablet. It expands everytime someone uses it, so there's always room. If someone sits down with it, they'll enter a trance and carve into it the tenants of their ideal religion. And in that moment, they'll also become a cleric. Gazing upon the tablet and willing it so will spread clerics and religion around the setting, making them commonplace. They'll have abilities similar to what you can find here.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Faith tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you feel like it. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You're an Anti-Cleric. Your goal is to defeat Clerics and attack religions. The clerics will have an issue with this.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Faith points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that. It will happen shortly after your arrival in this world and will be inevitable.

Ex-Communicated: You begin as a pariah, and have been accused of grave crimes against a major religion. You're not welcome in their lands and will be shunned by their people.

The Great War: The Cleric Portal World has exploded, and portals have opened up all across the world. Clerics and crusaders from many universes are pouring in to fight for their Gods. It's chaos here and you're right in the middle of it.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?