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Introduction

Welcome Traveler, to the lands of a war-torn world. Where Gods bicker amongst themselves while demons prepare to invade as a man named Eldrad has arrived to this world.

Well then, Jumper, be prepared to Sacrifice for the Gods, you need it to survive in this world of magic and monsters.

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Welcome to the worldeful, horrifying, and most importantly surreal magical world of Sacrifice

TAKE 1000 CP FOR THIS JUMP

ORIGIN

Kind

What are you, traveler?

Wizards: The ultimate servants and primary tools of influence of the Gods (Even though not all Wizards serve the gods). They form the backbone and brains of any army, since they are the summoner of the creatures. They do not merely cast magic, they commit magic, changing the world with their spells.

Gods (600): I see, I have been disrespectful, my apologies oh great one. You are a god of this world, joining the 5 Gods, forming into six. You have your own lands, creatures and divine power. Try not to destroy the land you're living in.

Demon (600): Who opened the door to you, foul one? The actions of your kind lead to the death of the Creator, and the Fallen One's invitation devastated our lands and left it divided among the Five Gods. Only Charnel openly works with your kind. Still, even the 'brightest' god casts a shadow, and in these dark days perhaps any of the gods might justify employing you... if they even have a chance to recognize your nature.

Tendencies

While any talented Wizard or Demon has choices in how they wield their power, most have natural talents or tendencies. What are yours?

Mysticism: The power of Life and Nature, Mysticism is mainly practiced by Persephone. It is the magic of healing. Do not mistake it's supportive nature for passivity or a Mystic for a pacifist. Healing can let you stay in the fight longer, and get back to it sooner, and Persephone is one of the two most extreme gods, and one of the fastest to commit to war.

Geomancy: Magic of the Earth, it excels at protection and shaping the battlefield. Mainly practiced by James, it is the art of the god slowest to action. James wishes for simplicity and peace, but the world isn't simple and such quick answers fail to serve him. Perhaps you are wiser.

Elementalism: As arrogant as the sky is vast, Elementalism is more properly magic of the airy heights and the god Stratos. It is fast, and it is powerful. It's also fragile, a lightning bolt or a sudden storm. It's god is prideful beyond reason. Remember that while the lightning bolt can split the sky, it lives for but a moment compared to earth's slow but persistent inevitability.

Sorcery: The magic of fire, it is a magic that excels at destruction. It's god claims dominion over industry, but his magic expresses itself in bursts of chaos and power. Like Air, Fire is a transitory element given to fragile servants, and so the magic of fire is also transitory, but where air is fast, and so it's might is speed, fire instead devours, and it's might is might.

Necromancy is the magic of Death, the and the power most commonly wielded by the god Charnel and his disciplines. Unnatural creatures that don't truly live but feed off the life of others, demons summoned and bought from beyond the Astral Void, his art is powerful, but it's born of compromise and Sacrifice, his creations living on time they borrow from others... if they don't steal it out right. He is one of the two most warlike gods.

PERKS

Perks related to Origins will be discounted.

GENERAL

The Sound of Sacrifice (Free): You now have access to the music of Sacrifice while you duke it out with other mages.

Magic (Free to all Origins): You're not just doing magic, you're committing magic, as a wise knight by the name of Mandalore said. And indeed, magic in this land is terrifying as whenever you cast magic, you now alter the very lands around.

Creature Creation (Free to all origins): Just like the others, you now in charge of creating the various (and surreal) creatures that each gods have, while you create them from the various factions, aligning with either god gets you increased and Hero Units. You start with Manahoars and Sac Doctors, also known as Sacrifice Doctor.

Magical Engineering (400): From the hand guns of the Gnomes to superweapons like Pyro's Magnifyer, you can now create the same technology run and operated by magic like as the other factions. Just try not to blow up everything with a Plague-Wort style nuke. We don't want a zombie invasion.

Travel through the Astral Void (800, Forbidden to Gods): You now have the ability to travel the empty space between worlds. However, this comes at the cost of not going out of the Jump you're in, but rather, places in the jump, some familiar, others brand new. When you obtain your spark, only then will you have the full potential of Dimension Travel released.

WIZARD

Petition the Gods (100, Free for Wizard): Upon entering a world for the first time, you may send out a call to any gods or spirits and offer your services. Any such being who answers your call is certain to recognize the value of your offer, and will be inclined to reward you with boons commensurate with the services you provide. A good wizard can easily have the gods competing with one another over who can make you the best offer.

Obey Me! (200, 100 for Wizard): You have a knack for leadership, and you and everybody knows it well. With a simple gesture or a one word, you have those listening already on the move, willing to do your bidding.

Binder (400, Discount 200 for Wizard): Like how Eldred bound an imp, a demon into his services, so can you. You may bind any entity, though such bindings are less absolute against peers or those greater than you, either through a contract or tricking them into your service. Or if you're the more straightforward kind, beat them into submission.

Magic Master (600, Discount for Wizard): You have mastery over magic easily, perhaps almost reaching the realm of the gods, especially if you hone your natural magic type. Mysticism can now lets you use the very plants and animals to help you fight while letting you heal the most serious injuries, Geomancy allows you to shape the earth and metals like liquid into various forms, Elementalism allows to manipulate the elements as though they are a part of you, Sorcery allows to use the sun and stars as though they were mere lights, and Necromancy, well, how does raising every undead and demons bound to your service sounds to you? And you only continue to grow.....

GOD

Mastery of your Domains (100, Free for Gods and only for Gods): You now embody the concepts you represent.

Load Bearing Boss (200, Discount for Gods): You have the power to infuse your divine essence into a place, be it a single building or vast tracts of land. Infused with your essence, these places can continue to exist and function normally even if every law of physics and metaphysics says they should collapse immediately. Whether you'll use this to save a realm that would otherwise be doomed to destruction or to create a demonic castle that will collapse on the heads of the heroes who slew you is up to you.

Creatures Made By Mine Hands (400, Discount and Only for Gods): You can now create your own creatures to represent your faction.

It's Magic (600, Discount and Only for Gods): You now have your own form of magic that makes it unique from the rest of the gods. You are a natural master of this magic, both intellectually and instinctively understanding its twists and turns. While it isn't free, you may invest talent and techniques in this magic and others. Just remember that you can't take back what you have given. Every one of the gods had champions who took their learning as a coin paid, and left.

DEMON

Destruction Incarnate (Free and Exclusive to Demon): You embody destruction just like the Fallen One did so long ago. Your very presence causes everything to decay as you walk on, and in time, with growing strength, you may be able to do more than just destroying the physical realm....

Mastery of Murder (100, Free for Demons): You know all the ways to kill a person, and not just physically, but mentally and emotional. You can kill their beliefs, their feelings for someone. And perhaps with enough practice, destroy certain concepts.

Master of Many Faces (200, Discount for Demons): Just like Marduk, you're able to shift seamlessly into many forms that fits your needs and plans. Sometimes brute force, while useful, does not give the best results. Which is why demons often take various forms and identities. Such transformations are more than skin deep - while your soul, essence, remains you, and you can no more escape your self and true identity than Marduk, anything else can shift. Ashur fooled the gods themselves. Even the one who knew who he was. And if you have happened to find someone with an identity that works for your plan, even better. If you have a victim whose identity you want to assume, by consuming them you may attempt to wrestle their memories, mannerism, and even talents away to populate your new identity. Similar to how Marduk took the form of Mithras and no one even suspected his origins.

Infernal Mastermind (400, Discount for Demons): You're smart enough to give birth to cults, move people where you want them to, all in preparations for your dark machinations.

A Title Fit For A Devil (600, Discount for Demons, can only pick one): Just like Marduk and Astaroth, you now have a title that not only brings fear to those that hear it, but also truly represents what you are. If you're like Marduk, you are the embodiment of destruction, or if you are like Astaroth, you are the master of those whose wills you have broken. Or, you can try something new.

Items:

GENERAL

Altar (Free for all Origins): An important tool for any Wizard, God or Demon. Through this a link is established between you and the Altar and you are kept alive by it, even when killed, you merely turn into a spirit and wait until you have regenerated enough magical energy to come back to life. And unlike when Shrines are desecrated, where someone is severing the link between you and the Altar, it merely just cuts it off from you temporarily, and will soon connect to you depending on circumstances. Immune to attacks and can use other forms of energy besides souls to function and carry out conversion rituals. Gods get the Ultimate Altar or the Prime Alter in other words. These Altars basically are souped versions of the regular Altar which only the Gods can handle.

Base (Free/200/400): A place you can call your own. At the start, it's a small village. But will grow over time, but if you wish to skip the process, then for +200, then you get a city sized base and for an extra +200, you get a fortress.

Magnfryer (400): A creation of war, it was invented by Pyromania inventors to use as a deterrent against foreign invaders. It's appearance is that of a tall pole with a cylinder on top from where a laser is fired from. However, despite it's awesome powers, it does have flaws, it cannot do a full 360 degree rotation and thanks to that and the laser's power, it cannot vaporize anything directly adjacent to it's base. However, you do not have that problem, not only can it be modified and go to the 360 degrees like the original plans for it, you can swap out the magic source for a different energy source. If destroyed, you will find a new one or a repaired one at your warehouse a month later.

WIZARD

Staff (100, Free for Wizards): A trusty tool for anyone wishing to call themselves a Wizard. This helps channel the raw force of mana and when lost or broken, will return to you or your warehouse.

Magic Books and Research Notes (200, Discount for Wizards): You have a collection of books and notes on magic and the knowledge of it, using these can help increase your mastery and maybe even provide you inspiration.

Weapon of War (400, Discounted for Wizard): A wizard is not only armed with magic, but also with a weapon in hand. You may choose to have a weapon here to help defend yourself in case magic does not happen to be useful or used at the current time. It can be a gun, sword, ax, just nothing to crazy

GOD

Spell Book (100, Free for God): This contains everything about the magic you know, embodied and created. It can even grow, adding in more pages as you continue on.

Divine Lands (600, Discount for God): You have your own lands where it serves as both your home and base. Your word is law as you followers live and work here for you. Despite this, you do not have complete knowledge on this and need to explore it. This can be attached to your warehouse or put in the current Jumpchain you are.

DEMON

Slaves (100, Free): Just like Charnel and possibly other demons, you have your own groups of slaves. Each of their wills have been broken and willing to serve for anything. Also excellent materials for Necromancy.

Demon Gate (600, Discount for Demon): Well, this is most unusual, it seems you have a demon gate. One that is capable of summoning demons and quite portable. At first, it starts off small, sending out only small demons, but over time will grow in size, and in minions. If it is sealed, it will open depending on how strong the seal is. If it was weak, maybe an hour, moderate, a day or a few, strong, few months.

COMPANIONS:

Create/Important Companions (100): Create your own or important existing companions into this jump, Companions get 1000 CP.

Canon Companion (100): You may choose to bring a companion with you from here.

Familiar (Free for all): You now have your own familiar, be it an imp, a homunculus, or perhaps a common animal, it your companion now in these lands, and filled with knowledge on the world or any world you find yourself in.

Followers (Free and exclusive for God): You now get your own band of Followers that worship you and every word.

Hero Units (Free and exclusive to Wizard): Individuals of note who join your forces while you are here may accompany you to future worlds and continue to serve as your Followers.

Cult (Free and exclusive for Demons): Your very own personal cult so you can make use of them in your plan.

DRAWBACKS:

Divine Wrath (+100): Oh dear, it seems that you incurred the wrath of one of the Five Gods, they will stop at nothing unless you can somehow appease their behavior. Can be taken four more times.

Mana Connection Issues (+100): It seems as though your connection to mana can be described as a wavy connection, your magic will chaotically range from strong to weak, or even to strange effects.

Fortified Opposition (+200): Mana fonts are a vital resource for any wizard. And unfortunately for you, other wizards have been here for a while before you and taken steps to secure that resource. When entering a new region, you will find that other wizards have already constructed manaliths and shrines on all of the mana fonts. You'll have to destroy these structures if you want to construct your own manaliths and shrines.

Hell's Ire (+300/+400): Hmm, it seems like you may have somehow pissed off some demons, now they are constantly going to be after you. Hope you are ready. But if you wish for more CP, then take +400 for every demon marking you as their enemy.

Pride and Arrogance (+400): Just like a certain Wanderer and some gods, you are choked full with arrogance, while this doesn't mean your abilities have diminished, it does make your company unbearable, and can sour or ruin opportunities.

Apocalypse Now (+600): Well, it seems the End has already begun. Hope you're ready to survive the apocalypse, because it will be a world of pain and hurt.

The Wrath of Marduk (+1200): Oh dear, it seems that you have earned the wrath of Marduk, a demon who constantly hungers for destruction, it seems that he learned of your origins and wants to access it so he can spread destruction everywhere. You must not allow him that, you must kill him. And it may be even worse since he's most likely something beyond demon.

SCENARIOS:

UNITED WE STAND (Requires Wizard or God Perk) (+1200)

Right, things in canon may get messy, so, some do not want that, the trouble is, the solution is uniting the gods against the Demon, Marduk, and perhaps more. And most of the Gods argue over everything. Charnel and Pershopne are eager to start wars, Pyro wants to continue advancement, Stratos is only for himself and James just wants Peace. And neither are prepared for Marduk.

So your mission is simple: unite the gods, get rid of the traitor, Stratos. Whether you wish to get rid of him or convince him to change sides again, it's up to you. and save the land. Sounds simple right? Wrong. The gods, like most gods, are fickle, willing to betray each other or start wars. The only way to do so is somehow get them to sort them through their beef with each other and get them to kiss and make up. It will not be easy, it will be hard, but you will have to do it, otherwise hell will come knocking.

Origin comes to play, as a God, it is a bit harder due to politics amongst gods and all that. But as a Wizard, even more sure due to demands of sacrifice from each god and such.

And as if to make matters even more worse, if you have taken the God Origin, somehow the gods became mortal and while they have their awesome powers, they are not used to their new mortal life. Perhaps a chance to improve their personalities?

For the Wizard Origin, during the whole thing, perhaps you have gained so much knowledge, to the point you know how to create your own creatures to summon and create, and you also gain all the creatures from all the god's factions. Plus access to all five forms of Magic of Sacrifice.

As for the God Origin, perhaps you have grown fond of them? You may take the Gods, or a God or a few, with you on your journey across the dimensions.

The common reward is that you now have a copy of the world of Sacrifice attached to your warehouse or you can summon it in the Jump you are currently in.

PUNISHMENT OF THE WANDER (+800)

The Wanderer, Eldred, is chocked full of sins, and has not learned his lesson. Such punishment for destroying his world and continuing to act as though he is the one with the most suffering, is not very wise for such a man. Your mission is simple.

Punish Eldred.

There are two ways for this, one is that you can punish him until he has learnt what has done and seeks redemption, and two, simply punish until he is dead. If you were to do the latter, you will be granted his knowledge and his items. However, that is the easy way out.

If you were to make him realize what he has done, you will find a man willing to find redemption, thus, making him a companion, while there still some of his pride left, most of the time, he will be content to stay silent and ponder. He is also willing to teach those who are willing the arts of magic, and perhaps, he will find redemption for the sins he has committed.

ARMAGEDDON (DEMON ORIGIN REQUIRED) (+1200)

You desire destruction, and as such, you are given this task. Bring the end to this world. Naturally, you will be stopped, or at least challenged. Not all demons are your allies, Marduk also desires to end the world as well, and as such, you will be in conflict with him.

If you succeed in this task, you will gain two Perks, End Times, with it, you can effectively plan out and bring the end to anything, world, concepts, etc. All that is dependent is on how long it takes to end. Next is Desecration, you can now Desecrate things, concepts, items and places of power, even people. All that matters is how you do it. Items and locations are to kill people related to it. While people and concepts need you to either break them or make them fall from their morality or standing. You will also become equal to Marduk in power