

Generic Otherworldly Child

Version 1.0
Jump by Rater202.

Youthful faelike elves playing in the forest. The unassuming child whose impish grin and malicious eyes herald an infernal revelation. The unsettling spawn of things beyond the stars, the herald of saintly blessings, or the ghostly victim of crimes most foul... A number of works and worlds have used children who are just a little *off* as a metaphor, a warning sign, or a representative of the supernatural.

Would you like to get in on that? Mayhaps the idea of eternal, supernatural youth appeals to you? Maybe you want an eldritch aesthetic to complement or contrast your theme as a Jumper... Or maybe, you just identify with something other than what you were born as and would like to relive your youth with nature more pleasing to you?

Regardless, your time in this world shall last a decade. Take 1000 Kin Points(KP) to get started.

Age and Gender

For the duration of this jump, you have an apparent age somewhere as young as five and as old as sixteen, though depending on your choices, your actual age in the context of this world could be anywhere from having spontaneously come into existence at the time the jump starts to being an entity older than the universe. As for gender, you could be a boy, a girl, something in between, something that can't accurately be described as either, or maybe you're just a silly little thing who doesn't know what they are?

Location

You're not picking a specific place to spawn in. Instead, you're choosing what kind of world you're visiting and can choose any location therein as your starting location.

Children's Fairy Story: Ranging in tone from a classic Disney movie to the books they're based on, the world isn't exactly *safe*, but the danger is limited and quite blatant when present. Depending on your choices, you may find yourself often in the company of, or in opposition to, a young hero on some quest that will teach them some moral lesson or help them to grow up.

Dark Fantasy: Similar to the above, but those young heroes don't always survive their quests, the stakes tend to be greater, and there is often a chilling atmosphere or some feeling of melancholy to the whole thing. Think the Brothers Grimm or historical horror.

Urban Fantasy: Unlike the other two, which tend to be historical or mythological in theme, this tends to take place in the modern day, or at least within the last few decades. On the face of it, it's identical or highly similar to our mundane earth, but wizards, demons, ghosts, and fairies exist under the surface or on the outskirts of society. Here you may find yourself the contact of a supernaturally inclined PI or a recurring thorn in the side of traveling monster hunters. Or maybe you live in the forest near a school for young wizards?

Modern Horror: ...Yeah, chances are you're either the bad guy here or one of their previous victims returned. Well, you could maybe be a neutral third party or the hero's cryptic ally. Expect ghosts and demons, or worse, to be the majority of your fellow otherworlders here.

Other: Maybe you're a young demigod or half-fiend on a team of teen superheroes or supervillains? The ghostly housemate on a slice-of-life sitcom? Anything that doesn't cleanly slot into one of the above options can be made to fit here.

Origins

Okay, so what exactly are you? There are all sorts of entities that can pull this style off, but what kind are you? Any of these can be taken as a drop-in, and in fact, the common narrative roles that otherworldly children occupy mean that being a drop-in may be the most appropriate choice, but if you want a history in this world, nothing is stopping you as long as it's appropriate to your choices in this document.

Changeling: Maybe you're a literal changeling, that is to say, a fairy, goblin, or troll child left with humans or swapped with a human child. Or you're a full-fledged fae, a Grecian nymph, a yokai, or a nature spirit with a youthful form. Or maybe some kind of elemental?

Hellraiser: A witch-boy, a hellspawn, you're a demonic entity of some stripe, or at the very least, your otherworldly nature has ties to something infernal. Now this doesn't necessarily make you evil, *but...*

Remnant: A Ghost girl or a little vampire or the like. You used to be human, but then you died. Now you're something else.

Blessed: You're a blessed child or an angelic or celestial being in the form of a human child, or perhaps a half-celestial or some kind of Nephilim... Do note that this doesn't necessarily make you good or relatable to normies, though; there's a reason why the traditional greeting is "Be not afraid."

Starspawn: You're an alien. Or part alien. Or the result of experiments by, on, or involving aliens... Though the question is... Are you *extraterrestrial* or *extradimensional*?

Perks

Each Origin receives its associated perks at a 50% discount, with the 100-point perks being free.

General Perks

Youthful Appearance (Free): Let's get this out of the way since you'll kind of need it here. Typically, these otherworldly children are either *eternal* children or else age so slowly that they'll be children for several human lifetimes. This perk's effects are several-fold. First, you will neither age nor mature unless you want to, only at the rate you want to, and never more than you want to. Second, even if you allow yourself to mature normally, you will never age past your physical prime and are not subject to death by natural causes or old age, even if caused by supernatural effects, nor are you subject to conditions such as arthritis, senility, or cancers that may be caused by the process of aging. You'll always have a youthful cast to your appearance as well, even as a fully mature adult, though only to a beneficial degree—people will think you have youthful vitality, but you won't be getting carded for trying to buy liquor in your thirties. Third, speaking of appearance, you're always at least an eight out of ten, manifested as appropriately for your apparent age and/or origin—anyone ten or under is going to default to adorable or adorafying, for example, while a teenage changeling in the form of a Grecian sea-nymph is probably going to be physically fit with a swimmer's build. Speaking of which, this appearance booster comes with a built-in boost to your health and fitness and a guarantee to maintain that level and that appearance regardless of diet and exercise. Fourth is optional exotic features, ranging from odd eyes or unnatural skin colors to cosmetic effects like leaves for hair or the presence of small horns and claws. The only hard limit is that they cannot provide a significant advantage. Fifth are a number of minor, narratively appropriate quality-of-life things such as never having foul breath or unpleasant body odor, not needing to manage your hair, trim your nails, or brush your teeth, always being perfectly clean, not suffering issues from going shoeless, and never needing to use the bathroom. Post-Jump, individual aspects of this perk can be toggled on and off.

Eternal Child (Free, optional): In the same spirit as the above, this optional Meta Perk will let you ignore the age guidelines of a given Jump and choose your starting age from between the ages of five and sixteen, as is what is available within this Jump, for free. You may make this decision after rolling your age if a Jump has you roll, but you cannot use it to bypass a drawback or if you otherwise gained points for being an age outside of that range in a given Jump.

Mercurial Age (100 KP): Or, for a small fee, you can freely change your age between any in that range (or your 'real' age if you didn't choose to be within that range at Jump start) at will with only the desire to for effort. As above, this cannot be used to bypass a drawback.

Skin-Deep (Free): So you're going to be young-looking and probably small if you come here, but only a fool would judge you by your size. From now on, your physical and mental attributes are those of a mature member of your species, or at least the oldest healthy age you've been. For any powers, perks, or other abilities you possess that grow with time or age, your age is your total life span before applying any relevant modifiers rather than your current physical age.

Liminal Childhood (100 KP): Otherworldly children are often in a middle ground where they either are much older and more mature than they look or are simply wise for their age, but regardless, still have the perspectives of children. With this perk, you benefit from this, having at all times both an adult's perspective and a child's. Your perspective can change with time and experience, but only for the better, giving you broader views and more understanding, and no matter how long you live, you'll never forget what it was like to be a child. This has the side effect of meaning that you'll always be able to relate to others, assuming you could in the first place, no matter how strange your mindset is, no matter how old or powerful you become, and in general, prevents you from becoming jaded to experiences, as you'll always be able to see them with a child's eyes. This also ensures that you're always capable of certain forms of learning, able to develop skills that are harder/impossible to develop when you are past a certain age, no matter your actual age, and furthermore prevents your creativity or lateral thinking skills from degrading or being crushed out of you by people who don't approve of imagination.

Alien Perspective (100 KP): But you're not a normal child, are you? You've got your own unique positions and perspectives on things, an odd way of thinking... Not only does this give you a superhuman level of imagination and creativity, but you'll find a similar increase in your lateral thinking, critical thinking, and other such skills. Even if your train of thought goes off the rails, you'll often find yourself coming to a correct conclusion via a path that makes sense in hindsight.

Otherworldly Memory (100 KP): As you may well live for a long, long time, it would suit you to be able to cope with that. This perk first gives a perfect photographic memory with infinite storage space, total recall, perfect indexing, protection from harmful memories, immunity to memory tampering, and the ability to suppress and restore unwanted memories at will with no consequences. It also makes you mentally robust enough to continue on indefinitely, no matter how long the time before you may be, makes you resistant to boredom and feelings of loneliness, and prevents you from suffering negative effects as a result of prolonged isolation.

I Will Be Heard (200 KP): Sadly, many adults not only forget what it was like to be a child but also forget that children are people, dismissing them as irrelevant little things with no opinions, feelings, or ideas of value. Your otherworldly nature means you'll never have to deal with that. You may at will unleash an otherworldly aura of power as appropriate to your origin that can be impressive, intimidating, awe-inspiring, or simply unsettling. It may be visible or not, as you desire, but when active, people will know to take you seriously, and there may be subtle

adjustments to your appearance as a result. This isn't a mind control effect, so someone who is just a complete jackass may still dismiss or belittle you, but it won't be because you're 'just a kid' as even the most close-minded fool will know that you are to be trifled with at their own demise. This aura can be suppressed again at will should you wish to avoid attention or otherwise fly under the radar after a brief display.

Environmental Effect (200 KP): Unless you choose to suppress such effects, your presence has a tangible effect on your immediate surroundings. This will always be appropriate to your Origin in some way, and specifically your choices regarding it. A fae with a connection to spring may find plants growing stronger in her presence or flowers growing up from where she steps, for example, while an Angel in a child's form may passively exorcize supernatural corruption or bring discomfort to the wicked. This effect can be toggled on and off at will. This perk can be purchased more than once to gain additional such effects, which can be toggled on and off independently of each other. The second purchase onward does not need to be as strictly tied to your origin as the first, as long as they still make sense.

Dual Nature (200 KP): Do you not know which Origin to choose to model your conception of a dragon? Or maybe you want to be a half-angel/half-demon catgirl raised by a clan of ninjas? This Perk has you covered: For this jump only, you may select two origins, gaining all associated discounts and blending their traits together as you see fit.

Self-Sufficiency (200/400 KP): Otherworldly children often live on their own in the wilderness, in abandoned buildings, at the bottom of wells, and so on. You'll find that you have all the skills needed to survive on your own in any environment and that you require considerably less food, air, and water than you otherwise would, and that as long as you're taking in enough calories, proper nutrition doesn't matter. A second purchase of this perk, for 400 KP total, will make you entirely self-sustaining, requiring food and drink only for pleasure and air only to speak and be heard.

Unnatural Strength (200/400 KP): Most otherworldly children possess power in mystical or esoteric forms rather than raw brute strength, but there are exceptions, especially among those who resemble teenagers. For 200 points, in all physical regards, you are at the absolute peak potential of whatever species you appear to be a child of—human by default, but other jumps have other racial options. Absolute peak, as if you won every genetic lottery in regards to factors that affect that form of physical ability, had talent and aptitude for it in the top 0.0001% of the top 0.0001%, and had spent an entire lifetime being conditioned for it most optimally until you reached the absolute limit, and were then restored to the prime of your youth while keeping the conditioning. This applies in all regards, strength, speed, agility, physical toughness, health, stamina, reflexes, reaction time, each of the senses, and everything else. This has no negative effects on you whatsoever and no more or less of a cosmetic effect on your external appearance than you desire. You are likewise kept in a state of perfect health and fitness, and your attributes and skills cannot be degraded by time, lack of use, or any other effect. For 400 points, this effect is doubled; it extends fully into all mental attributes, and you always give the

greatest possible physical performance. Regardless of which level of this perk you possess, you also have peak talent, aptitude, and potential in all forms of athleticism.

Other Soul (400 KP): Your otherworldly nature doesn't just stop at the surface level, but extends to and embodies all aspects of your mind, body, and soul, as well as any energy reserves you possess down to the finest details. First and foremost, your perks from this document cannot be canceled, negated, stolen, copied, suppressed, repressed, damaged, lessened, or tampered with in any regard by anything short of Drawback Fiat simply because they are not discrete powers; they are *you*. Second, you'll find yourself possessing a degree of kinship with other beings of the appropriate type, able to understand and sometimes befriend them easily. At the very least, your fairy child will never get tripped up by fairy logic or get in trouble for breaking some obscure fairy rule, and your ghostly self should be able to communicate with other restless spirits and find out what they want. Third, your soul, being more than mortal, is a bit on the strong side. Any abilities you possess that scale to the power of your soul are twice as strong as they'd otherwise be after all other modifiers. Finally, as a somewhat Meta effect, any abilities derived from in whole or in part your mind or soul may find your nature from this jump influencing them and their development.

However, this does mean that any entity that manages to observe your soul will, assuming they have the appropriate context, understand what your nature is.

Constant Nature (Free, Optional): Whatever you chose to be in this Jump, that's what you are now. If you so desire, this can even affect your incarnations in future worlds: Your mundane salaryman may be a humanlike alien, or your Godly self may specifically be a Demon-God or some kind of Archfae. This is subject to a few restrictions. 1: It must be something actually possible, at least in theory, in your future world. If there are no alien or supernatural elements in the world of that future Jump, then your purchases from here will have to suffice for embodying your nature there. 2: This cannot in any way alter the mechanics of your future Jumps—For example, if you are a demon here, you won't get any discounts tied to a demon race or origin, nor any such powers unless you choose such races or origins and pay any associated costs. Jump a setting with a demon and mortal origins, and choose to be a mortal, and the best you get is being a mortal with demonic ancestry or a minor demon that is functionally the same as a mortal, depending on the specific context of a Jump. 3: This cannot significantly alter what exactly you become by choosing that origin, IE, to continue the Demon God Example, you would still be a God by any given definition provided by that setting, and if there are significant differences between Gods and Demons, then you would merely be a Demon-Like God in the context of that universe. 4: This cannot, in and of itself, constitute a serious increase or decrease in raw power.

In short, this upgrade is, practically speaking, mostly fluff, serving to help further characterize or define you or maintain a sense of consistency whenever possible going forward, rather than providing anything more than minor tangible benefits or downsides.

Best Of Both Worlds (400 KP): Are you just here for the aesthetic rather than any deeper themes? Or maybe you just want convenience. With this perk, you are both an adult and a child

in any and all legal or social situations where being one would give you an advantage over the other. For example, in the modern United States you could be a licensed driver and be able to legally purchase alcohol as well as not being subjected to various “offenses” that are only illegal if you happen to be underage like ‘running away’ but at the same time would be highly likely to receive a reduced sentence or lenient treatment on any actual crimes you commit. This perk applies regardless of your physical age and as well will also apply even if it would otherwise contradict itself, and anything exceptionally strange will be rationalized away in a way that makes sense. This is also context-sensitive: Normally, being tried as a juvenile would be preferable, but if you just so happen to get a judge who's a real hardass with teen offenders, then being tried as an adult would be preferable.

Ancient Being (400 KP): Your childlike form is but a shell, a hollow vessel containing a being more ancient and terrible than most mortals are willing to admit could exist. No mere goblin child, you are a Forest God. No mere hellspawn but a terrible Archfiend. No minor spirit but a King of Ghosts. And if you're an angel, well, you've probably heard the phrase “biblically accurate” a few times. All Supernatural powers gained from this jump, excluding the capstone perks, which are altered separately, have their potency as measured by breadth, depth, and complexity increased by an order of magnitude. Furthermore, you can be assumed to have already mastered all of your powers from this Jump. When determining your age when it comes to powers and abilities that improve with time or age, multiply your age by 100 after taking in all other considerations, though you still count as your true age, or apparent age, as the case may be, for powers that can only be learned when young. This perk also serves as a Capstone Booster.

A Glimpse Of My True Form (600 KP): You're not... *really* a child. No matter how much you look like one. You're something else. Why not show it from time to time? By itself, this perk simply lets you manifest appropriate physical features to your nature in this Jump as needed in order to gain an appropriate advantage, such as natural weapons, wings for flying, or fusing your legs into a tail for swimming. However, depending on your nature, it may also let you use your other perks with a greater degree of focus—a nature spirit or demon in the form of a dragon may find exhaling a cone of flames more effective than conjuring fireballs in some contexts.

Boosted: Or you can just straight up assume your true form, be that a horned forest king, an infernal wyrm, a being of wings, eyes, and radiance, or something squamous and covered in teeth and tentacles. Or just yourself, but spookier. While in this state, all of your supernatural abilities are increased ten times over, and you, by default, possess whatever features you chose to be able to manifest from the base perk all at once and enhanced to a similar degree.

Welcome to My World (600 KP): You can bring a small speck of your nature with you and impose it on your environment. A Changeling may inspire natural phenomena through conscious thought, while a Hellraiser may impose hellish conditions, or a Starspawn might alter the gravity or atmosphere of an area to match their home planet/dimension. The visual changes of this are subtle, but the tangible effects definitely give you a home-field advantage. Your area

of effect starts with your immediate vicinity, but with time, it could expand to cover an entire city. Unlike Environmental effects, this is a conscious application of your power rather than a passive effect, though the two perks do have a synergistic effect with each other.

Boosted: You reject their reality and substitute your own. In addition to the above, you can push aside the bounds of reality and impose your nature in its place, effectively turning the area into your own fairy kingdom or slice of Hell. The effects are similar to but much more extreme and notable than the above; think of the difference between the foggy town and the dark world in *Silent Hill*. Your range limits are the same as the base perk, but maintaining this state is more strenuous. Even an ancient being such as yourself would need further training to maintain it indefinitely without devoting your full concentration to it.

Changeling Perks

Made Of Stories (100 KP): Your kind are associated with and to a degree are kin with myths, legends, fables, and the like. You can interact with cliches, tropes, plot beats and the like that you notice in your life in order to draw power from it, such as increasing the likelihood of victory in your endeavor by deliberately framing yourself as the protagonist of an appropriate genre of story, guarantee the smashing success of a single action by getting its odds of such to *exactly* one million to one, facilitate the teaching of skills to another by adopting the mannerisms of an eccentric mentor, and easily goad a villain into a long-winded monolog where they rant upon their motives and methods to a seemingly captive audience. Alternatively, if you'd rather avoid the narrative going a certain way, you can deliberately act against such tropes, like, say, double-tapping the homicidal maniac to eliminate any chances of him getting back up for a last scare or returning from the grave in a year or two to finish the job. As a bonus, this makes you well aware of narrative forces, literal or metaphorical, at work in your life and grants you a degree of resistance to the same.

Embodiment of Nature (100 KP): Choose an element, such as one of the western four or the eastern five, or something less tangible like light or darkness, or else a type of environment/biome such as the Arctic, the forest, the subterranean, or else one of the seasons like spring or fall. You find yourself perfectly adapted to surviving in associated conditions and with minor powers associated with it, such as a subterranean goblin's ability to see in the dark and manipulate the earth. Your exact choice will influence your exact powers: someone with the element of ice will naturally have powers over ice and resistance to cold, but so will someone with an association with winter... However, the powers of winter would also include power over the associations with the season, such as the harshness of the wilderness at that time of year, or the joy and kindness of the winter holidays. The more broad your chosen themes, the less potent your individual abilities. This may be purchased more than once, but Changelings only get the first purchase for free. After that, they pay full price.

Maker of Deals (200 KP): People make pacts with the Fair Folk or swear oaths by pagan gods at their own risk. Any deal someone makes with you, whether they intend it or not, is supernaturally binding. As is any oath they swear in your name. You may, if you so choose,

impose supernatural conditions or consequences proportionate and appropriate to a given deal or else for failure to uphold it. Something minor like “I’ll lend you twenty dollars if you pay me back in a week” might carry a curse of bad luck in financial affairs should your contractee fail to pay you back, while someone swearing “I will do such and such or may I be struck dead” or someone inflicting some horrible breach of trust upon you after swearing not to may face dire consequences should you choose to enforce them. If you agree to do something for someone else, you must abide by your own agreement in order to impose supernatural consequences upon others, but you are only required to abide by the letter or the spirit, not both. You are free not to enforce such consequences if you choose, and assuming your contractee is still alive, you can revoke such consequences at your leisure. You know instantly if someone has sworn an oath in your name, or if an oath sworn to or a deal made with you has been broken.

Kin to Beast and Bird (200 KP): Animals either love you or fear you. Or both, depending on the specific creature, if that is your preference. Either way, you need never fear being deliberately harmed by denizens of the animal kingdom. Furthermore, you can communicate with all living things, though how well they can speak back is limited by their intelligence. And you can easily befriend and tame any creatures with which you have an affinity. Go ahead, have a loyal pack of wolves guarding your lair.

Make a Wish (400 KP): Fairies, djinn, and sometimes even dragons are associated with the granting of wishes. This perk’s effects are twofold. First, you gain phenomenal magical powers. Now, these are not discrete spells per se, but effects you evoke in acts of will akin to high-level probability manipulation or moderate-scale reality warping. There are hard limits to this, 1: You can’t directly kill anyone with it, though, keyword, directly. 2: You can’t create, manipulate, destroy, or otherwise interfere with true love. 3: While you can heal people and resuscitate those who are ‘only mostly dead,’ you cannot bring back someone who is well and truly gone... Well, you can try, but it’s not pretty. 4: No matter how potent your powers are, you cannot affect beings who are more powerful than you without their consent or cast effects that alter the nature of the world or its history. No “making someone the ruler of all of existence in perpetuity” or the like. Beyond that, your limits are your skill, will, and imagination. The second effect is that, if you are acting to manifest someone’s wishes, whether they intended or expected their wish to be granted or not, you find that any application of any of your supernatural powers that apply is far easier than it otherwise would be, though your hard limits remain the same. It is up to your discretion how well you abide by the spirit or letter of such a wish, as long as you don’t completely ignore them both.

Part of The Cycle (400 KP): Nature flows in cycles. Winter into spring into summer into fall. Weather changes in patterns across the world. The moon pulls water and influences the tides, etcetera. You’re part of this cycle, which has a number of benefits. First and foremost, you know intuitively what the weather is like and what it will be like weeks in advance, barring unnatural alterations. Second, while natural disasters may prove inconvenient and artificially induced weather phenomena will still prove an issue, you will never be personally harmed by any naturally occurring weather phenomena, be that a rainstorm or a solar flare, nor by things such as earthquakes, floods, or forest fires. Third, you are particularly sensitive to disruptions to the

natural cycle within a few miles of your location. The existence of, say, a weather control machine, or a factory producing excessive chemical pollution. Fourthly, your supernatural powers will never cause unintended disruptions to the natural cycle. Finally, you may find yourself passively drawing energy from the natural cycle, doubling the rate at which you regain your stamina or regenerate your internal reserves of energy, and, conversely, your own excess energy will bleed off and have some beneficial effect on the environment around you.

Eye of Fate (600 KP): You can see the future; you can change it around some, too. By taking a moment to concentrate while staring off into space, you can see events yet to come, possible futures. At first, you'll be limited only to a few years into the future of people and places nearby, but eventually, you'll be able to read the fates of entire nations centuries in advance.

Additionally, if there is some bit of prophecy or destiny in place, you can easily discern the full details of it. Of course, in the absence of destiny, all you are seeing is possibilities, so if you are so inclined, you can avert your own visions via your own actions or by warning others, though you have no way to make them listen with this perk alone. As an aside, any mundane attempts at fortune telling, such as tea leaves, tarot, or palm reading, you try will tend to yield accurate results.

Boosted: You aren't just some oracle, you weave fate itself. When you see something with your future vision, you can declare that it will come to pass, and, barring the conspiring of another fate-weaver, it shall come to pass exactly as you saw, despite the actions of anyone else. You may also, to a lesser extent, place blessings or curses upon someone, and fate and chance will conspire to see them come true, though, without a specific prophecy in place, a vision to tie it to, such effects are weaker and not guaranteed to be exact. Finally, you can just ignore any prophecy or prescribed destiny imposed by others, be it other fate weavers, the machinations of Fate itself, or even the decrees of an Omnipotent God. Go ahead, kill the tyrant prophesied to never die at the hands of another. What's he gonna do about it?

Let It Go (600 KP): The big leagues. While you may have had command of the elements without this perk, with this, your power is unparalleled. Choose an element. If you have the Embodiment of Nature Perk, you must choose the same element for both perks or at least related elements, such as "ice" for someone who is an embodiment of winter or 'plants' for a champion of the forest. You can conjure and manipulate this element on a mass scale, creating it ex nihilo or drawing it from your vicinity as needed. To start with, you'll be able to affect your immediate vicinity, maybe something the size of a ballroom, but with time and practice, you'll be able to flood an entire city or bury a small nation in snow. You may purchase this more than once, but only the first is discounted. This synergizes with any elemental powers granted by Embodiment of Nature.

Boosted: First and foremost, your powers over your chosen element are uncapped. While your "mastery" of it is at the levels described above, you can continue to grow beyond that indefinitely with time and practice. Second, your abilities are more versatile. Whereas before you might have controlled the winds, now you can control the weather entirely, or otherwise touch upon elements related to your own. Finally, your powers do exactly what you want them to and are not subject to natural effects that would contradict them. Should you curse a nation with eternal winter, no amount of drought or global warming will halt the snowfall, even if the ground

a single step outside the border is sunbaked sand, and there is no moisture in the surrounding area, regardless. Maintaining such a thing is effortless for you, but will only happen if you so desire—you won't accidentally freeze a town if all you wanted to do was give the people a white Christmas—and can be reversed at any time, allowing nature to take its rightful course. You may also, if you so choose, set conditions that will break the effect—anything from set time limits to specific tasks that must be performed by specific individuals.

Hellraiser Perks

Please Allow Me To Introduce Myself (100 KP): You know what they say, evil is cool. You have an effortless sense of style and class about you that leaves you always putting your best foot forward, presenting yourself in the best way for how you intend to do so, and making a good, or at least memorable, impression. Additionally, you'll find that your clothes always sit on you just right as if they were perfectly bespoke, and furthermore, they are always pristine unless, of course, 'ratty' or 'strategically stained' is the intended style.

Every Cop is a Criminal (100 KP): And all the sinners, saints. You can sense, intuitively, what people don't want the world to know about them. You can almost literally smell the corruption in a crooked politician or a dirty cop, and, conversely, the fact that the Hells Angel collects ceramic unicorns or that the Mafia Kingpin secretly funds a panda sanctuary is obvious to you. This is particularly effective with repressed desires or things that they themselves deny about themselves.

I Bet You Didn't Know It (200 KP): That's a lie; it is a *ridiculously* common thing to associate devils with music. Fiddle playing, pretty much every genre of music even loosely derived from the Blues being called the Devil's music and associated stories of people selling their souls at the crossroads for guitar lessons from Old Scratch... You are a master of all forms of musical expression. Singing, all manner of instruments, all styles of dance. You have perfect tone and pitch and an instinctive mastery of rhythm. Incidentally, you can conjure instruments from appropriate elements, such as shadow or brimstone, and then dismiss them again as needed. As for how good you are at music... Well, a solid gold fiddle would weigh hundreds of pounds and sound crummy... For anyone but you.

If You'd Care To Take a Dare (200 KP): Now that you know what darkness(or lack thereof) lies in the hearts of man... What are you gonna do with that knowledge? You're an expert in social situations and a master manipulator. In particular, you're very good at convincing people to let out their true selves, accept parts of themselves they reject, or indulge in their secret desires. This can be done for good or ill, mind you—you're just as capable of bringing two people who are desperately in love with each other to admit their feelings and find happiness together despite what society thinks as you are leading a man into sin. Or you can just forgo subtlety and outright challenge people based on their values, i.e., playing to a musician's pride to try and get them to do what you want. Do note that this isn't mind control; you cannot override free will. Someone who has a good reason for not indulging in such things may not only resist your

temptations but may find their morals and convictions growing stronger for it... Of course, that might be what you had planned all along.

The Nature of My Game (400 KP): People find it difficult to place your motives. Are you just screwing around? Trying to test people? Up to some evil scheme? Have you been the real hero all along? No one knows until the whole thing has come to its conclusion, and sometimes not even then. You're also an excellent liar, able to tell the most ridiculous tall tales with a straight face and overwhelming confidence.

Fire On The Mountain (400 KP): Run boy run! You have a talent for the creation of fire and brimstone and the like. Specifically, Hellfire. This is a sort of supernatural flame that requires no fuel to burn and can consume anything, flammable or not, up to and including immaterial objects such as magic or souls. Even when restricted to the purely physical, this stuff burns far hotter than any mortal flame and will tear right through any resistance or immunity to fire that doesn't originate from a supernatural source at least as powerful as you. By default, you can only conjure small balls or streams of the stuff, but any *other* powers of heat and flame you may possess can be upgraded to produce this hellfire, and this perk can be combined with any other perks that grant you supernatural fire powers in order to incorporate their effects together. Your Hellfire will only burn what you want it to burn, mind you, and naturally, you can snuff it out at will.

Looking For A Soul To Steal (600 KP): And willing to make a deal. You can make pacts with people in exchange for their souls. You don't necessarily have to be able to personally fulfill the deal; if it's something like sponsoring them in magic or the like, it would help, but it would tap your raw power to provide the sponsorship if you had no other way. As long as your contractees are willing, the only hard limit is your raw power and a restriction against overtly warping reality or changing history, unless, of course, you already possess such abilities yourself. Note that, unlike a fae, you aren't strictly bound by letter or spirit and can twist both far beyond the breaking point by, for example, killing a man and using his blood to pen a poem or paint a portrait to grant his desire for immortality. Souls obtained in this manner can be used for whatever purpose you're capable of using them for.

Boosted: Or you could keep them here, your own little realm within your soul, where you can store any that you collected, with the above perk or otherwise. Simply having souls in here gives you a small boost in raw supernatural power per soul, proportionate to the overall power of the soul, with souls that are particularly pure or particularly sin-soaked giving a particularly large boost. You may also, at your leisure, sacrifice this boost in power to incarnate one of your acquired souls as a minor demon—effectively a demonic version of their living self with any of your own perks and powers you're willing to share with them—to serve you or, in the case of *particularly* wicked souls, devour the soul entirely, unmaking that being or rather making them part of you to gain all of their raw power (plus that bonus for sinful souls scaled up appropriately) and any special mystical, conceptual, or divine abilities they may have possessed. The exact makeup of your realm is up to you and can be paradise, punishment, or both as you desire. You have objective control of its atmosphere and topography and can change both on a whim as well as create and arrange architecture. You're the objective and absolute ruler and can both

project yourself into it mentally and physically enter it at will. You must leave your personal realm in the same location in the real space that you entered it. Additionally, you may also claim the souls of anyone you've led into temptation for good or ill, whether or not you made a deal with them.

I'll Lay Your Soul To Waste (600 KP): You have dark powers, things meant to harm or control others. The basic most are curses, inflicting sicknesses or bad luck on others—do note that this is more about hurting than killing. Even a curse of death is likely to cause cancer or organ failure, something long and more unpleasant than something immediate. More directly, simply blasting people with dark energy. This scales to your overall power level, but to start with, you could easily wreck a small car with a well-placed shot. Finally, by focusing on someone in your immediate vicinity, you can overshadow their will and puppet their body, controlling their actions completely while their conscious mind is helpless to do anything but watch. Should you be feeling merciful, you can make them unconscious for the duration. This can be resisted by an act of will, especially by those with a particularly strong or pure soul, but once control is established, they are yours until you let them go or something breaks your concentration. Once you control them, you no longer need to be in their vicinity, but the further you get from them or vice versa, the harder it is to maintain concentration on controlling them. You can control one such entity at a time.

Boosted: You can curse entire cities at a time, fire much more potent blasts of dark energy, enough to take out a city block, and control a dozen individuals from miles away with ease. Furthermore, those whom you seize control of remain tainted by your essence, finding themselves over time more and more likely to act in your interest or in ways you would like them to, and rationalize the changes in their behavior. This can be reversed with exorcism or spiritual purification rituals, but only if the subject is aware of the corruption, is not in denial, and genuinely wishes to be purged of it. However, if you don't wish to corrupt a given individual, such is within your power to prevent.

Remnant Perks

Of The Grave (100 KP): So here's the thing.... You're Dead. But you know, not a big deal for you, given that you're still walking around. Things like your organs functioning properly, your brain being intact, having air in your lungs, and all of that? Yeah, you don't need it. If you're a zombie, you could eat your own brain on a dare and then carry on without any loss of cognition or change in personality because it's just dead meat at this point. You can ignore physical pain and keep pushing your body to function even when your limbs are shattered, and flesh is stripped away... as long as it's conceivable for you to be moving around, you still can. Likewise, since you're dead, you can't die again. Having your body rendered utterly nonfunctional or destroyed completely counts as 'death' for any death-activated abilities or One-Ups if you want it to, but it doesn't hamper you in any regard. It's not a chain failure, as you can just persist as a disembodied spirit. In this state, you are intangible and invisible, barring abilities that allow spirits to be seen, but you can use your supernatural powers to interact with the material world if at all possible. If so much as a drop of blood, a shard of bone, or a scrap of flesh remains, you

can be restored to corporeal form via sufficiently powerful means of healing, including any regeneration perks you may possess.

Fright of Their Lives (100 KP): You possess both a mysterious aura about you, which can be alluring or intimidating as you prefer, and great skill at intimidation of all sorts. Additionally, you have several skills and minor supernatural talents meant to help you scare others, including but not limited to jump scares, the jerky-Japanese-ghost-walk, throwing your voice, relocating people's phones and keys, making mysterious creeks, squeaks, moans, and groans, lowering the ambient temperature, and so on.

Much More Unique (200 KP): Is this a magical power, or is your body made of ectoplasm? Either way, the results of this perk are that you can turn invisible at will, phase through solid matter, and levitate under your own power as quickly as you can run. With time and practice, you may find yourself developing the ability to become nonsolid or immaterial substances like smoke or shadow, make nearby objects throw themselves around or spin around you in a vortex, or skitter up sheer walls as if you were a spider. If, for whatever reason, you still need to breathe, you can go a decent amount of time without doing so.

Mmmmmm... Blood (200 KP): A number of undead creatures feed on the literal or figurative life energy of the living. You may, by pinning someone down and biting them, suck out their vital energies. If they have internal energy reserves of the appropriate type, or otherwise have a literal 'life energy', then you'll drain that first, but if that's empty or they have no such literal energy, then you'll be sucking out their blood. Doing this heals your wounds, restores your stamina, and replenishes your own internal energy reserves. If someone is willing to let you feed on them, then the process becomes far more efficient, to the point that you could fully restore yourself from near death on only a few mouthfuls of blood, less than what gets taken from a donation. Otherwise, if you're reduced to literal blood-sucking, you're gonna be messing someone up even if you don't kill them.

Say My Name (400 KP): Whenever someone says your name, or a title you've chosen for yourself, you will immediately be aware of it. Your name, not the name of someone else who goes by that name, so if you have a common name, you won't be pinged every time someone says Tom, Dick, or Harry. When you become aware of someone speaking about you in this manner, you can either teleport to their location (optionally in a thematically appropriate way, like appearing as a reflection or on a screen before crawling out, or as a cloud of some substance you can turn into) or invoke your supernatural abilities on them or their surroundings remotely. You may optionally put rules on it, such as "say my name three times in a row, it must be spoken unbroken" or "chant my name five times while looking into a mirror," which both limit the scope of the perk to those who deliberately invoke you... But also gives you far more leeway when using your powers on or around those who do, bringing your full power to bear as if you were there in person or punching through a defense they may have had against that type of power. They asked for it, after all. You may change or remove the rules once per jump, or at will post-chain, and at the start of each jump, you may optionally be the subject of an urban legend akin to Bloody Mary, something relatively well-known in your starting area.

I Swear To God I Will Haunt You (400 KP): Of course, maybe you don't want to wait for someone to call you. You can designate up to as many people as you can consciously obsess over, and who you have met in person and know as a person, instead of just a name and face. You are always aware of their exact locations, general emotional states, and so on. Your skills at tracking and all forms of locomotion improve by an order of magnitude when chasing, hunting, stalking, or otherwise trying to reach their location for good or ill. Additionally, your senses supernatural and otherwise are twice as strong when it comes to finding traces of them, and physical barriers between you are easier to navigate. If you have both this perk and **Say My Name**, then their triggering that perk makes them subject to this one, and someone under the effects of this perk counts as having said your name by whatever rules you impose any time they think of you.

Lord of the Dead (600 KP): An eternal existence of undeath could get lonely, so why don't we help set you up with some... friends? Colleagues? Servants? Undead creatures find a kinship with you, and you can easily convince them, particularly the less intelligent variety or those who are weaker than you, to become your servants, Followers, or Companions. Beings who attach themselves to you find themselves more lucid and rational and better able to avoid compulsions on their behavior—a ghost avoiding repeating the actions that preceded their death or a vampire resisting the urge to flee at the sign of a religious icon—though only if such things are compulsions. Speaking of ghosts, you can take the place of whatever anchors, fetters, or unfinished business a ghost may have. Even if you never encounter another undead creature, minor spirits of death flock to you, such as lesser poltergeists or shadowlike entities in the forms of bats, and they are eager to assist you in minor ways, such as being an extra pair of hands or pulling your chair for you.

Boosted: Whereas before you had a handful of spirits, now you have dozens flitting about acting as assistants, maids, valets, and butlers. In addition to being good at convincing undead beings to join you, you can raise them up yourself, calling up restless spirits with a word or reanimating entire graveyards with a gesture. Additionally, people who die in your presence, if willing, have good odds of becoming a creature similar to yourself afterward, albeit only possessing minor, generic powers, and you may guarantee such a transformation if you kill them yourself in an appropriate way, though they do need to consent for it to work. You may take any one transformed in such a way as a Companion for free, and reanimated bodies you call up are automatically your Followers.

Princess of the Night (600 KP): The Darkness is your friend and most faithful servant, as are the creatures who dwell within it. Nocturnal creatures, assorted vermin, and stereotypically 'evil' creatures like wolves or bats will never deliberately harm you unless compelled, though this doesn't apply if they are sapient in their own right. This even applies to supernatural creatures like werewolves, assuming that they aren't sapient when transformed. Dark and foreboding places, such as a haunted forest or an abandoned playground, are comforting to you. Additionally, you can see perfectly even in the total, absolute absence of light. Furthermore, when in any area describable as 'dim' or shady, or darker, you are always at the top of your game: In all regards, you'll give your best possible performance, express your skills to the best

of your ability, and all of your abilities will be fully functional to the most optimal level. Finally, you're a master of stealth and moving silently, especially in the darkness.

Boosted: You can, at will, absorb all of the photonic energy within an area the size of a ballroom, creating a zone of absolute darkness through which nothing but you or those with similar visual abilities might see. As long as you concentrate on this effect, no amount of light can illuminate this area unless you will it or it originates from an explicitly supernatural source more powerful than you. This not only ensures that you are at the top of your game while hampering your foes, but it also negates the effects of light-based weapons or powers. If you have **Mmmmm... Blood**, you can use absorbed photonic energy as if it were half its value in life energy; otherwise, it is merely negated. Finally, you can share the non-boosted effects of this perk with any allies you may possess and reclaim that gift at will.

Blessed Perks

Pure (100 KP): You're pristine, in mind, body, and soul by default. Furthermore, you cannot experience any form of infection, corruption, or other form of being sullied, be it physical, spiritual, psionic, memetic, conceptual, or otherwise. Nor are you subject to the effects of any kind of drug or toxin, though you may still take such things for recreational or medicinal purposes and experience their desired effects, if it is by your own will, and you will suffer no negative side effects from doing so, and can end any state of intoxication that ensues reflexively if needed. You always count as being 'pure' and "good" for supernatural purposes, unless it's defined in some highly esoteric or specific way like being "pure evil of heart."

Be Not Afraid (100 KP): You are potentially a very frightening entity just with purchases from this Jump alone, let alone those that came before and that might come after it. With this perk, you'll never scare someone unless you actively want to. Additionally, you're very skilled at putting people at ease. You could show up as some horrible monstrosity made of nothing but layers and layers of eyes, and not only would you not frighten anyone if you didn't want to, but you could calm down people who were already panicked before your arrival.

Shepherd's Crook (200 KP): You are capable of exceedingly great patience, empathy, and kindness. While still capable of the full range of emotions, capable of hatred or even malice, when you choose to display benevolence, it is nearly infinite. Because of this, you can figure out anyone's motivations and befriend, rehabilitate, or help anyone who is at least somewhat willing. Furthermore, you'll find that you can intuitively figure out just how to go about that most optimally.

Avenging Sword (200 KP): When the time comes, you are capable of serving as a living holy weapon. Not only are you... surprisingly skilled at hand-to-hand combat and the use of archaic weapons, but your mere touch causes severe pain to fiends, the undead, or other creatures of supernatural evil—and this extends to mental, spiritual, or conceptual contact as well. Weapons, attacks, or powers you wield more easily pierce the defenses of and inflict greater damage to such beings, or defenses based on the same sorts of properties, and always count as 'holy

weapons' if that is relevant and to your benefit. If it is at all relevant, you are immune to your own holy power, and you can apply these effects selectively or turn them off reflexively if need be.

Healing Hands (400 KP): By laying hands on someone, you can heal them of any physical ailment up to and including terminal cancer. There is no limitation on what kind of infections this can cure: bacterial, viral, fungal, parasites, both macro and micro, prions; it can cure anything. Even if the subject is mere moments from death, your touch can restore them to perfect health and eliminate all traces that they were ever ill. You may also mend even the most grievous of injuries with the same touch and have no limits to how many wounds and maladies you can heal at once. You may heal disabilities as well, such as blindness, deafness, organic mental illness, or missing or paralyzed limbs, but only if the subject is willing. It also cannot cure something that isn't technically a disease or disorder, though comorbidities are free game.

Holy Light (400 KP): At will, you can emit divine radiance, be it to light the way of others with a gentle glow that makes them feel comforted, strike fear into the heart of evil with a searing flash, or smite the wicked with holy laser blasts from your eyes or hands. Your control of what form the light takes is relatively open-ended; a will-o-wisp-esque ball of light under your control is just as viable as a glow emanating from your body. In terms of offensive applications of this power, by default, you may only produce relatively minor manifestations of this evil-harming Holy Light, but any other means you have of producing weaponized light or radiance can be upgraded to likewise possess these properties.

Mysterious Ways (600 KP): You've got some pull with the Powers That Be. Things tend to go your way to a frankly implausible degree. If the orphanage needs money to stay open, you might just so happen to stumble across the Mayor's lost cat, and should you find yourself trying to get said cat home, you'll find that only deliberate enemy action can inconvenience you and that your act of kindness will be met with significant financial reward. On the other hand, if you just want ice cream, you may find that you're the one-millionth customer at that particular institution and thus receive the extra-large cup for the price of a small cone. Generally speaking, the more selfless or benevolent your goals and the more kind your methods, the more fate and chance will bend in your favor, but you'll always have significant good luck and never any bad luck. Note that this is never in the form of anything explicitly supernatural. As far as even the most stringent of examinations can decipher, it's merely an extremely fortunate set of coincidences.

Boosted: It's still not explicitly supernatural, but it stretches disbelief. Should you, your loved ones, or someone in your care fall off a roof, then the landing will be in exactly the most optimal way to avoid or minimize harm, even if only because a week prior, someone mistakenly ordered a trampoline and the mistaken order was assembled right where they'd land just before they fell. If the roof of your house caught fire somehow, a flash rainstorm would put it out before any real damage occurred, and then clear up just as soon as it appeared, with no lasting effect on global weather patterns. And you'll always, by some miracle, find yourself right on time and right where you need to be. Still, not even the most diligent and suspicious of people will be able to find any evidence that this is anything but pure luck.

Scourge (600 KP): You know... Angels aren't always nice. An argument can be made that an angel is just another kind of monster that just happens to work for the good guys. You can bring... Misfortunes down on others, in an area the size of a city or even a small country. What kind of misfortunes, you ask? You know, plague, famine, hoards of insects, turning water into blood, the death of the firstborn child of every family. Things on that general level, feel free to get creative. You *are* allowed to selectively exclude people and places from your wrath via qualifiers you place at the time, such as if they belong to a certain group or perform certain actions to protect themselves, or if they repent for whatever actions angered you, so... Or as simple as sparing anyone that you would consider to be innocent.

Boosted: Or you can deny them the chance to repent and just destroy the city altogether. What form this takes can vary from natural disasters to outright "miraculous" things like balls of flame from the sky or hyper-focused beams of sunlight. Regardless, unless it can withstand destructive force on the level of the full power of a hurricane or a nuclear detonation, the only things that survive will be what you choose to spare.

Starspawn Perks

Cuckoo (100 KP): You're a long, long way from home. It might help if you could convince some locals to take care of you. You're very good at presenting yourself as harmless, innocent, and in need of friends, family, or protectors. There's also a mild "someone else's problem" effect about you that makes them overlook your oddities up to and including mild lawbreaking, but no overt mind control, so do something too extreme or let up on the act, and they may still see through to the real you.

Big Brain (100 KP): You are... abnormally intelligent. Like, if an average human is a 2020s-era PC running the latest version of Windows, you're a quantum supercomputer running on a custom bug-free OS. While this mostly manifests in the form of direct processing, storing, and retrieving information as well as direct problem solving, this does have a notable effect on other aspects of intelligence, such as emotional intelligence and wisdom as well. If it can be even remotely considered an application of intellect, you are noticeably greater than the greatest real-world humans in that field to a significant degree. As an aside, this makes it rather hard for mind readers to navigate your mindscape without your assistance, if that is ever relevant.

Forbidden Knowledge (200 KP): You... Know things. Things not meant for mortal kind. Highly advanced esoteric science that borders on magic, understanding of high concept physics that might as well be, or just flat out *is* conceptual, arcane secrets of the universe, hidden patterns underlying the collective subconscious, the list goes on and on. How well you can apply this knowledge is dependent on your intelligence, relevant skills, and resources, but even the basics would be revolutionary in the right hands. This knowledge updates per jump, retroactively if need be, and synergizes very well with other knowledge-granting perks or perks relating to applying what you know. There are no consequences to you having this knowledge, so don't worry about driving yourself insane or alerting some secret keeper.

Popping Up Where You Shouldn't (200 KP): You've got something of a talent for that. Whenever you are not being observed, you may, by simply willing it, appear at any other location that you are aware of, with the caveat that it must be safe for you to do so, and you will never appear in someone's direct line of sight. If it were impossible to meet one or both of these conditions, the attempt fails harmlessly. A live camera feed or someone scrying the location counts as line of sight, but recordings meant to be watched later, and non-visual surveillance do not.

Powers of The Mind (400 KP): You're Psychic. To start with, your abilities are rather limited to some mild tactile psychokinesis, allowing you to more easily lift things, and a form of extrasensory perception that makes you vaguely aware of when and from where there's an immediate threat to your being. However, your psionic abilities can be trained up, seemingly without limit, in a broad variety of ways: Your psychokinetic abilities could eventually branch out into proper telekinesis, perhaps even manipulation of one of the fundamental forces, but it could just as easily become an aura that protects you from harm and bestows superhuman strength, or perhaps you'd prefer to focus your psychokinetic energy through your eyes in the form of piercing beams of focused heat and radiation. Likewise, your extrasensory abilities could eventually evolve to mind reading and from there to mind control, or they could just become an ability to "see through" solid objects or view distant places and things. Or all of the above, if you're willing to put in the work.

But a Reflection (400 KP): That which exists in physical space isn't your true self. Even your so-called "true form", should you have one, is merely that which can exist in traditional three-dimensional space. Your true self exists in a private extradimensional pocket, incomprehensible to three-dimensional beings, which can never be breached. Unless slain by some kind of "kill it and keep it dead" effect, soul-destroying curse, a multi-dimensional attack, or a spell that kills the original being by destroying its avatar, the loss of your physical body is no more significant than trimming a fingernail. A mortally wounded avatar can be repaired in 24 hours of rest, or a totally disintegrated or worse one replaced entirely by a week's worth of the same, though enhanced regenerative abilities may shorten this time in both cases. In the event of total bodily destruction, your new Avatar must appear where your old one died. As your private realm is unbreachable, your true body is never any more vulnerable than your Avatar.

Silver Key (600 KP): The fabric of space-time itself is putty in your hands. It's trivial for you to warp distances or bend, compress, or stretch objects in your vicinity without undermining their integrity, and putting things right again is equally child's play. Likewise, minor but perceptible changes to the flow of subjective time, such as slowing others down or placing yourself or your allies in a state of bullet time, are simple enough. When you've mastered this power you may, as a feat of will, perform such tasks as stopping time entirely within an area for all but those you choose to exempt, create portals to far distant locations that may be used for safe travel or just create temporary singularities with which to dispatch foes and obstacles via such nasty things as spaghettification or compression to a singular point which takes a subjective eternity due to relativity.

Boosted: All of the above becomes much easier for one such as yourself, and your area of control is greatly expanded from your mere vicinity to roughly a city block, which can expand outward with further practice. Furthermore, you to a degree transcend such concepts as time and space, allowing you to, via some esoteric high-order manipulation of physics on a level that may be considered magic or conceptual in nature, bilocate, appearing in as many locations as you can focus on at given time, all of which are equally “you” and who share all knowledge and thought so quickly that “instant” seems infinitely too slow, though this will make any powers that require concentration more difficult. The destruction or death of any such duplicate causes it to cease to exist as if you had stopped concentrating on it. If you have But a Reflection, then you may instantly replace a slain or destroyed Avatar or, conversely, have no Avatars active at all until you elect to have one appear in either a property you own or a location recently occupied by an Avatar.

Abomination: (600 KP): Your Internal Anatomy is... weird. Organs where they shouldn't be, cell structures that don't match the kind of creature you're supposed to be, things that don't occur in any terrestrial organism, and a frankly disturbing fluidity. First and foremost, any attempt to analyze or replicate your anatomy, genetics, or any other aspect of your biology automatically fails. People trying to examine aspects of your biology will be confused at best or horrified at worst. Additionally, the fluid nature of your anatomy allows you to easily adapt to new environments, disguise your appearance, or even produce tools or weapons from your body. Your True Form, if you have one, is protean and visceral, able to manifest a wide variety of features.

Boosted: You have absolutely perfect control, reflexively and consciously, of your body and every function of it, down to the atomic level. You can function even if you are reduced to a liquid state, slithering across the ground like a slime, and can enter such a state and return from it at will. So magnificent is your control and so protean your form that any part of your body can be almost anything as long as it is composed of the atoms found in a living creature, even if they shouldn't be able to connect or function as such. You have organs whose functions defy the convention of science, such as a digestive tract that lets you absorb knowledge or memories by devouring a creature's nervous system and a gland whose fluids cause horrific, monstrous mutations in those exposed to it, but only if you actively want it to, otherwise it might as well be spring water, among other such things. Your True Form, if you have one, is absolutely horrifying to see.

Items

Home (Free): A place to live, which can be attached to your warehouse or placed down in an appropriate location in the world. It matches your Origin and scales up in terms of size and amenities with your basic wealth level, though it always maintains your basic needs, and it won't scale down if you face a sudden loss.

Threads (100 KP): Clothing, appropriate to your origin. Be it a single outfit, a fully stocked wardrobe, or just some accessories, as suits your needs and sense of style. It's all comfortable,

custom fit, self-cleaning, self-repairing, and has a toggleable perception filter for if you need people not to question why you're wearing a toga made of leaves or a long white burial gown.

Kingdom (400 KP): Or, well, a fiefdom might be more appropriate. What you have here is an area the size of a small American city, themed as appropriate for your nature and origin, and with appropriate, loyal inhabitants such as unnaturally intelligent, docile, and friendly woodland creatures for a Changeling or a gaggle of ghostly ghoulies for a Remnant. You can attach it to your Home, allowing it to be accessed in some manner through it, or to your warehouse as an attachment, but otherwise, it will reside on an extradimensional plane accessed by some ritual of your creation. This 'personal dimension' can only be accessed with your permission. If you have the boosted version of **Looking For A Soul To Steal**, this realm and your soul realm can be connected, or else one and the same.

Changeling Items

Fairy Food (100 KP): You have an endless supply of special little treats, your own personal nectar and ambrosia if it were. The form it may take is up to you to decide when you produce it, which you can do whenever and wherever you wish. When consumed, the taste of whatever food or drink would be the most delicious and satisfying thing to the consumer at that point in time. Don't worry, no one will question why the cookie you just gave them tasted like a steak dinner. If you'd like to leave a trap or play a sadistic prank, you can set a condition where, when someone eats of this without your explicit permission, they'll find that no food or drink but more Fairy Food can satisfy their cravings for a year and a day, but only if you'd want that to happen to the individual. No matter the form your stash takes at the time, it's always perfectly nutritious with no empty calories or 'bad fat.'

Sanctuary (200 KP): A spot in nature, such as a grove in a forest, a cave, a lagoon, or the like, that's perfectly safe and comfortable for you and which cannot be found except by those you invite. Your guests likewise find your little slice of nature hospitable, and any rules for conduct you set will be followed. This is intended as more of a getaway, but can be merged with your Home or similar items if you prefer.

Magic Wand (400 KP): Are you perhaps someone's Fairy God Sibling? This stylish wand serves as a focus for any supernatural abilities you possess and can be freely combined with any other such items you have or gain in the future. In particular, flourishing the wand about as you work your powers can let you apply 'story logic' conditions to the effect you're trying to manifest, which can make the overall effects more potent.

All The Stories In The World (600 KP): A seemingly mundane leather-bound book, small and thin enough to fit in one's pockets and so light that even a child can carry it, that contains every story ever written in any world you visit or have visited in the past, including your home world curated so that you never find a story that would be harmful to you to read or that you would dislike unless you're actively looking for one. Finding an interesting story, or the story of your

choice, is as simple as opening a random page. Additionally, you may enter the story or allow others to do so in your stead, either taking the place of an existing character and experiencing the events through their eyes or as a new character who can interact with the story but not significantly change it, emerging back into the real world when the story is done to find that no time has passed.

Hellraiser Items

It Might Be a Sin (100 KP): But damn does it feel good. You're a 'bad kid,' and as such, you have access to a lot of bad kid stuff. You know, like tobacco, alcohol, drugs, and anything else needed to indulge in the vices of man... Or tempt *others* to indulge, which is their true purpose, though you're free to do so yourself if you want. What you've got is the good stuff, by the way. Cuban cigars instead of overpriced gas station cigarillos or perfectly aged scotch from a good vintage instead of hillbilly moonshine. If you or those you want to have a good time indulge, you'll be spared from addiction risk and all other harmful effects, with the toxins vanishing from your system as soon as the effects end. Anyone else faces the same risks as if they were using any other supply. Your stash never runs out, and its contents can be summoned whenever and wherever. New varieties of these vices are added as you visit new worlds.

Wealth and Taste (200 KP): No beating around the bush, you have infinite wealth. Not infinite money, mind you, *wealth*. While you certainly have infinite funds to draw on and always have pocket cash, this also includes things like stocks, properties, businesses, land, and so on, enough to look, at least on paper, like you're in the top 1% of the top 1%. You also have an endless wardrobe of the most stylish clothes and accessories, everything from bespoke formal wear to name-brand clothes from the hottest designers, which always look good on you or anyone you let borrow from it, and any other expensive-looking clothes from any world or time period you've been to or visit in the future.

Tunes (400 KP): And unfortunately, we must leave the musical references behind, albeit not the music. You have an expansive collection of music from all time periods across the world, including copies of rare records, and the collection expands with every world you visit. From your original world alone, you have everything from folk songs to jazz to country to rock to rap to metal. All genres, all subgenres, any song you have heard or known of can be found here in all forms, physical or digital. This extends to means of playing the music as well, and you can also cause the music to play out of thin air at any volume you want.

Wolfram and Hart (600 KP): Not literally that firm, but it gets the idea across. You have on permanent retainer an entire firm of supernatural lawyers. They know every law, bylaw, policy, and precedent. They know everything about contract law, criminal law, civil law, family law, etcetera. You could murder someone in cold blood and be caught red-handed, and if there's any chance you could get off, these fiends will not only see you fully acquitted but royally screw over the entire precinct of the arresting officer in the process if that's what you wanted.

Remnant Items

Comfy Coffin (100 KP): Casket, sarcophagus, whatever. Normally meant as a final resting place for the dead, this one is a perfect place for you to rest your head. A safe, comfortable, and unreasonably roomy space with no risks to anyone whatsoever to sleeping with the lid closed, even if you still need to breathe. And I can't emphasize how roomy it is in there enough. It might not look like it, but you could have all your friends climb into it during a sleepover, and everyone would still have enough legroom.

Grave Goods (200 KP): People all over the world have or in the past have made offerings to the dead. Flowers, food, money. You might not think of it as such, but what else is the sentimental keepsake laid in the coffin, or set at the memorial, but an offering? You may or may not have people who remember who you were in life, but whenever you need it, you can find that someone has left small amounts of money, a warm meal, or some mundane trinket out that's meant for you.

Cemetery (400 KP): Exactly what it says on the tin. A large but secluded boneyard filled with generic nondescript graves inhabited by generic nondescript cadavers. This can be used to ethically source bodies for all purposes. Additionally, you may find that those you've befriended on the chain but who have passed on may make their final resting place here, leaving their grave available for you to visit... And that enemies may do the same, if you feel like dancing. Or you can just use this as a quiet pace to sit and think.

Book of the Dead (600 KP): An updating book containing all sorts of knowledge about the dead, from funerary rites to beliefs about the afterlife of a given world (and whether or not it's true) but the real payoff is that anything even tangentially related to necromancy or the creation and destruction of the undead in any world you visit or have visited is contained here. Whether or not you can make use of it personally is another matter, but scrambling to find *The Secret of the Darkest Art* or *The Word of Kemmler* will never be in the cards.

Blessing Items

Sacred Fluids (100 KP): Holy water, blessed oils, and the like. Can be used to exorcise possessing spirits, lay blessings of protection down on people or places anointed with them, or to burn the hell out of beings vulnerable to holy things. You have a few small bottles of each that replace themselves after a few moments if exhausted or destroyed, and can always have some on hand if need be.

Friend Finder (200 KP): This device resembles a compass. However, instead of pointing north, it points to someone with a problem they can't quite solve. Someone who could really use a friend. It'll never point you to someone you can't help. Or to someone you wouldn't *want* to help.

Temple (400 KP): Or a church, whatever. This appears to be a place of worship, but matches no known denomination. People in need of help or guidance may find themselves drawn here, where you can appear to them and do your best to render aid.

Emergency Miracle (600 KP): This is a small golden box with a strange runic or glyphic language that nonetheless spells 'open in case of emergencies' plain as day, as far as any observer can tell, etched into it. Once per jump, by opening the box, you can unleash a wave of energy that works a literal miracle. The dead brought back to life without consequence, the power at a prison failing just long enough for the blackmailed governor to call and order a stay of execution for a falsely convicted man, finding a literal snowball in hell for a sick child who has a snowball's chance in hell, Ozzy showing up to bite the head off of a bad guy currently in the form of a bat, *anything* that constitutes a miracle could happen, if it's what needs to happen. Don't use it lightly.

Starspawn Items

Universal Translator (100 KP): A discrete device that, when hidden on your person, not only allows you to understand any language but also translates your own speaking, writing, and even gesturing into languages others can clearly understand in real time. Intent, context, and nuance are always carried through clearly.

Necronomicon (200 KP): A book containing the names, descriptions, and pertinent details of all eldritch entities in every world you visit, including both individuals and species. It's well indexed and clearly differentiates between different versions of the same being from different worlds, and does not count as a record of their existence if there's some supernatural reason why that would be a bad thing to have.

Cultists (400 KP): A dozen or so Followers who worship you as some kind of god. They're a little.... *Off*, but will never do something you'd find untoward. Oddly enough, they're able to easily scrounge up resources for you, like enough connections to own the mayor's office of a moderate city, or large sums of money on a short notice.

Pod (600 KP): Likely how you got here, if you're leaning toward the extraterrestrial side and aren't a drop-in. This is a small ship that can comfortably fit you and navigate intergalactic distances in relatively short amounts of time in a way that compensates for the effects of relativity. A day trip to the edge of Andromeda is within your grasp. The controls are intuitive, and it never needs fuel.

Companions

Childhood Friends (100 KP): For a flat cost, you can create up to eight companions or import as many, or some combination of the two. Companions obtained with this option receive one origin and 700 KP to spend on perks and items for themselves and can take any personal scale drawbacks for more points.

Locals: (Free) Anyone you befriended here who you can convince to come along with you on your chain can become a companion for free.

Drawbacks

Supplement Mode (Toggle): You can freely attach this Jump to any other Jump where the existence of otherworldly children is appropriate... Or you could just be a freaky outside context problem, I guess. I'm not your mom.

Endless Childhood (100 KP): Well, not literally, but still. If you'd like to extend your time in this world somewhat, this drawback will make the jump duration longer by ten years. You may take this as many times as you can handle.

An Actual Child (100 KP): Yeah, for the duration of the Jump, you'll have the emotions and self-control of someone of your apparent age(or the age you chose to start as, if you have some way of changing it other than growing up naturally). Have fun with puberty.

Changeling Tale (200 KP): You've been placed with a mundane human family for some reason or another. Your supernatural powers and items are inaccessible to you at first, but will come back to you over the course of a few weeks after something in your first month of this jump causes your true nature to awaken.

So, The Thing About Changelings (200 KP): Is that things usually didn't end well for the changeling. Classic tales of this genre focused on strange behaviors or deformities or on the changeling being unusually hungry or needy, and ways to 'prove' a changeling wasn't a human child involved starving them, beating them, putting them in the oven... A number of historians posit that changeling myths were stories told to justify, to themselves or others, parents killing (and/or canibalizing) their children during times of famine or euthanizing children who we now would know are disabled or neurodivergent. Regardless of the truth of the matter, your foster parents are neglectful and/or abusive and seem to resent that they 'have' to care for you and that you have needs that need to be met. Escaping them is possible, but the systems meant to protect children are flawed at the best of times, and the law of averages will screw you over if you let it.

Cold Iron (400 KP): Many of the types of beings that your true nature resembles have some vulnerability to reasonably common materials or phenomena, such as religious iconography or objects containing a significant amount of iron. You have one such weakness, which significantly hampers you. This drawback can be selected more than once, but no more than three times.

School Days (400 KP): You have to go to school. You don't have to do well, but you have to not fail. Luckily, it's a magic school for beings like yourself, and you can decide if that constitutes otherworldly children in general or just your specific type. You must be enrolled until you graduate or age out if you're allowing yourself to age.

Fool Days (200 KP): Ooh, sorry. You're going to just regular school. An ordinary American Public School, or its equivalent in terms of monotony and awfulness for non-conformists in other times and places. There's no masquerade requirements; you can be openly fae if you prefer, but you can't use your powers to deal with the mundane problems of school children, trying leads to failure and/or trouble, and it's not a good idea to stand out in these environments.

How Do I People? (400 KP): You have trouble with social cues and remembering what is and is not appropriate behavior. You're never going to forget that it's generally considered rude to eat your friends or what constitutes serious criminal behavior, but missing sarcasm, overlooking that the girl from two lockers down is flirting with you, forgetting not to bring snakes to school? Yeah, it's gonna be rough, buddy.

Family Trouble (600 KP): There's always that one relative. The racist grandma, the creepy uncle, the naggy aunt, the cousin who keeps trying to hide bodies on your property, etcetera. Unfortunately, the equivalent of that for your sort is a might bit worse. You see, out there is a being, similar to yourself, but whose otherworldly powers are greater and whose true nature is more alien. You may be literally related to them or not, but they're interested in you. As an heir? As a snack? Who's to say? Just... Be careful, you never know when they're going to turn up.

Power Lockout (600 KP): You know the drill, not perks or powers from previous jumps, first-time jumpers can consider these points freebies.

Item Lockout (600 KP): No items, no warehouse access, etcetera, if it's your first time, take the points as a welcome to the chain present.

Friendly Faces Everywhere (800, requires **So**, **The Thing About Changelings** and **Fool Days**): Man, your homelife sucks. And School is no help. Wouldn't it be nice if your classmates had a few more people like you? People who understand what it's like to be different, people with... Powers like your own? How would you like to go to school with a witch, a spawn of Cthulhu, a dragonborn, an alien, the antichrist, and a kid from New Jersey? Well, good news, you're starting this jump at age 8-10 and being enrolled in the 4th Grade class at South Park Elementary, circa season 18, rather than going to a generic world. You won't age past 10 for the duration of the jump, since no one else gets older, and other than a guarantee of always being in the 'main' timeline and not forgetting a certain kid's constant deaths and resurrections, you will have to deal with the town's general nonsense for the duration. Good luck making friends with the other weirdos.

The End

Your journey in this world has ended. Would you like to settle down here, return to your original home, or continue your journey into the next reality?

As a treat, if this is your first jump, you may add up to five perks or items that cost 100 points or less before discounts from this jump to your bodymod, presuming that you purchased them. If a perk has prerequisites, the total cost is the cost, and it takes more than one slot.