Jumpchain Compliant

By stupid_dog and friends

In every generation there is a chosen one.

She alone will stand against the vampires, the demons, and the forces of darkness.

She is the slayer.

Or, you know... maybe not? It's not like these old stories are based on hard facts or science or anything. There's not really any reason to send a lone girl off into the world to protect everyone else from monsters. Sounds a little unfair to her, huh?

Speaking of not heading off alone, you might want to take these with you. Sunnydale is quite a dangerous place for regular folks. You'll need to be ready to fend of a few apocalypses.

Budget

These points can be used to customize yourself, and purchase skills, special abilities, equipment, or even new companions. You keep all the stuff you've gained in previous adventures is retained, even thingies that don't make sense. Anything you buy you will keep forever, even if you die before this 10 year trip is over.

+1000cp
Choice Points

Identity

A history in this world will be created for you when you choose from the backgrounds below. This choice can grant you knowledge of the world, and additional skills. New memories and personality can effect your reactions to events, but you retain control of your choices. Companions can be imported freely to your profession or as students.

Spare Key

You're the back-up plan. This body for you out of an extra special energy source so appreciate it. You are one of the few things standing between a god of hell from blending all possible realities and unleashing suffering across dimensions. The mentally ill reconize you on sight as something unworldly. Soon you won't be the only one though, so Glorificus might not come for your head. Proximity to the slayer should keep you safe. On that note you'll be inserted into the family of one of the school attending protagonists as a sibling. Memories of your family will be modified to think you've been here all your life. They're used to your personality, but aren't aware of any special powers you might have. You still have no better idea of who anyone is than before you showed up though.

+ No memories impeding your judgement
- Another key will still show up, evil god wants your blood
- No new memories to help you fit in the world

Age: 12 plus 1d8 0cp

White Hat

Right now, you're a perfectly average student living a perfectly average life. You've very involved in worrying about the social hierarchy of the school - though not so much participating as just wishing you were more of a participant. Not exceptionally popular nor unpopular leaves you in some kind of middle group without any exciting stereotypical labels attached. You aren't involved in any clubs or extraciricular activites. Lack of socialization has left you with a lot of time for schoolwork and you have very good grades. Naturally your parents will expect you to maintain this performance. They are going to become increasingly demanding (or maybe it's just your teenage attitude) and attempt to get you involved more in school activities and the community. Plus they'll pick out new friends for you if they don't like yours (they won't).

-You live in a town full of monstrosities and inept adults.
- Return to high school eductation.

Age: 16
Physical Age: 18 plus 1d8 50cp

Watcher

Raised in merry old England, you have the full training required of a watcher and were considered quite capable to serve as a guardian for a slayer should a back-up be necessary. The male-dominated environment makes it difficult to gain recognition as a woman and you may be accused of resorting to dark magic if you do better than sexist peers. Your high academic performance combined with the authority granted to you has left you feeling quite imperious. Regardless, you are quite capable and The Council has seen fit to send you to Sunnydale to ensure the training of their newest slayer progresses smoothly. This is in a strictly undercover capacity, you'll understand. They don't want Mr. Giles or the slayer to know they're being evaluated. Job pay is poor, might need to moonlight.

+ Well educated on demons and how to fight them.
- Somewhate overbearing and possibly a little sexist
- Expected to answer to the Watcher's Council

Age: 15 plus 4d8 50cp

Initiative Member

You've trained with the military and were quickly considered for a special unit not only for your impressive physical capabilities, but your uncompromising attitude to never deviate from orders as well. You were vaguely amused when you were told that your new assignment would involve hunting down dangerous hostile sub-terrestrials, but it turned out to be true in the end. The operation is top-secret though, with the entire facility being hidden beneath a local campus. For some unfathomable reason the government feels it necessary for you to lead a double life and you'll have to masquerade as a student or teacher's assistant until your cover is blown. You would never consider purposely revealling your secret identity.

+ Excellent training in modern weaponry and tactics.
+ Government backing for fighting or killing monsters
- You do what you're told when you're told to do it

Age: 17 plus 1d8 100cp

Wolfram & Hart Lawyer

You're an anomaly, and the Senior Partners know it. They've provided you with an attractive body that no one else seemed to be using at the moment. They have high hopes for you, and are giving you a cozy office and home in Sunnydale, though you still belong to the L.A. branch and will need to answer to them for any blunders. Your job is to actively support wealthy demons and maintain their reputation as well as cover up blatant demonic activity that occurs in town. You're not under contract, but betraying the Senior Partners is ill advised. A substantial bonus will be provided if your actions lead to the death of one Buffy Summers as her prescense threatens your clientelle. A much more significant amount of money will be yours if you can make ensouled vampires loyal to Wolfram & Hart. You must never allow violent actions to be traced back to the firm.

+ degree in law, and the knowldge to use
+ only influences your memory if you request it
- closely monitored by powerful demonic forces

Age: 21 plus 1d8 100cp

Demon

Also referred to as hostile sub-terrestrials by a certain underground military operation, most demons are bad to the bone. Demons are meant for slaying and you certainly shouldn't want to be one. By demon standards, you are incredibly young and inexperienced. To complicate matters, unlike most demons you are in the embarrassingly situation of playing host to a identifiably human soul. Having a soul won't mean anything to a majority of the underworld, but those that know about your condition may torture you with as much delight as they would any human. You're still physically and mentally a lot more demonic. It will be very difficult to unsettle you with violence or deeply evil acts. Hell, you might even discover you find some enjoyment in the suffering of the innocent. Several species can be chosen.

+ You maintain your human soul.
+ You may gain enjoyment from harming humans
- Soul may hinder advancement working with demons

Age: 17 plus 1d8 200cp

Age

Possible ages are determind by background. If you pay 50cp you can choose whaever age you want within the rollable range.

Sex

Your gender does not change from what it was previously. You may pay 50cp to change it. Some powers may be restricted by gender.

Location

Roll a 1d8 to determine location. If the result is between 1 and 8, you're in Sunnydale! You arrive the same day Buffy moves into town.

Demonic Heritage

If you selected demon as an origin you choose one of the demon varieties listed below. You may only select one type from this page. Combinations are impossible. If the species can pass for human it will be marked by an Angel Investigations symbol. Extra d8s on some demons may indicate advanced age, or age since becoming a demon.

Vampire

Extreme vulnerability to sunglight and holy water is not without it's perks. You have enhanced strength, speed, stamina, agility, reflexes, perception, and quickly recover from most wounds. You have no need for proper bloodflow or air. You no longer age, but can still be killed by decapitation and pointy sticks to the heart. Crosses burn you on contact and you can't enter homes uninvited.

100CP +7d8 years

Half-Brachen Demon

You've got green skin, red eyes, and blue spikes covering your face. You have improved strength, stamina, speed, and senses - including detect magical objects by scent, Extreme dexterity allows you to fake broken limbs (and neck). You were brought up human and only discovered your demonic blood after reaching adulthood. Your abilities are lowered to that of a human in human form.

Free

Thricewise

So you want to be a large, tentacled, three-eyed mollusk-like monstrosity huh? I guess the innate talent for magic and the ability to assume a human form help offset that. Generally friendly than a lot of other demons too. You can get away with passing for a student at Sunnydale High.

200CP

Loose-Skinned Demon

As a loose-skinned demon, you are unsurprising covered in a lot of excess flesh. Flaps and folds are everywhere. However, from between these fold you can let out your tentacles to traumatize opponents. You can feed off emotions (particularly embarrassment) but don't let that stop you from enjoying delicious human food or pets. Loose-Skinned demons tend to be relaxed and nonviolent.

Free

Nitobe

The ability to generate blades of energy is a unique quality of Nitobe Demons. They are a species of warriors with a code of honour who repay those who help them. Due to their just and polite nature, they are strongly disliked by other groups of demons. Pysically they have maroon skin, red eyes with yellow whites, and large bulbous noses.

Free +7d8 years

Deathwok Demon

Complete immunity to the effects of non-magical alcohol. But don't let that stop you; they also have aura reading, telepathy, empathy, lie detection, and even fate reading when listening to others sing. Deathwok Demons even survive dismemberment so long as vital organs are not mutilated, able to use piercing screeches to fight off foes.

100CP

Fyarl Demon

Burden of intellect too much for you? Worry no longer. Fyarl Demons, though having superhuman strength and an imposing physique, are rather dumb. But they can fire a paralyzing mucus at foes from their nose, which dries into a very hard and durable substance. Very vulnerable to silver. You'll have red skin and large curved horns. Curved. Horns.

Free +7d8 years

"Justice" Demon

You work in an office-like hell where you will need to meet some quotas on the amount of suffering you inflict upon the world. You can choose a specific type of victim to cater to for granting wishes of vengeance on loved ones. They can sense feelings of vengeance from immense distances and as long as they do 'good' work they can teleportat, use telekinesis, and have superhuman strength, durability, and agelessness

200CP +7d8 years

Mohra Demon

Your regenerative blood grants virtual immortality in the sense that it will bring you back to life a while after you die, but this requires vast quantities of salt to replenish. Smashing the red jewel on your forehead will also kill you. You have excellent swordsmanship training combined with strength and speed. As a Mohra Demon your clan raised as an enemy of The Powers That Be and their agents.

100CP

Hanoch Demon

Thin, humanoids with blueish-grey skin, shining green eyes, clawed hands and horns all over their body. They can emit high pitched screeches and release mist from their mouths. This mist can solidify into an impenetrable force-feild so long as you keep your mouth open and do nothing else but maintain it. Killed via decapitation or a good staking.

Free

Evil Eye Zombie Demon Thingy

Bound to a mask, you are still nontheless powerful. Your main strength lies in reanimation: the power to raise any dead creature as a zombie within a certain radius of influence and attracting them to you. When worn you can completely take over the body of your wearer. You can emit a paralyzing, blinding flash of light from your eyes that completely stuns opponents when worn.

Free +7d8 years

Polgara Demon

Turn every enemy into a shiskebab. This new body has extendable arm skewers that easily peirce body armour. Polgara demons are typically unintelligent and need to eat often. You look like a mix of human and reptile; the more reptilian your appearance the less often you must feed. They have very sharp senses, particularily sight.

Free

Spider Demon

Why settle for just two arms when you could have ten? Spider demons have eight additional retractable spider-like arms they can extend from their backs. Other than this, they appear completely human. They have all the writing talent of Stephanie Meyer, sometimes this skill is even heightened to average fan-fiction writer level. Their additional arms make them great melee combatants.

50CP

Swell

Appearance of cute fluffy blue plush cat toys and can quite easily pass as harmless stuffed creatures. Capable of merging with multiple other swell to create a hive-mind massive monster. They can force themselves into the mouths of people to possess them. If a host is forced to vomit you will be expelled from the body. They are prone to misogynst speak and random acts of violence.

Free

Werewolf

Incredibly heightened senses, even in human form. You can identify and follow scents and determine emotion from it. During the full moon they lose control and seek out humans to devour. It is possible to learn to control when transformations occur and even learn to control the wolf inside yourself. When in wolf form you are very strong, fast, and tough.

100CP

Special Abilities

The world of Buffy has more than it's fair share of bad guys to fight, but it gives the good guys plenty of stuff to beat them up with too. Whether your hat is white or black, here are some perks to consider. Options marked free cost nothing paired with the associated identity/species/ability. Discounts only reduce prices by half. Sale ends soon.

High Stakes Fighter

You have at least a theoretical knowledge of jujutsu and aikido, but when it comes to combat you have a general aptitude for punching people in the face in a style all your own.

Free: Initiative, Vampire, Nitoke, Mohra, Pogara, Spider, and Slayer 100CP

Spike in Crime

When people think all purpose criminal, they don't think of you because you're so good that you've never been caught. Or because you're only sort of adequate. Still, you skillfut at lock-picking, hotwiring cars, and pickpocketing.

Discount: Demon 100CP

More Than it Hurts Me

When it comes to inflicting pain, you are well-trained in the art. During torture you are capable of inflicting extreme pain on others without doing lasting harm and ensuring you can keep them alive indefinitely. For prolonged sessions you will still need to provide basic things like food and water to prevent death. People will almost certainly crack before then though, if you're using this to get information.

Discount: Demon 100CP

Swordplay

You are trained in the use of a variety of swords which you can weild with some skill, but your true gift is fencing. You could handle an opponent at the sport while looking the other direction or reading a book.

Discount: Watcher, Lawyer 100CP

Pop Culture 101

You have an exceptional knowledge of pop culture and can understand the references of others regarding pop culture. Combined with "Just Plain Snarky" you can easily deal brutal burns to others.

Discount: Spider
Free: White Hat 100CP

Just Plain Snarky

Though it may not always be the perfect comeback or one-liner, you always have something to say to put an opponent off their game, just be careful as this ability can sometimes lead to accidentally awkward innuendos at your expense. At least the comment still distracts an opponent, even if it leaves you slightly embarassed.

Discount: Spare Key 100CP

Cunning Linguist

This grants can either grant proficiency in one real-world language of your choice or two languages from the list: Ancient Greek, Gaelic, Japanese, Latin, Old Norse, or Sumerian. White Hats can select languages featured in fiction such as Klingon or Sindarin.

Free: Any Older Demons, Watcher 100CP

Fashion Chaser

You always know just what to wear to catch the eyes of others and can keep up with the latest fashions so long as your budget allows for it.

Discount: White Hat, Spare Key 100CP

Once More, With Feeling

Every six months, you can affect all persons within a municipality (up to 40,000 people) and force them to reveal their secrets and pent up emotions through well-coordinated song and dance. It is your choice whether you want the lyrics to allow them to overcome their problems or be further burdened by them.

Free: Deathwok 150CP

Prophetic

Gain brief (if painful) flashes of insight into the future. These visions come with a face and name and give you an inclination of how you can help people in danger (including you and your friends). Paying an additional 100cp provides much clearer visions with next to no discomfort.

Discount: Half-Brachen 200CP

Demonology

You have a great knowledge of demons, and can identify hundreds of species on sight alone.

Discount: Lawyer
Free: Demon, Watcher 200CP

Military Experience

Through either past or current training, or maybe just an unhealthy obsession with the military you aquired some new skills. You are knowledge when it comes to strategy, combat techniques, and tracking. You are proficient using modern military firearms.

Free: Initiative 200CP

Brilliant

Your astounding capacity for numbers is only matched by your immense knowledge of quantum physics, science, and a natural talent for inventing. In fact, you're so good that rival scientists would might even consider trapping you to a hell dimension for the threat of overshadowing them.

300CP

Robotics Genius

You possess a genius-level intellect, and are immensely skilled in the fields of technology and robotics. Your advanced machines can pass for human (with a few quirks), and you can even incorporate magic items to work in tandem with or possibly even power your technology.

300CP

Technopathy

Through touch you are able to communicate with electronic devices. This communication can extend to any devices on the same network. Devices will complete any commands you give them swifty, so long as it's possible for them to do so. You can operate devices on touch or easily access sealed data. Commands can be resisted by sentient machines.

Discount: Initiative 300CP

Hypnosis

You can use this ability convincingly appear as someone else, paralyze others, or bend them to your will. You can only use the power on one person at a time, but once enthralled most will remain bound to your will for years. Strong willpower will allow targets to shake off your control.

Discount: Vampire, Evil Eye 600CP

Sorcery Savant

You have a general aptitude for learning spells and possess a far greater natural ability to perform magic. You already know a variety of simple spells. The spells you perform will be on the same level or possibly above that of the greatest witches on earth once you gain more experience.

Discount: Lawyer
Free: Thricewise 600CP

Slayer

Bane to all vampires. The slayer is a called by destiny to fight creatures of the night and possesses strength, speed, stamina, agility, reflexes, recovery, and intuition to handle common vampires easily. You'll be truly dangerous to fight. Prophetic dreams will occaisonally alert you to upcoming events.

Female Only
Discount: Spare Key 600CP

Empathy

You can't actually read minds, but you have such a well atuned emotional senses that the it almost doesn't make a different. This is a supernatural ability, not reliant on human perception but a different sense entirely.

Discount: Deathwok, Justice, Werewolf
Free: Loose-Skinned 300CP

Green Tongue

By simply touching a plant you can form a link with it and communicate telepathicly thereafter. Plants can inform you about the world around them and mobile varities are able to follow your commands. Having such a connection with plants and regularly talking to them stimulates them to grow. With time or distance the link eventually fades, but you can easily create it again.

300CP

Psychological Weaponry

You have exceptional insight into the relationship of others (so long as they don't involve you) and know how to flawlessly weild this information against others to sow disharmony among them.

Discount: Empathy 300CP

Five-by-Five

Social skills and body language allow you to easily relax and/or excite others. During a fight, the effect is intensified and you can use the ability upon yourself as well as one other person involved in the fight (whether ally or enemy). After a heated fight you can releive all traces of stress by sleeping with whomever else you targeted with this ability.

Discount: Spare Key 400CP

Adaptability

Putting your mind to things you can quickly learn how to handle various threats, and are great at countering opponents after a quick analysis of their fighting style. Watching others perform you will always be able to learn a little about their skills and how you might replicate physical attacks. You can be engaged in combat and still use this talent.

400CP

Summoner

Using wind instruments you can call upon demons to do your bidding. That usually takes time and some some specific notes, but if you're in a rush you can always use instruments to control animals with ease. This doesn't require prolonged playing, but the magic binding demons slowly fades and they return to their home dimension when it's gone completely.

Discount: Sorcery Savant 400CP

Primal Lineage

Vampires with this perk may enter houses without permission, are unharmed by crosses, and can ignore the pain of holy water. A much stronger sternum even helps them resist being staked throught the heart. After the recreation of the egg of magic you will become an evolved vampire, letting you walk in sunlight and turn into one type of animal commonly associated with vampires.

400CP

Geneticist

Your knowledge of genetics is applaudable. With the right equipment you have the ability to even recreate extinct demon species. Your forays into the feild of demon genetics have already given you access to the genetic material of a few great samples.

Discount: Initiative 500CP

Flight

The ability to fly is now yours. No wings or anything, it's a purely magical ability. You can go kinda fast using this - it peaks at around 70 mph (112 km/h). The wind at this speed won't bother you either, just avoid flying into things.

500CP

Legal Upgrade

You are granted absolute knowledge of human and demon laws, plus fluency in a couple of this worlds demonic languages. You also gain knowledge and the skill required to execute all golf techniques. Unfortunately, it also comes with a familiarity with all Gilbert and Sullivan light operas.

Discount: Lawyer 600CP

Biomechanical Demonoid

You are what inspired the government to pursue the 314 Project. Both mechanical and demonic components are grafted into your body which grant you superhuman strength, stamina, and durability superior to vampires and even the slayer. You have such complete awareness of your body and can determine when reality has been modified and retain your sense of self.

Discount: Initiative 600CP

Ascension

You aren't exactly human anymore. At some point you completed a complex dark ritual that altered your form into that of a full demon, not like those cheap half-breeds that walk the earth. You have immense size, strength, and durability. The sight of you alone should send most men scattering in fear. (The fear isn't supernatural, you're just pretty gosh darn scary looking)

600CP

Companions and Eqipment

You probably know the drill by now, but here's how this'll work: You see a toy that you just gotta have, spend the indicated choice points and it's yours. Skills are all well and good, but sometimes you just need a man by your side or something real to grasp and plunge into... Forget it. Discounts and freebies work the same as the last section.

Mr. Pointy

"This is my lucky stake. I have killed many vampires with it." Not just a run-of-the-mill stake. This curvy bit of wood will never break, and was carved with love from fine padauk wood. It's been used for many vampire slayings, so it can't be that bad of a weapon.

Free: Slayer 50CP

Necro-Tempered Glass

A special form of glass that filters out the components of sunlight that are deadly to vampires while still preserving the brightness and warmth. You can upgrade any one vehicle or building to have this quality. For 150CP any number of your items can be upgraded in this way.

50CP Free: Vampire, Lawyer 50CP

Hunga Munga

An african tribal weapon with four blades. It is exotic enough to be unfamiliar to most opponents and you can use that alone to catch them off guard.

50CP

Book of Kelsor

This detailed tome describes nearly a thousand varieties of demon and provides insight on how to properly combat them. This codex has been around for centuries and steadily updated, one of the most reliable sources for generic demonic knowledge. Initiative members gain no book but an electronic database containing approximate information - details relating to magic are strangely absent however.

Discount: Watcher, Initative, Lawyer 100CP

1959 DeSoto Fireflite

A reliable vehicle with a bit of wear on the interior. At no extra charge you may opt for blacked out windows using only the finest available spray paints. Surprisingly, authorities don't seem to take notice of the severly impaired vision that the paint would cause and never see fit to ticket you or impound the vehicle.

100CP

Root Beer

Refreshing and foamy, you have a refilling keg of root beer maintains the perfect temperature all the time.

Discount: Ascension 100CP

Band Candy

A box of 20 tasty chocolate bars. You receive another box at dawn if the previous bars have been eaten or are inedible. Eating one of these will make whoever eats them act like their immature teenage self for the next 24 hours.

Discount: White Hat 200CP

Holy Water

Conveniently pocket-sized, this small bottle never runs out of holy water to splash at your foes. Most demons won't take kindly to it. Vampires in particular find the effects highly unpleasant.

Discount: Watcher 200CP

Box of Gavrok

What could you possibly want with a box containing almost 50 billion tiny demon spider-like creatures? You know what, just take the darn thing, but the mayor is going to need those high-fibre inhabitants for his ascension, so keep a lid on it okay?

Discount: Ascension, Demon 200CP

Blood of Eternity

Drawn from the Mohra Demon, this bright green blood can heal any wound or restore any conditions, even death. Should you actually die, this won't be any use to you of course - since you'll be sent home as normal. Still good when you need to save someone else though. 3 doses.

Discount: Lawyer, Initiative
Free: Mohra 300CP

Jumperbot Mk II

Physically, this companion looks like a nearly perfect robotic replica of you. Its personality is as accurate as you want it to be, but it's abilities may not be equal. It has exceptional strength, durability, and possibly intelligence. Not magic compatible unless some form of magic battery is installed. Even with a source of magic it will not be able to use high-powered magics beyond what are normal in a world.

Discount: Robotics Genius 300CP

Cursed? Letterman Jacket

All persons of the female persuasion viewing people in this garment will immediately register them as not only worthy of their affection, but will want to do their best to ensure you live a long romance filled life together. Doesn't matter what your gender or orientation is. Effect on individuals ends when the jacket is destroyed. You'll get a replacement at dawn should the jacket be destroyed or lost.

Discount: White Hat 300CP

Scooby

You will immediately strike up a friendship with a canon character of your choice, and after your time here concludes they can accompany you as a companion. A discount is granted when you select characters that could be considered to share the same background as you. Some perks can factor in too; Slayers get discounted slayers and Sorcerer Savants get a discount on other known witches.

Discount: White Hat or All[1] 400CP

Slayer Handbook

An extraordinarily old book given to slayers by watchers. It records the laws of magic of this world in detail, and its pages are rewritten to describe the laws of magic in whatever new worlds it may enter. If the magic in the universe is damaged, writing in the book can alter the laws of magic, however currently there isn't any free space to do so. Also used to educate slayers, or so I've heard.

Discount: Watcher, Slayer 400CP

Vengeance Demon Core

The pendant that vengeance demons rely on in order to make mortals suffer who try to get wishes from them. It grants them the power to use their abilities and grant wishes. If destroyed they return to their initial human form. Relatively useless to humans, except for calling the pendant's owner or depowering the vengeance demon who carries it. Pendant remains destroyed for one month.

Free: Justice 400CP

Superhero Collection

Aa set of armour from various setting that come together to make a great set of tools for combating the demon hordes. Includes Iron Man's repuslor gauntlets, a Star Trek tricorder, Batman's utility belt, Captain America's shield, The Punisher's vest, and an X-Wing Helmet. They're fan made, but almost as effective as the fictional items..

Discount: Spare Key (for men) 600CP

Vorpal Sword

From the collection of Alasdair Coames, this enchanted blade has a truly killer edge and seems to have a will of its own for decapitating your foes. Slices through flesh as simply as it moves through the air. The edge seems to lose this quality if anyone uses it without your consent.

Discount: Watcher 600CP

Draconican Katra

This handheld trinket swaps your consciousness with whomever your grasp while it's worn. Since your former body will still be wearing the katra, it is best to take advantage of their surprise and quickly recover or destroy the device. Like most other items, it will be perfectly restored and returned to you by dawn if lost or destroyed so you have little to fear from wrecking it.

Discount: Demon 600CP

[1]Origins other than White Hat recieve discounts only for characters that would be considered to share the same backround or by sharing a perk clearly represntative of a canon character. White Hats get a discount on any character, which is not cumulative with a discount from shared perks.

Complications

Looking for a little something extra? You're not in the right place if you want something good. But, if you're willing to suffer a little for the next ten years we can make a deal. You can take as many drawbacks as you want, but you can only gain up to 600CP from them. After you've picked two drawbacks additional selection only give half points.

Leporiphobia

This will put the fear of bunnies into you. Their hoppy legs, their twitchy little noses. Simply horrible. Avoiding bunnies might seem simple enough, but even when they aren't around the fear of them is in the back of your mind. You do seem to encounter them much more than normal.
Oh yes, There will be bunnies.

+100CP

The Sunnydale Effect

Despite the danger, you will never have a problem with going out alone at night. You tend to have a problem remembering the supernatural occurrences, including regularly forgetting who has been endowed with supernatural powers.

+200CP

Soulless

After 1d8/2 years your morality vacates the premises and a demon takes over the show. He's pretty cowardly and self-serving but thoroughly relishes in causing death and suffering in all the people you appreciate in your life. He wants the deaths as painful as possible for you and any friend you have. Each time your soul is restored you will lose again in another 1d8/2 years.

+300CP

Zeppo

Though not often life-threatening, humiliating things will happen to you frequently. Others will have a hard time taking you seriously and walk all over you. You can still expect the regular life-threatening stuff in the Buffyverse to do you harm like anyone else, you just tend to suffer more than others due to additional 'funny' side-effects.

+100CP

End of Magic

When the Seed of Wonder is destroyed in during the Twilight Crisis (and it will be) you will be cut off from all extra-dimensional sources of magic. Any magical abilities you possess cease to function, rendering you a mostly normal person. Since you were brought into the world magically, as the lingering magic fades so will you. Unless the seed is restored you will be erased from the world and forgotten. This counts as death if it occurs.

+200CP

Tabula Rasa

All memories are removed, you have no recollection of any of your personal life in this world or others, and will have to figure out what is real based off of what others tell you.

+300CP

Kleptomaniac

You have a tendency to steal things for almost no reason, even from your loved one. Being caught or called out will only make you feel resentment towards your accuser.

+100CP

Bugger, I Thought You'd Gone

You have a tendency to monologue all your plans the moment people are out of your line of sight. This can lead to accidentally spoiling a great deal of covert affairs. Don't expect secret identities to remain that way for long, and any of your plots to be quickly spoiled. People who overhear you will know you intend to carry through with these plans.

+200CP

Penalty Box

You are a prisoner in a holding dimension run by Wolfram & Hart. Prisoners here lose their are manipulated through a necklace they are forced to wear. They wake up and spend a few minutes with a fake family then go down into their basement, where they are tortured and have their heart cut out. This repeats indefinitely. The lock for the portal is mystical, someone else must don your necklace in order to open it.

+300CP

Perfect Harmony

Harmony Kendell. You won't necessarily be friends with her, but each and every day she can easily interact with you she'll spend a good deal of time doing so. It won't be all day, or even hours of your day usually. She just shows up and acts like herself. You are completely incapable of bringing harm to her. She cannot be ended for the duration of your time here.

+100CP

The Body

You are guaranteed to make some close friends. At some point every year, you are also guaranteed to lose someone you care about. They cannot be revived by any means until your ten years here have concluded. Some will be killed in ways that make it impossible for retribution, with the killer being something mundane heart attacks or perhaps even an accidental/necessary death by your hand.

+200CP

The Perfect Heart

The Gentlemen are coming to collect. They will keep coming, forever, as often as they can make visits from hell, anyway. At least you get advanced warning when the entire area loses their voices. Also there is likely to be a lot of collateral since The Gentlemen can take up to six other hearts each time they appear. Knowing you're in the area, they won't settle for a seventh hearth that isn't yours.

+300CP

Where do we go from here? Provided you survived this little adventure you getone more choice.

Go Home

Stay Here

Next World